

Wammes & Partner GmbH



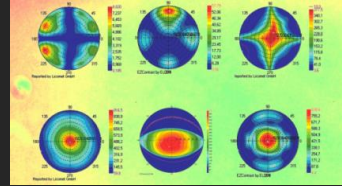
How are we organized ?

- We are small and independent: about 20 display related specialists today, acting as part of a much bigger „virtual“ company.
- We are part of a big international network of specialized companies.
- We are concentrating on 3 technical fields:
 - solid state electronic displays, dedicated light sources and „power conversion“ to drive such displays and lights
- We do not have „ready“ products, everything is „build-to-order“ .
- We offer our know how, IP, experience, data bases, special materials, processes, equipment, measurement services, tools, network
 - to make our customers display related vision or products available and ready.
- We are working like consultants PLUS the capability and ability to really physically MAKE.
- We are working „system oriented“ – not optimizing single components only.
- We also do deep technical analysis for any third party display related product
 - so we have a big data base of what goes wrong and why – and how to solve
- We do this kind of business since almost 30 years.

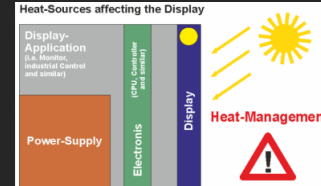
What in detail are we doing?



Power efficient light source technologies for extreme temperatures i.e. -100°C to $+300^{\circ}\text{C}$ and more



Analyzing, simulating, calculating, verifying...



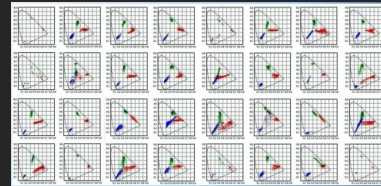
IP and solutions for advanced heat management in display related systems



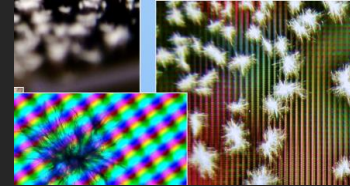
Cleanroom assembly for samples and small qty, we have about 2000m² of cleanrooms



Optical measurement of displays and light sources
We use Eldim equipment



Qualifying, sorting and screening of special or dedicated display related products



Analyzing and decontamination of Bio contaminations like fungus, bugs and other



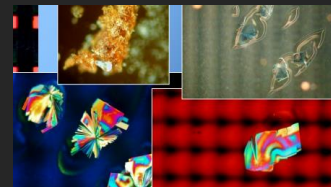
We realize very special measurement systems



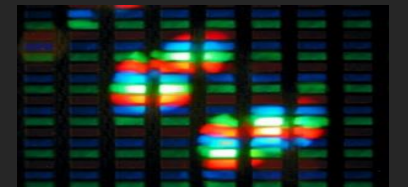
Failure analysis, bug fixing and trouble shooting



R&D for new hybrid displays



R&D for optical bonding of various shapes, materials, processes and analyzing its quality



We create new kinds of variable pixel structures for 2D and 3D

You find us at the EDCG

