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9 **UNITED STATES DISTRICT COURT**  
10 **FOR THE CENTRAL DISTRICT OF CALIFORNIA**  
11 **SOUTHERN DIVISION**

12 VIRTUAL IMMERSION  
13 TECHNOLOGIES LLC,

14 Plaintiff,

15 v.

16 SAFRAN S.A. and SAFRAN USA, INC.,

17 Defendants.

Case No.: 8:22-cv-1248

**COMPLAINT FOR PATENT  
INFRINGEMENT**

1 Plaintiff Virtual Immersion Technologies LLC (“VIT” or “Plaintiff”), for its  
2 Complaint against Defendants Safran S.A. (“SafranSA”) and Safran USA, Inc.  
3 (“SafranUS”), or collectively, “Safran” or “Defendants”, alleges the following:

4 **NATURE OF THE ACTION**

5 1. This is an action for patent infringement arising under the patent laws  
6 of the United States, 35 U.S.C. § 1 *et seq.*

7 **THE PARTIES**

8 2. Plaintiff VIT is a limited liability company organized under the laws  
9 of the state of Texas.

10 3. Upon information and belief, SafranSA is a corporation organized and  
11 existing under the laws of the country France, with a principal place of business  
12 located at 2, bd du Général Martial-Valin 75724 Paris Cedex 15. Upon  
13 information and belief, SafranSA sells and offers to sell products and services  
14 throughout the United States, including in this District, and introduces products  
15 and services into the stream of commerce that incorporate infringing technology  
16 knowing that they would be sold in this judicial district and elsewhere in the  
17 United States.

18 4. Upon information and belief, SafranUS is a corporation organized and  
19 existing under the laws of the state of Delaware, with a principal place of business  
20 located at 2201 West Royal lane, Suite 150, Irving, Texas, 75063, and is a  
21 subsidiary of SafranSA. Upon information and belief, SafranUS sells and offers to  
22 sell products and services throughout the United States, including in this District,  
23 and introduces products and services into the stream of commerce and incorporate  
24 infringing technology knowing that they would be sold in this District and  
25 elsewhere in the United States.

26 **JURISDICTION AND VENUE**

27 5. This is an action for patent infringement arising under the Patent Laws  
28 of the United States, Title 35 of the United States Code.

1           6.     This Court has subject matter jurisdiction under 28 U.S.C. §§ 1331  
2 and 1338(a).

3           7.     Venue is proper in this judicial district under 28 U.S.C. §1391(c)(3).  
4 On information and belief, SafranSA is not a resident in the United States and may  
5 be sued in any judicial district.

6           8.     Venue is proper in this judicial district pursuant to 28 U.S.C.  
7 §1400(b). On information and belief, SafranUS has committed acts of  
8 infringement in this District and maintains an established place of business in the  
9 state of California and in this District, specifically including the SafranUS offices  
10 at 1833 Alton Pkwy, Irvine, California 92606.

11           9.     Upon information and belief, each Defendant is subject to this Court’s  
12 general and specific personal jurisdiction due at least to their substantial business  
13 in California and in this District, directly or through intermediaries, including: (i)  
14 at least a portion of the infringements alleged herein; and (ii) regularly doing or  
15 soliciting business, engaging in other persistent courses of conduct and/or deriving  
16 substantial revenue from goods and services provided to individuals and entities in  
17 the State of California.

18     **BACKGROUND AND PATENT ELIGIBILITY OF THE PATENT IN SUIT**

19           10.    A true and correct copy of U.S. Patent No. 6,409,599 (“the ’599  
20 patent” or the “patent in suit”) is attached as Exhibit A. The ’599 patent includes 9  
21 claims (’599 patent, Ex. A at 16:6-20:12)<sup>1</sup>, including claim 9 (*id.* at 18:61-20:12).

22           11.    The ’599 patent relates to systems and methods in which participants  
23 interact with a computerized environment in addition to live and/or pre-recorded  
24 performers. (*See* Ex. A at 1:20-23.) The ’599 patent describes and enables  
25 immersive interactive virtual reality computer systems and methods in which  
26

27 \_\_\_\_\_  
28 <sup>1</sup> Citations to patents in this Complaint refer to columns and lines within columns of any cited patent. For example, the citation referenced by this footnote refers to column 16, at line 6 through column 20, line 12, in the ’599 patent.

1 participants interact with a virtual reality environment and live performers using a  
2 variety of immersion and input devices.” (*Id.* at 1:23-26.)

3 12. The claims of the ’599 patent are directed to tangible embodiments.  
4 Claim 9, for example, is a method claim, which requires providing several  
5 input/output devices in electronic communication with an immersive virtual reality  
6 environment. (*Id.* at 18:61-20:12.)

7 13. The claims of the ’599 patent are directed to providing a unique  
8 computing solution that addresses a problem particular to computerized virtual  
9 reality systems—providing an immersive interactive virtual reality system in which  
10 there exists three-way communication among and between participants, live  
11 performers and the virtual reality environment. (*Id.* at 3:24-27.)

12 14. Providing an immersive interactive virtual reality system with three-  
13 way communication in the manner claimed in the ’599 patent solved new  
14 challenges over the techniques and systems known in the art at the time. Thus, the  
15 claims of the ’599 patent contain inventive concepts, being both novel and  
16 unconventional, which are sufficient to render the ’599 patent claims to be patent-  
17 eligible.

18 15. Prior to the priority date of the ’599 patent, in systems such as  
19 traditional virtual reality systems, figures or objects not controlled by participants  
20 moved autonomously or, if a participant had an opportunity to interact with such  
21 objects in the virtual reality environment, the objects were limited to computer  
22 generated images and not live performers. (*Id.* at 1:57-67.)

23 16. Groups of participants have been entertained by graphically enhanced  
24 performers on stage or television. However, these instances occurred through non-  
25 immersion mediums without the enhancements of immersion-type devices or  
26 methods. (*Id.* at 2:5-9.)

27 17. Early entertainment systems, which allowed participants to interact  
28 with a host and an environment using some input device, did not operate within an

1 immersive virtual reality environment and therefore lacked its immersive effects  
2 and their impact on participants. (*Id.* at 2:40-47.)

3 18. The '599 patent overcame these disadvantages by, for example,  
4 describing and enabling a system and method for delivering information “which  
5 provides three-way immersive interactive communication amongst and between”  
6 participants, an immersive environment, and live performers. (*Id.* at 2:55-57.)

7 19. The inventors of the claimed invention in the '599 patent changed the  
8 focus from an interaction between individual participants and computer-generated  
9 graphical objects within a virtual reality environment to a three-way  
10 communication amongst and between participants, live or pre-recorded performers,  
11 and an immersive virtual reality environment. (*Id.* at 3:11-17.) The inclusion of  
12 three-way communication results in a synergistic effect, which creates an  
13 unparalleled experience. (*Id.* at 3:18-22.)

14 20. Furthermore, the claimed invention of the '599 patent represents an  
15 intrinsic improvement to the underlying computer technology involved. The  
16 disclosed system includes a variety of audio and video components. (*See, e.g.,*  
17 claim 9 of the '599 patent.) The variety of audio and video components enable  
18 innovative mixing and switching techniques which allows the system to present to  
19 each of the participants a virtual reality environment in which a live representation  
20 of the performers is superimposed within the environment. (*Id.* at 4:5-9.) The  
21 participants are able to view and interact with a novel display of both graphical  
22 data and live representations for an exciting experience. (*Id.* at 4:9-12.)

23 21. The inventors of the '599 patent took considerable personal risks to  
24 nurture and prove out the technology systems described in the '599 patent,  
25 contributing substantially to today's virtual reality industry explosion.

26 22. The inventors of the '599 patent have utilized the technology  
27 described by the '599 patent for more than ten years, shipping virtual reality  
28 systems to five continents and entertaining or educating an estimated 30 million

1 people worldwide with their immersive virtual reality live theater attractions and  
2 promotions.

3 23. The virtual reality theater technology created by the inventors has  
4 been recognized and awarded on an international scale, the products winning “Best  
5 New Product” and “Best of Show” at the International Association of Amusement  
6 Parks and Attractions global convention in Atlanta in November 2000, and again  
7 for ‘Best of Show’ in 2002 in Orlando, as well as national awards for graphics and  
8 creativity in the Print Media industry. The products and concepts have garnered  
9 dozens of feature articles in news media promoting clients and their products in a  
10 variety of industries.

11 24. The inventors of the ’599 patent continue to have a direct interest in  
12 activities related to the ’599 patent, working closely with VIT to identify and  
13 evaluate entities making use of the technology claimed by the ’599 patent without  
14 permission or license thereto.

15 25. The inventions of the ’599 patent resolve technical problems related to  
16 virtualized interactive technology. For example, the inventions allow parties to  
17 interact in a virtual environment in real time with one or more live performers and  
18 participants, which, on information and belief, is exclusively implemented using  
19 computer technology.

20 26. The claims of the ’599 patent do not merely recite the performance of  
21 some method known from the pre-Internet world along with the requirement to  
22 perform it on the Internet. Instead, the claims of the ’599 patent recite inventive  
23 concepts that are rooted in computerized virtual reality technology and overcome  
24 problems specifically arising in the realm of computerized virtual reality  
25 technologies.

26 27. The claims of the ’599 patent recite an invention that is not merely the  
27 routine or conventional use of computerized communication technology. Instead,  
28 the invention makes it possible to interact with one or more live performers and/or

1 participants in a virtualized environment, which does not require the physical  
2 presence of either the one or more performers, or participants in order for such  
3 interactions to take place. The '599 patent claims thus specify how communication  
4 input, output, and system devices are manipulated to yield a virtual, interactive  
5 experience controlled in part by one or more participants.

6 28. The technology claimed in the '599 patent does not preempt all ways  
7 of using interactive communications technology, nor preempt the use of any well-  
8 known communications technology, nor preempt any other well-known or prior art  
9 technology.

10 29. The '599 patent claims are not directed to any “method of organizing  
11 human activity,” “fundamental economic practice long prevalent in our system of  
12 commerce,” nor are any of the claims “a building block of the modern economy.”

13 30. The '599 patent does not take a well-known or established business  
14 method or process and apply it to a general-purpose computer. Instead, the  
15 specific systems and processes described in the '599 patent have no direct  
16 corollary to a process that predates the advent of the Internet.

17 31. The '599 patent claims are directed toward a solution rooted in  
18 computer technology and uses technology, unique to computers and networks, to  
19 overcome a problem specifically arising in the realm of computerized virtual  
20 reality technologies.

21 32. The '599 patent claims are not directed at a mere mathematical  
22 relationship or formula.

23 33. The '599 patent claims cannot be performed by a human, in the  
24 human mind, or by pen and paper.

25 34. Accordingly, claim 9 of the '599 patent recites a combination of  
26 elements sufficient to ensure that the claim in practice amounts to significantly  
27 more than a patent on an ineligible concept.

28

**VIT’S PATENT LITIGATION HISTORY**

35. The ’599 patent has been subject to prior litigation through VIT in approximately 50 different matters in various other districts, all of which have been terminated.

**COUNT I – INFRINGEMENT OF U.S. PATENT NO. 6,409,599**

36. The allegations set forth in the foregoing paragraphs 1 through 35 are incorporated into this First Claim for Relief.

37. On June 25, 2002, the ’599 patent, was duly and legally issued by the United States Patent and Trademark Office under the title “Interactive Virtual Reality Performance Theater Entertainment System.”

38. VIT is the assignee and owner of the right, title and interest in and to the ’599 patent, including the right to assert all causes of action arising under said patents and the right to any remedies for infringement of them.

39. The ’599 patent expired on or about July 19, 2019.

40. Upon information and belief, Defendants have directly infringed under 35 U.S.C. § 271(a), literally and/or under the doctrine of equivalents, claim 9 of the ’599 patent by making, using, selling, offering to sell, importing and/or providing and/or causing to be used systems in a method according to claim 9. (See, e.g., Safran remote collaboration virtual reality at <https://www.youtube.com/watch?v=9Skt8zfAU8g> last accessed and downloaded, June 30, 2022, the “Accused Instrumentalities”.)

41. Upon information and belief, the Accused Instrumentalities performs a method for providing interactive communications between participants and performers including providing an immersive virtual reality environment and providing in electronic communication with the immersive virtual reality environment, a performer input device, a participant input device, a performer output device, a participant output device. The method includes having a live performer interact with a participant and said immersive virtual reality



1 environment, by including with the virtual reality environment a live or  
2 prerecorded video image of the live performer and audio communication between  
3 the live performer and the participant, or between the participant and the live  
4 performer, or both and having the participant interact with the live performer and  
5 the immersive virtual reality environment, resulting in an experience which is in  
6 part controlled by the participant and the participant input device.

7 42. Exemplary infringement analysis showing infringement of claim 9 of  
8 the '599 patent is set forth in Exhibit B. This infringement analysis is necessarily  
9 preliminary, as it is provided in advance of any discovery provided by Safran with  
10 respect to the '599 patent. VIT reserves all rights to amend, supplement and  
11 modify this preliminary infringement analysis. Nothing in the attached chart  
12 should be construed as any express or implied contention or admission regarding  
13 the construction of any term or phrase of the claims of the '599 patent.

14 43. Claim 9, which is a method claim, is the only claim of the '599 patent  
15 that is asserted in this Complaint.

16 44. Upon information and belief, the Accused Instrumentality has  
17 infringed claim 9 of the '599 patent during the pendency of the '599 patent.

18 45. VIT has been harmed by Safran's infringing activities.

19 **JURY DEMAND**

20 Pursuant to Rule 38 of the Federal Rules of Civil Procedure, Plaintiff  
21 demands a trial by jury on all issues triable as such.

22 **PRAYER FOR RELIEF**

23 WHEREFORE, VIT demands judgment for itself and against Safran as  
24 follows:

- 25 A. An adjudication that Safran has infringed the '599 patent;  
26 B. An award of damages to be paid by Safran adequate to compensate  
27 VIT for Safran's past infringement of the '599 patent, including interest, costs,  
28

1 expenses and an accounting of all infringing acts including, but not limited to,  
2 those acts not presented at trial;

3 C. A declaration that this case is exceptional under 35 U.S.C. § 285, and  
4 an award of VIT's reasonable attorneys' fees; and

5 D. An award to VIT of such further relief at law or in equity as the Court  
6 deems just and proper.

7  
8  
9 Dated: July 1, 2022

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