

Microsoft Partners with Anduril Industries for US Army's IVAS Project

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Microsoft has announced a new partnership with Anduril Industries, a leading defense technology company, to advance the development and production of the Integrated Visual Augmentation System (IVAS) for the U.S. Army. This move marks a significant shift for Microsoft, which will now oversee the program's continued development through its partnership with Anduril.

IVAS, a specialized version of HoloLens 2, was designed to provide soldiers with enhanced situational awareness and tactical capabilities. However, the initial development of IVAS faced several challenges.

Under this new partnership, Anduril Industries will assume responsibility for the design, development, and production of the IVAS hardware and software. Microsoft will continue to play a crucial role by providing its Azure cloud platform as the preferred hyperscale cloud for all workloads related to the IVAS project and Anduril AI technology.

"We are incredibly proud of the work our teams have put in to help the U.S. Army transform its concept of a soldier-borne, AR headset into reality with the IVAS program," said Robin Seiler, Microsoft's corporate vice president of Mixed Reality. "We are excited to partner with Anduril for the next phase of IVAS and leverage our combined strengths to meet our commitments on this vital program and deliver a game-changing capability for every U.S. soldier."

Palmer Luckey, founder of Anduril Industries, emphasized the partnership's focus on enhancing soldier capabilities. "The ultimate goal is to create a military ecosystem where technology acts as an extension of human capability," said Luckey. "By empowering soldiers with the tools they need to make faster, smarter decisions, we're building a future where technology and human ingenuity combine to ensure mission

success.”

This partnership requires approval from the U.S. Department of Defense before proceeding. If approved, it will mark a significant shift in Microsoft’s approach to military-grade augmented reality technology, with the company transitioning from direct development to a strategic partnership model.