

Vivid Vision for Amblyopia is a complete virtual reality system for eye clinics to treat and measure amblyopia and strabismus. It contains games, tools, and tests for suppression, stereo acuity, acuity, contrast sensitivity, fusion and more.

CONTACT US



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VIVID VISION

In-office vision
therapy tool for
binocular disorders



Vivid Vision is providing
optometry with the tools I
imagined long ago, which will
help us change more lives,
more profoundly and more
efficiently than ever before!"

Dr. Paul Harris, Prof. of Optometry
Southern College of Optometry

www.SeeVividly.com



Patients are looking for clinics offering **Vivid Vision!** We help them find you with our **Doctor Locator**.



CALL US FOR A QUOTE

(877) 877-0310

IMMERSIVE GAMES

Use real time hand tracking in our **four immersive virtual reality games** designed for patients with **amblyopia, strabismus, convergence insufficiency**, and more.



A game for acuity, stereopsis, flat fusion, anti-suppression, and more.



A game for depth-perception training, motor control, and eye-hand coordination.



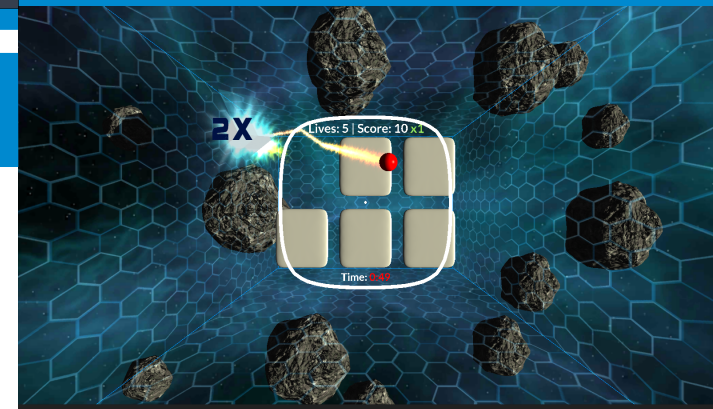
A game for stereopsis, flat fusion, anti-suppression, and MFBF.



A game for motor control, tracking ability, and visual processing speed using our tachistoscopic mode

NOVEL SOFTWARE

- **Interactive tests** for eye dominance, suppression, angle of deviation, contrast sensitivity, fusion, and more.
- **Four exciting games** designed to help with suppression, tracking, acuity, fusion, and depth perception.
- Monitor and control every aspect of the patient's experience live from the **touchscreen monitor**.
- **Live mirroring technology** allows you to see what your patient is experiencing in real time
- Comprehensive **data tracking** and **analysis tools** with cloud data service and automatic backups. Track changes in patient's vision over time.
- **Automatic updates** with new games and tests.



POWERFUL HARDWARE

- High end **desktop computer**, custom built for virtual reality.
- **21.5 inch touchscreen monitor** for live control of the system.
- The **Oculus Rift** head mounted display. 100 degree field of view immersive virtual reality with head tracking.
- The Leap Motion **controller for tracking natural hand movements** without gloves