**FOR IMMEDIATE RELEASE**

**LunarG Expands into XR Market with OpenXR Support in GFXR Tool at AWE 2025**

**Long Beach, CA – June 10, 2025** – *LunarG, Inc.*, a leader in open source graphics software and curators of the Vulkan® SDK, is pleased to announce the expansion of its consulting offerings into the XR market. This move is marked by adding **OpenXR API support** into the company's popular **GFXReconstruct** (API capture and replay) tool - traditionally used in 3D graphics development.

Attendees of the **Augmented World Expo (AWE) 2025**, held June 10–12 in Long Beach, California, can visit **booth #609**, adjacent to the Khronos® Group booth, to see a **live demonstration** of GFXReconstruct tool capturing and replaying OpenXR API calls. This proof-of-concept showcases LunarG's expert capabilities by enabling better debugging, analysis, and optimization for XR applications.

"With this proof-of-concept, we're empowering XR developers with new visibility into immersive application performance and behavior," said Karen Ghavam, CEO and Engineering Director. "LunarG can customize the OpenXR support in GFXReconstruct to a company's specific use cases - helping them successfully develop next-gen XR applications."

About LunarG:

GPU software development teams often run into roadblocks they can't move on their own. LunarG is the industry's leading problem-solving partner for GPU programming. We provide the tools, expertise, and passion you need to keep moving forward and deliver innovative, quality products.

For more information about LunarG's consulting services in XR, contact us at info@lunarg.com

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