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Vuzix Makes It Easier for Developers to Support the Award Winning iWear with Unity 5.1.0 Support and OSVR Unity Drivers

ROCHESTER, N.Y., June 17, 2016 /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 it has developed a Plug-in to support Unity 5.1.0 Drivers making it easy for Developers to develop for its award winning iWear.

"We are excited to provide developers the tools and technology through our Unity 5.1.0 Plug-in and OSVR Unity Drivers to make it easier to now port to our iWear Headset. Our Unity Plug-in will be featured on the Unity Asset Store. This is a huge step forward providing developers the tools they desire to support our solution. We continue to strive and provide developers around the world the top selling Unity Engine with support in Japanese and English technology," said Paul Travers, President and CEO of Vuzix. http://www.vuzix.jp/unity.html

About Vuzix Corporation
Vuzix is a leading supplier of Video Eyewear and Smart Glasses products in the consumer, enterprise 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 40 patents and 23 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 2016 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 collaboration agreement, the success and acceptance of the deliverables, and any further follow-on development work or volume production supply, 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" and MD&A sections of the Company's Annual Report and other filings with the United States Securities and Exchange Commission and applicable Canadian securities regulators (copies of which may be obtained at www.sedar.com or 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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