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## **Vuzix Gathers Momentum; Growing Developer Support and Acceptance at E3 from Broad Range of Content Developers**

**iWear Video Headphones Supports the Largest Variety of Platforms and Games, Helping to Drive the Standard for Wearable Entertainment and the Open Source Virtual Reality (OSVR) Platform.**

ROCHESTER, N.Y., June 19, 2015 /PRNewswire/ -- Vuzix® Corporation (NASDAQ: VUZI), a leading supplier of Video Eyewear and Smart Glasses products in the consumer, enterprise and entertainment markets, is pleased to announce that the company has showcased its iWear Video Headphones at E3 and is collaborating with multiple partners to bring a more immersive gaming and entertainment experience to consumers globally. The Vuzix iWear Video Headphones is a high-end pair of video headphones that has won multiple Consumer Electronic Show awards. It provides users with a mobile wearable video display and gaming solution featuring dual high-definition displays and a field of view equivalent to a 130" home theatre screen viewed from 10 feet away.



Working with more than 60 developers to-date that have been porting and developing titles to leverage the superior technology of the Vuzix iWear Video Headphones, the Company is helping to drive the standard of the Open Source Virtual Reality (OSVR) platform to offer one of the best VR gaming experience available. Additionally Vuzix platform agnostic iWear supports gamers under the umbrella of the Open Gaming Alliance and its mission to keep the gaming ecosystem "open," and The Indie Media Exchange (MIX) led by industry Veteran Justin Woodward. The visual experience that iWear enables

is based on industry standards and is one of the most compatible in the market. The iWear can also accurately track head orientation and movement so that when the wearer's head rotates, the image of the virtual world matches that motion in real-time, resulting in a true simulation of the virtual world of the game.

Not only can the lightweight and compact iWear be used to put the gamer in the center of the action, the device can also simulate a large home theater experience, providing the equivalent of a 130" screen viewed at 10 feet. The iWear supports any HDMI inputs compatible with the latest 2D and 3D modes enabling the user to connect to their mobile phones, tablet devices, console systems, PCs, and 3D Blu-ray players in order to enhance and better enjoy content.

Carlson Bull, Founder and Executive Creative Director Bully Entertainment offered, "As content creators and developers, we are always grateful for the opportunity to build virtual experiences on the latest and greatest devices. We're thrilled to work with Vuzix and see the worlds we create come to life on the iWear."

"The Opening Gaming Alliance: Indie Developer Collector and the Mix are proud to support Vuzix Corporation's iWear, which is the latest standard in VR Headset Technology. We have a number of developers that participate in our events and indie programs that innovate game experiences through VR and we look forward to seeing how the iWear allows the imagination to soar," said Justin Woodward, Interabang Entertainment.

"Vuzix' new iWear HD and tracking technology raise the bar for VR Technology and will set a new standard, not just for gaming but for Hollywood movies, and TV," stated David Boyles, Hollywood producer of both feature films and TV.

Gary Bracey, Director of Kuji Entertainment states "the Vuzix iWear is a best in its class product."

"E3 has proven to be a great place to open the Vuzix store for pre-order of the iWear Video Headphones. The interest has been significant and we are extremely excited about the impact the iWear will have on the gaming and entertainment world," explained Paul Travers, President and CEO of Vuzix. "Working with these prominent partners and developers will create an ecosystem that will make it easier for users to gain access to the immersive gaming and VR experiences that the iWear Video Headphones enable."

### **About Vuzix Corporation**

Vuzix is a leading supplier of Video Eyewear and Smart Glasses products in the consumer, commercial and entertainment markets. The Company's products include personal display and wearable computing devices that offer users a portable high quality viewing experience, provide solutions for mobility, wearable displays and virtual and augmented reality. Vuzix holds 41 patents and 10 additional patents pending and numerous IP licenses in the Video Eyewear field. The Company has won Consumer Electronics Show (or CES) awards for innovation for the years 2005 to 2014 and several wireless technology innovation awards among others. Founded in 1997, Vuzix is a public company (NASDAQ: VUZI) with offices in Rochester, NY, Oxford, UK and Tokyo, Japan.

## **Forward-Looking Statements Disclaimer**

Certain statements contained in this news release are "forward-looking statements" within the meaning of the Securities Litigation Reform Act of 1995 and applicable Canadian securities laws. Forward looking statements contained in this release relate to the iWear Video Headphones, developer adoption and software titles supporting the iWear, the market success and technological advancements of the iWear products, among other things, and the Company's leadership in the Video Eyewear, VR and AR display industry. They are generally identified by words such as "believes," "may," "expects," "anticipates," "should" and similar expressions. Readers should not place undue reliance on such forward-looking statements, which are based upon the Company's beliefs and assumptions as of the date of this release. The Company's actual results could differ materially due to risk factors and other items described in more detail in the "Risk Factors" section of the Company's Annual Reports and MD&A filed with the United States Securities and Exchange Commission and applicable Canadian securities regulators (copies of which may be obtained at [www.sedar.com](http://www.sedar.com) or [www.sec.gov](http://www.sec.gov)). Subsequent events and developments may cause these forward-looking statements to change. The Company specifically disclaims any obligation or intention to update or revise these forward-looking statements as a result of changed events or circumstances that occur after the date of this release, except as required by applicable law.

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