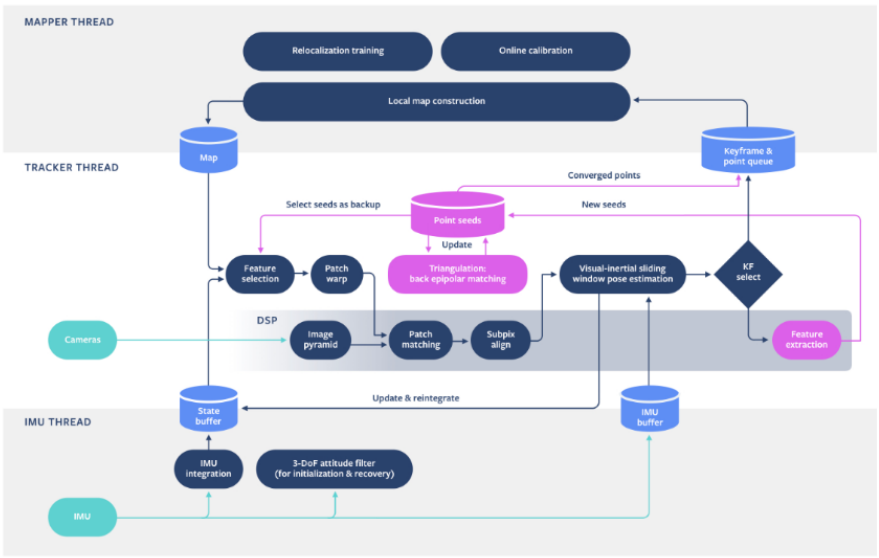
EXHIBIT KK

Gentex Corporation and Indigo Technologies, LLC (collectively, "Gentex") presently contend that Facebook, Inc. and Facebook Technologies, LLC (collectively, "Facebook") infringe claim 1 (the "Asserted Claim") of U.S. Patent No. 8,224,024, directly and/or indirectly, either literally or under the doctrine of equivalents. This chart sets forth Gentex's preliminary infringement contentions relating to the Asserted Claims and the accused products, i.e., the Oculus Rift S, Oculus Quest, and Oculus Quest 2 (collectively, the "Accused Products"). In the event Facebook releases new products or services that infringe the '024 patent, or further investigation reveals that other products or services infringe the '024 patent, Gentex reserves the right to update these contentions as appropriate under the Order Governing Proceedings.

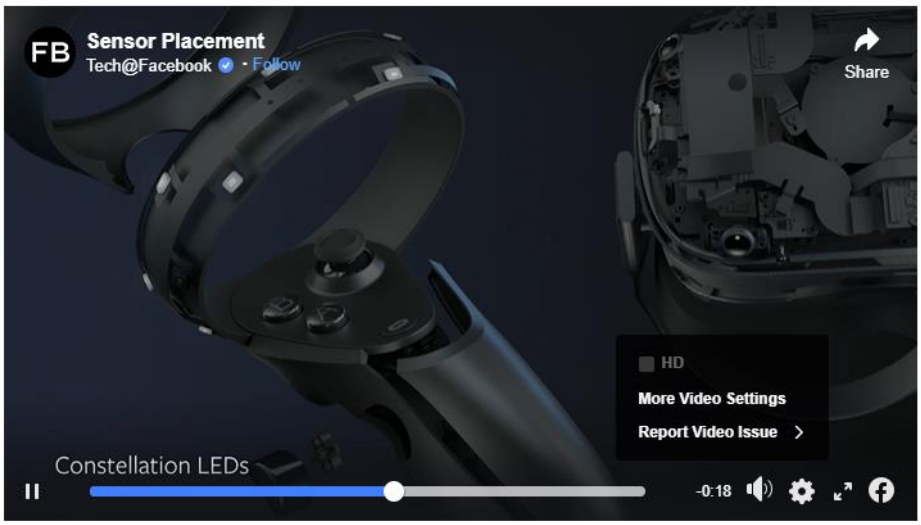
These contentions articulate the structure and acts that constitute direct and/or indirect infringement of the '024 patent and identify specifically where each element of each asserted claim is found within each Accused Product. Exemplary references to publicly available information concerning the Accused Products is provided where appropriate. Exemplary references to specific Accused Products are not intended and should not be read to exclude Accused Products not exemplified. On information and belief, the Accused Products are materially the same with respect to the claims of the '024 patent discussed below. This disclosure is not intended to describe all acts of direct, induced, or contributory infringement Facebook has and continues to commit by making, using, selling, providing, developing, installing, testing, deploying, and/or directing the use of the Accused Products by customers and end users. The parties have not engaged in any discovery. The parties also have not discussed proposed constructions for, and the Court has not yet construed, any of the claims of the '024 patent. As a result, and consistent with the Order Governing Proceedings, Gentex reserves the right to modify, amend, or otherwise supplement these initial infringement contentions as discovery and the pre-trial phase of the litigation proceed and as additional information comes to light, including with respect to which claims Gentex is asserting, the infringement analysis for one or more of the claims, and whether and how limitations of one or more claims are met literally or under the doctrine of equivalents.

U.S. Patent 8,224,024	
Claim 1	
Claim Limitation	**Accused Products**
(1pre) A method comprising obtaining a camera image from a camera and processing said camera image in a data processor by computing the spatial location and azimuth of an object from the locations, in said camera image, of exactly two points on the object, and information about an orientation of the object,	Facebook encourages, directs, or promotes users to use the Accused Products to carry out the claimed method, and Facebook performs the claimed method, as set forth below. For example, Facebook obtains a camera image, and encourages users to use the Accused Products to obtain a camera image from a camera and process said camera image in a data processor (e.g., in the Oculus Quest or Quest 2 headset processor or in a desktop processor for the Oculus Rift S) by computing the spatial location and azimuth of an object from the locations, in said camera image, of exactly two points on the object (e.g., the locations of two LED markers on an Oculus Touch Controller), and information about an orientation of the object (e.g., information about orientation from an Oculus Touch Controller's inertial measurement unit, or "IMU"), and generating one or more signals representative of the location and azimuth of the object, wherein computing the azimuth of the object comprises the steps below. The Accused Products are especially adapted to carry out this



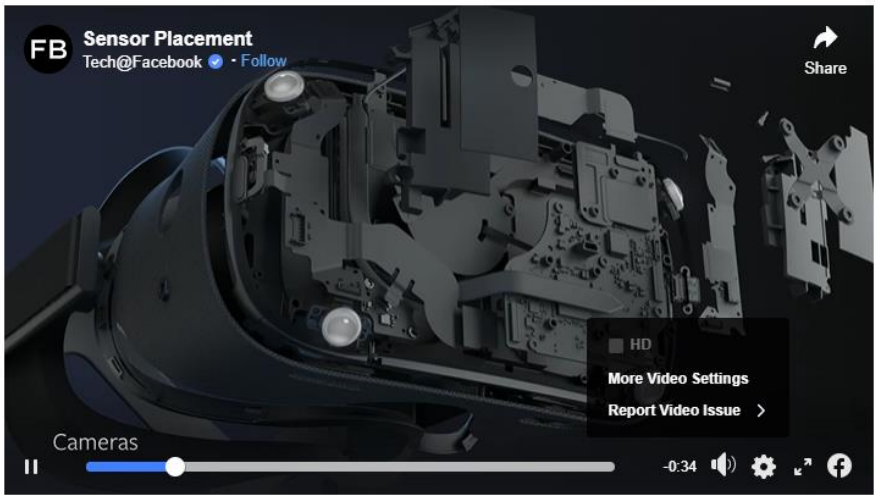
Oculus Insight processes multiple threads of data at once, in real-time — the mapper thread modifies the map, sending updated copies to the tracker thread, which uses camera frames to estimate poses in the mapper-provided frames, while the IMU thread uses measurements from the IMUs to update the latest SLAM state.

See also From the Lab, Sensor Placement at 0:23.



(1a) receiving coordinate information for images, on an imaging device of a camera, of two points on an object,	Facebook encourages, directs, or promotes users to use the Accused Products to receive coordinate information for images, on an imaging device of a camera (e.g., the cameras on the headset), of two points on an object (e.g., two LED markers on an Oculus Touch Controller (for example, "it is fairly common for cameras to only see 3, 2 or even 1 LED(s) at a time," *LED Matching*)), and Facebook performs such step itself. The Accused Products are especially adapted to carry out this method, which is a material part of the claimed invention, and have no substantial noninfringing uses. Further, on information

	and belief, Facebook conditions a user's use of the Accused Products, and therefore the user's receipt of the benefits of the Accused Products, upon this method and establishes the manner or timing of that use (e.g., through its software and/or user instructions, which have not been provided at this stage of the litigation). To the extent this limitation is not met literally, the Accused Products also satisfy this limitation under the doctrine of equivalents. Any difference between the Accused Products and the claim element is insubstantial. *See, e.g.*, Oculus Quest 2 Instructions. 1.1. To put on your headset  1. Loosen the side straps and then the top strap. 2. Starting from the back, put on your headset. *See also From the Lab.*



See also Lang.

Image courtesy BadVR, Jad Meouchy

Around the mainboard we can also see the headset's four cameras mounted at very purposeful angles at the corners. The cameras are essential to enabling 6DOF tracking on both the headset and the controllers; their views are also merged together to allow a pass-through vision mode on the headset which is used to trace the boundary of your playspace.

See also Heaney.

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