cubic
space

Driving Mass Adoption of XR and 3D Devices

with frictionless **spatial media playback for all**

**Let's Meet @CES las vegas
Booth #60840**

CubicSpace **replaces traditional one-size-fits-all 3D** with an adaptive approach to 3D media playback.

By **adapting 3D in real time** to the content, the user, and the device, CubicSpace delivers **natural, comfortable, and intuitive 3D experiences** – frictionlessly, across all devices and for all users.

By removing discomfort, unpredictability, and friction, **CubicSpace unlocks the mass adoption of 3D and spatial media** across next-generation 3D displays, XR devices, and spatial computing platforms.

Company Overview 1/3

Company	CubicSpace Technologies Inc.
Founded	2023
Headquarters	Montreal, QC, Canada
What We Do	CubicSpace develops image processing technologies that make 3D and spatial experiences more natural, comfortable, and intuitive across devices.
Core technology	Proprietary adaptive 3D model developed from a scientific breakthrough in stereoscopic geometry created by the CubicSpace team. The model dynamically adjusts 3D geometry in real time based on the content, the viewer, and the viewing conditions, replacing traditional one-size-fits-all 3D approaches.
Industry Engagement	CubicSpace is currently working with multiple established players across the display, media, and immersive technology industries through projects under NDA.

Company Overview 2/3

Flagship Products

CubicScreen

A glasses-free 3D display solution that combines a thin 3D optical screen protector with a spatial media application, transforming an iPhone into an immersive spatial screen designed for everyday use.

ASX Plugin

CubicSpace's software plugin designed to integrate directly into third-party applications and workflows, enabling adaptive 3D and spatial media processing across a range of 3D and XR devices.

CubicSpace Player

A media player that brings CubicSpace's image processing and adaptive 3D technologies into client applications and services, powering immersive 3D and XR viewing experiences across supported devices.

Company Overview 3/3

Websites	CubicSpace.ai / CubicScreen.com
Recognition	Draper University alum, selected to join the Silicon Valley entrepreneurship program founded by venture capitalist Tim Draper.
CES Showcase	CubicSpace is demonstrating CubicScreen alongside a broader 3D media ecosystem, including glasses-free 3D displays and XR headsets. All experiences are powered by CubicSpace's image processing and adaptive 3D technologies, showcasing next-generation spatial content designed for everyday devices.

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Why Traditional 3D Fails

Traditional 3D has relied on a one-size-fits-all model for decades. It assumes:

All viewers perceive depth the same way

All devices display 3D similarly

One fixed 3D configuration works in every context

In reality, this leads to:

Eye strain and visual fatigue

Discomfort and headaches

Inconsistent experiences across devices

Limited adoption outside niche use cases

This is why 3D has repeatedly failed to become mainstream.
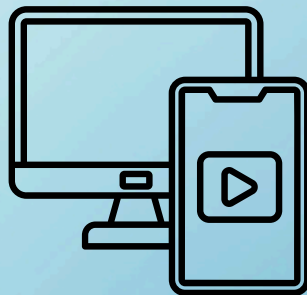
How CubicSpace Replaces Traditional 3D

1. It Treats 3D as a Variable, Not a Constant

CubicSpace is built on a scientific breakthrough in stereoscopic geometry developed by its team.

Instead of locking 3D into fixed parameters, CubicSpace dynamically adapts 3D geometry in real time based on:

This removes the core flaw of traditional 3D.

The content

The device

The viewer

The viewing conditions

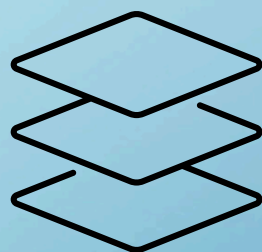# How CubicSpace Replaces Traditional 3D

2. It Makes 3D Comfortable by Design

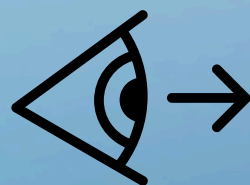Traditional 3D optimizes for effect. **CubicSpace optimizes for <u>human vision.</u>**

By adapting depth and geometry intelligently, CubicSpace:

Reduces eye strain

Preserves natural depth perception

Makes prolonged viewing comfortable

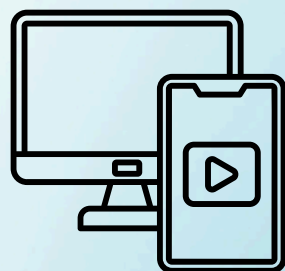**Comfort is what unlocks everyday use – and mainstream adoption.**

How CubicSpace Replaces Traditional 3D

3. It Scales Across Devices and Ecosystems

Traditional 3D is tightly coupled to specific hardware (glasses, headsets, fixed displays).
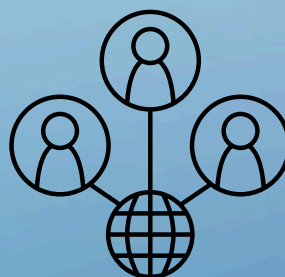
CubicSpace is software-first and device-agnostic:

This makes it scalable by default.

Works across glasses-free displays and XR devices

Integrates into apps, players, and workflows

Powers both consumer products and B2B platforms

How CubicSpace Replaces Traditional 3D

4. It Makes 3D Inevitable, Not Optional

CubicSpace is built on a simple founding belief: **3D is the natural way humans see the world.**
Flat screens are a technological compromise – not the end state.

By removing discomfort, friction, and hardware dependency, CubicSpace turns 3D from:

A novelty → into a default

An exception → Into the norm

Entering A New Era Of 3D Thanks to Spatial Computing

XR Headsets and Glasses

Glasses Free 3D Displays

USD 500B

XR device market by 2030
CAGR 22,5%

3D Cameras on Mobile

AI powered 2D to 3D conversion

visionOS   immersity AI   Android XR

Owl3D   Meta Horizon OS

The problem: Moving beyond early adopters

40% of the population suffers from discomfort, eyestrain or headaches when watching 3D

→

Opinion on Samsung's 3D Monitor at IFA: "This Technology Leads to a Dead End"

Adrian Mühlroth
Sat 6 September 2025 at 8:56 pm GMT+8

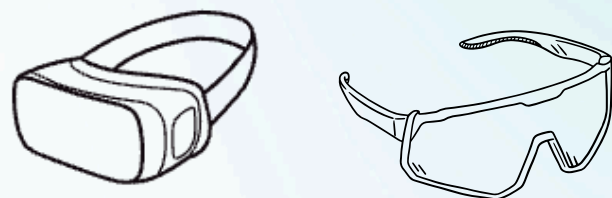But **it was so tiring** to look at the monitor that **I had to stop after a few minutes.**

CONSEQUENCE: LOW ADOPTION - POOR ROI FOR OEMs

Where CubicSpace Comes to Life

CubicSpace's technology is built to operate across a wide range of devices and distribution platforms, bringing adaptive 3D experiences to both hardware and content ecosystems. The model supports immersive viewing from personal devices to large-scale displays and digital platforms.
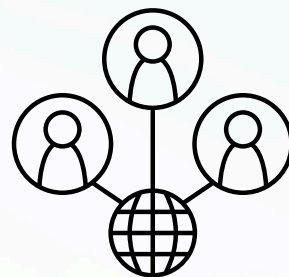
Devices

XR Headsets and Glasses
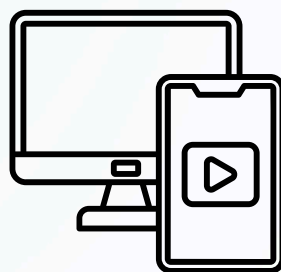
3D Displays
(mobile, tablet, TV, monitors, laptops & +)

3D projectors

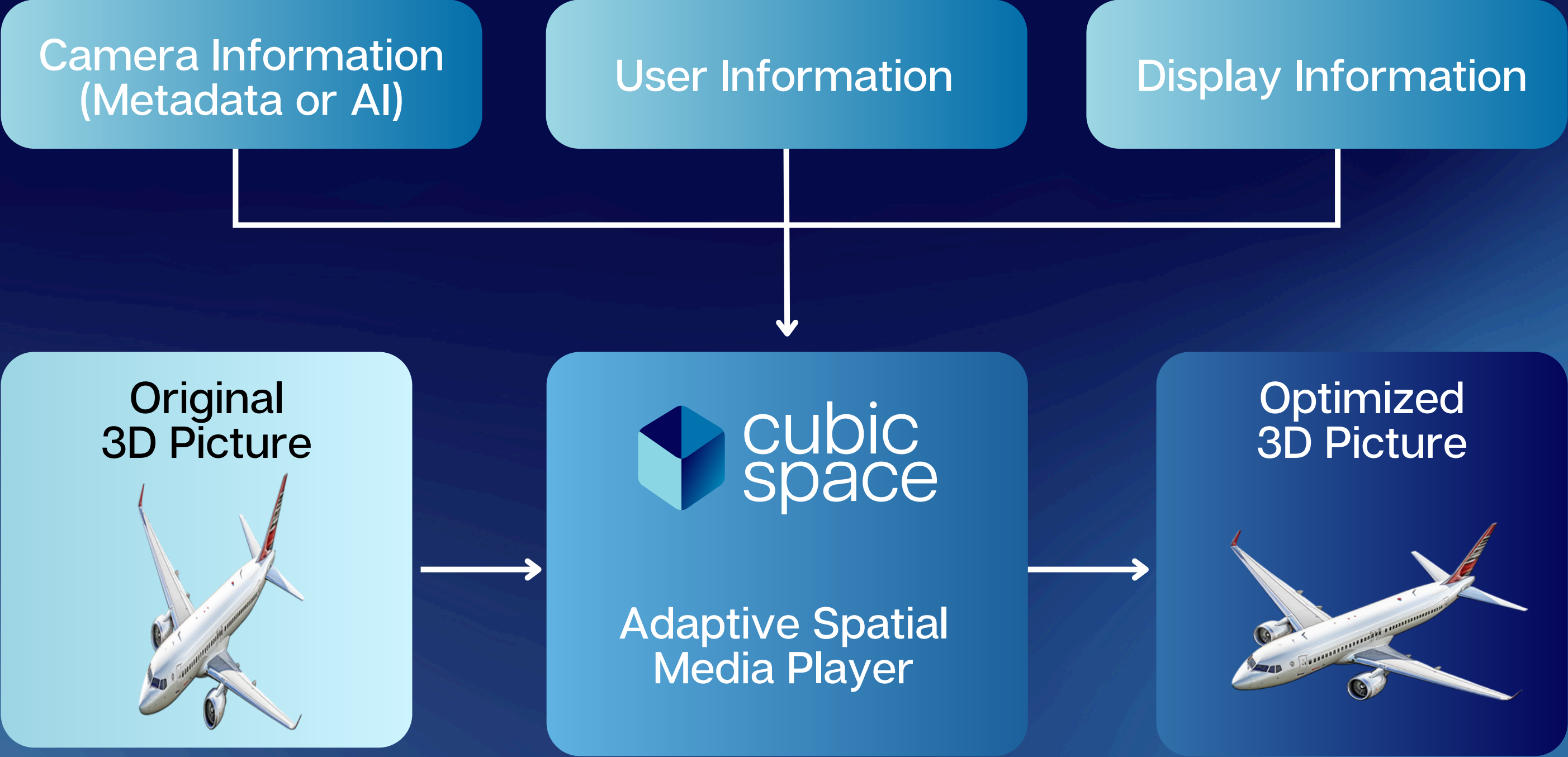## Distribution

Social Networks

Streaming Platforms

Videoconferencing & Training

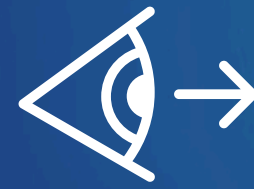# CubicSpace Player : Real-Time Automatic Spatial Media Adaptation

CubicSpace : The Most Engaging 3D User Experience

Natural

Comfortable

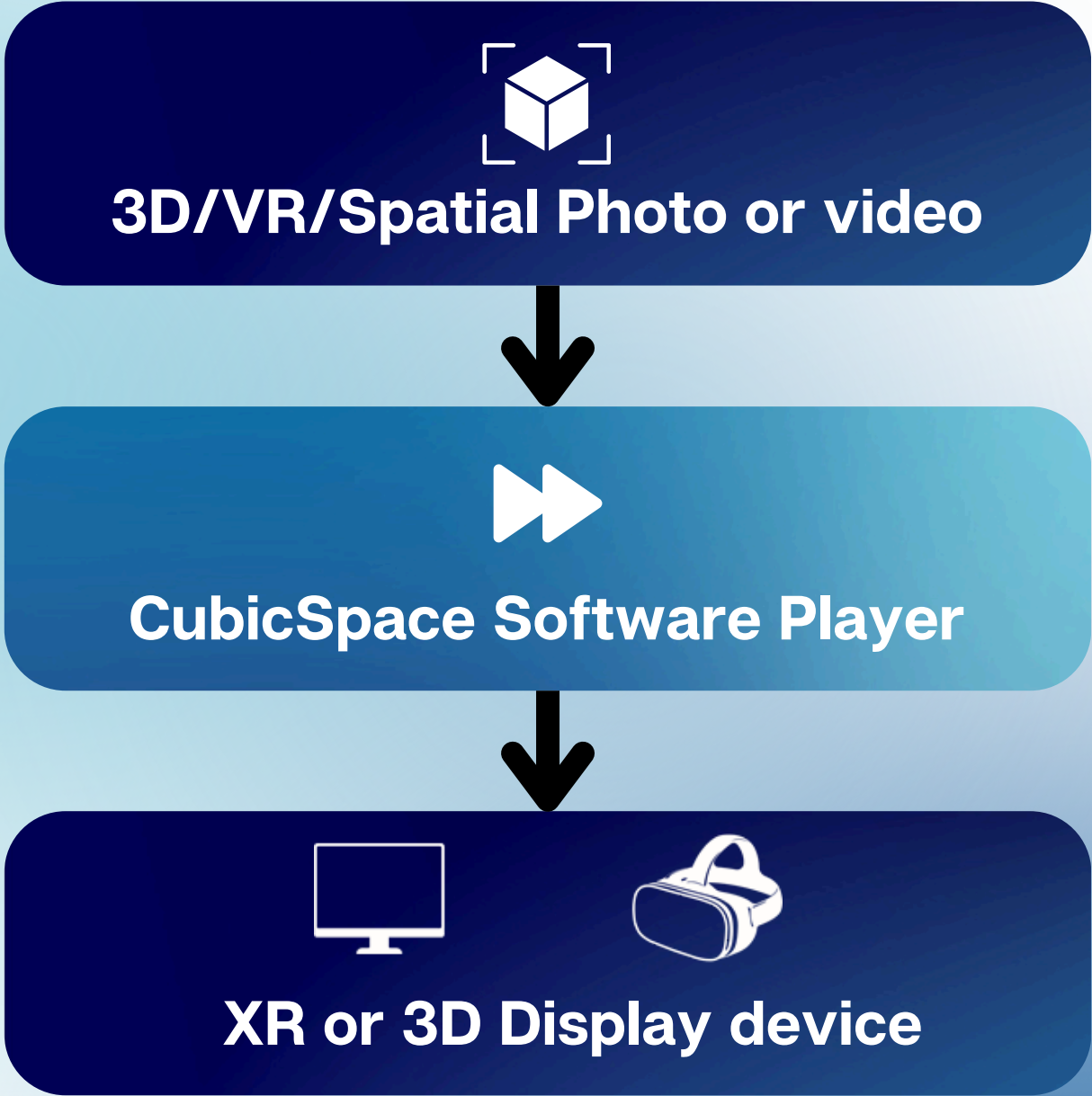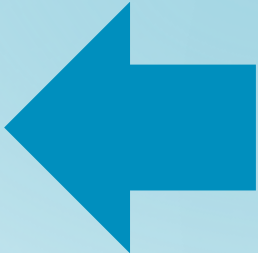**Intuitive**

4 patent families with 9 patents granted or allowed   **9 pending**

Introducing CubicSpace's Adaptive Spatial Media Player

3D/VR/Spatial Photo or video

↓

CubicSpace Software Player

↓

XR or 3D Display device

Flagship Product: CubicScreen

CubicScreen, a new consumer product designed to unlock the full potential of spatial photos and videos captured on iPhone. By combining glasses-free 3D display technology with an intuitive spatial media app, CubicScreen allows users to capture and relive their own photos and videos in 3D with a new sense of presence – transforming everyday moments into experiences that feel more vivid and emotionally engaging. CubicScreen will be showcased at CES 2026, with availability planned for Q2 2026.

Features

- **Precision optical filter:** invisible in 2D, immersive in 3D
- **Adaptive 3D playback engine:** no eye strain
- **Eco-conscious:** works with your current iPhone

Tech Specs

- Advanced 3D optical filter
- Durable, ultra-thin protective layer
- Preserves touch and brightness
- Glasses-free 3D with lifelike depth
- 3D Zoom to explore spatial content

Pre-Order Now
CubicScreen.com

CubicScreen Teaser

https://drive.google.com/file/d/1UY7Oof0kG4qouOSpcqnjynJQSLHk8wvT/view?usp=drive_link

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We're at a unique moment in the history of 3D.
For the first time, hundreds of millions of people can capture their own memories in 3D, using a device they already carry every day. With CubicScreen, we're removing the friction that has always held 3D back – no glasses, no additional hardware, no expertise required – making it possible for anyone to experience their own moments in 3D, naturally and comfortably.

Our mission at CubicSpace is to make 3D mainstream the way smartphones made photography part of everyday life. We're incredibly excited to bring CubicScreen to market and open a new chapter in spatial media, one where 3D becomes part of everyday life and millions of people can finally capture and relive their own memories as they were meant to be experienced.

- **Nicholas Routhier**,
President and Co-Founder of CubicSpace Technologies.

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Read our latest Press Release

Flagship Products: ASX Plugin 1/2

The ASX Plugin is CubicSpace's software plugin designed to integrate directly into third-party media players, enabling adaptive 3D and spatial media processing across a wide range of 3D and XR devices. Built for developers, content platforms, and device manufacturers, the ASX Plugin allows partners to embed CubicSpace's image processing technology directly into their pipelines – from content preparation to playback.

By integrating the ASX Plugin, partners can automatically adapt 3D geometry and depth rendering to different devices and viewing conditions, delivering more natural and comfortable spatial experiences without requiring multiple content versions. The plugin is designed to work within existing tools and workflows, reducing friction while enabling scalable deployment of adaptive 3D across platforms.

Flagship Products: ASX Plugin 2/2

Features

- **Adaptive 3D processing engine:** dynamically optimizes 3D geometry and depth rendering
- **Workflow-ready integration:** designed to embed into existing applications and production pipelines
- **Cross-device support:** enables consistent 3D experiences across glasses-free displays and XR devices
- **Automated adaptation:** removes the need for manual tuning or multiple content versions
- **Scalable deployment:** built for professional and commercial use cases

Tech Specs

- Proprietary image processing and adaptive 3D technologies developed by CubicSpace
- Real-time and pre-processing support for spatial media
- Compatible with spatial photos and videos
- Designed for integration within third-party software environments
- Optimized for 3D and XR device ecosystems

Flagship Products: CubicSpace Player 1/2

CubicSpace Player is a professional media player designed to bring CubicSpace's image processing and adaptive 3D technologies directly into client applications and services. Built for companies developing 3D and XR devices, applications and services, CubicSpace Player enables the playback of spatial photos, videos, and immersive media across supported devices – adapting content in real time to deliver more natural, comfortable, and consistent 3D viewing experiences.

By integrating CubicSpace Player, partners can power their 3D and XR devices with CubicSpace's proprietary technology, eliminating discomfort induced by conventional 3D players using the traditional one-size-fits-all assumption. The player is designed to fit seamlessly into existing workflows, allowing companies to focus on content and experiences while CubicSpace handles the complexity of adaptive 3D playback.
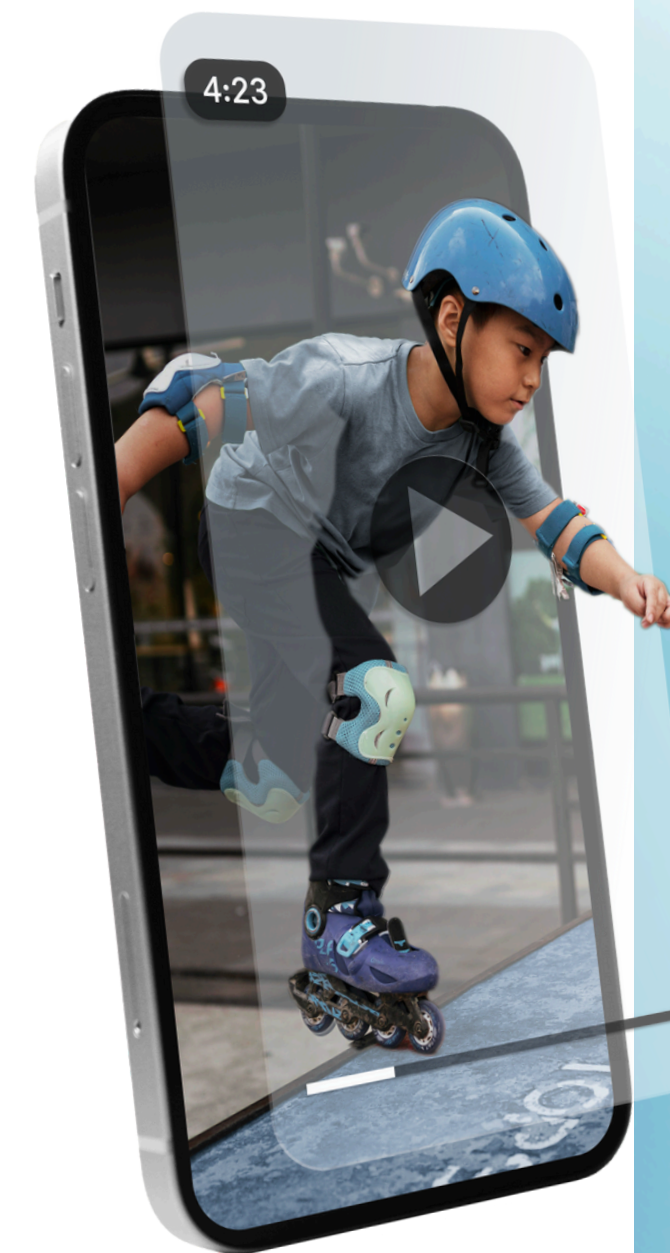
Flagship Products: CubicSpace Player 2/2

Features

- **Adaptive 3D playback and image processing engine:** dynamically adjusts 3D geometry based on content, device, and viewing conditions for more natural, comfortable and optimal 3D viewing
- **Cross-device compatibility:** supports glasses-free 3D displays and XR headsets
- **Seamless integration:** designed to embed into client applications and services
- **Scalable architecture:** built for professional and commercial deployment
- **Broad format compatibility:** supports most popular 3D and spatial media formats.
- **Adaptive 3D zoom:** allows users to explore spatial
- content while preserving depth and visual comfort.

Tech Specs

- Proprietary adaptive 3D model developed by CubicSpace
- Real-time image processing and depth optimization
- Support for spatial photos and videos
- Available in dedicated versions for XR headsets and glasses, and for glasses-free 3D displays
- Designed for integration within third-party platforms

4:23

Scaling Innovation on the Global Tech Stage

CubicSpace Selected Among the Next Generation of Global Tech Builders Draper University

Cubicspace was selected to join Draper University – the Silicon Valley institution founded by legendary venture capitalist Tim Draper – renowned for shaping the next generation of world-changing founders.

Participation in the program reflects both the strength of CubicSpace's technology and the scale of its vision: bringing 3D into the mainstream by treating it as the natural and inevitable way humans experience visual content.

Draper University alumni have gone on to build high-growth startups and unicorns across industries, earning a reputation for creating "heroes" who challenge the status quo and shape the future of technology. As part of this ecosystem, Cubicspace stands alongside a new wave of founders committed to building bold, global, and transformative innovation.

Read our **Funding Round Press Release $1.5M in Pre-Seed**

Backed By Leading Investors

triptyq
capital

barricad
CAPITAL

ACET
BANQUE NATIONALE

Meet the Team Shaping the Future of 3D

Nicholas Routhier [in]
CEO & Co-Founder

- Repeat founder with public company CEO experience
- 25 years in the 3D industry
- Vast experience in licencing technologies
- More than 20 patents
- Created the core CubicSpace model

Francis Labonté [in]
CTO & Co-Founder

- Software developer with multimedia speciality
- Experienced CTO
- 20 years' experience in software development

David Grogna [in]

Head of algorithmic R&D

Daniel Lorenzo [in]

Senior Software Developer

Laurent Birtz

Senior Software Developer

Paul Messeant [in]

Software Developer

Mariya Krasteva [in]

Marketing Coordinator

cubic space

Press Folder

Press Release

Facebook - Instagram - LinkedIn
CubicScreen.com / CubicSpace.ai

For press inquiries or to schedule
a meeting at CES, please contact:

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Marketing Coordinator

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For investor requests, please
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