

FOR IMMEDIATE RELEASE: JUNE 5, 2017

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Each Viewer Sees Completely Different Content, on One Screen, at Same Time

### **MirraViz Disrupts Display Industry with World's First Multiview Screens**

***Startup will launch Multiview gamer displays at E3 (Booth 2758)***

Silicon Valley, CA – June 5, 2017: Mirraviz announced on June 5, 2017 that it will launch the world's first Multiview gamer product at E3. This product enables multiple gamers to play together viewing one large display without glasses, with each person seeing different and immersive content over the entire screen. TVs have seen incremental improvement in size and resolution, but viewers are forced to watch the same content, the same way it has since its invention. MirraViz is the only manufacturer of Multiview displays globally.

**Michael Wang**, Cofounder and Chief Executive Officer, inventor of the technology said, "When I realized that 99.99% of light emanating from the TV never reaches the viewer, I

knew this was an opportunity for disruption. Our technology turns display physics upside down, by directing photons from the screen to multiple viewer locations.”

**David Jiang**, Cofounder and Chief Business Officer, said, “Our roadmap enables disruptive products in industries as diverse as Consumer Entertainment, Business Signage, VR/AR, and Advertising.”

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**About MirraViz:** MirraViz is based in Fremont, CA. The company has a portfolio of 13 patents granted or pending, and growing. The company started operations in January 2016, and is shipping this product in June 2017.



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