'Port folio.

AR/VR development

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We believe that the technological revolution is just beginning, and we want to play a key role in the upcoming transformation of society. We believe AR/VR technology will be a driving force of the revolution.

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VR Destruction

Leveraging the magic of VR and Physics to create a fully destructible interior

The goal of the project is to develop a fully destructible house in VR and make it as realistic as possible.
With the help of the VR technology and the Physics Engine, we were able to develop an interior where every furniture is destructible and shattered into pieces.

Features
1. Virtual Reality Integration
2. Virtual Reality Physics
3. User Interface
4.Destructible 3D models
5.Build to Oculus Rift/S and Quest 2
6.Performance Optimization

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VR Interior Digital Twin

VR Interior Digital Twin represents a digital version of an interior

The goal of this project is to create a digital twin of an interior in VR before furnishing the whole apartment.
This way the client can really feel the space of the environment and its size.

With the HD lighting setup it is even possible to see how the sun will shine through the windows.
Leveraging Unity's HDRP, the interior looks really realistic. The PBR Materials gives a depth that was never achievable before. The possibility to change the colors at runtime let's the user try different color combinations before committing to purchase.

The possibilities are endless!

Features
1. VR Integration
2. HD Rendering
3. HD Light Visualization
4. Changeable light conditions
5. HD Reflections
6. Realtime Material Adjustments
7. Unity HDRP Integration

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VR Education

Innovative education environment in VR.

Education and VR is such a great fit. The students are already used to technology, and they enjoy it as well. So why not bring lessons into their phones, tablets and even VR Glasses?

The aim of this project is to take a new approach in education. Instead of talking about the Great Walls of China, lets explore it in VR together with the professors.

The online functionality can offers borderless connection between students, they can join from the school, from home, and from around the world basically. With the use of voice chat, the professors can give a full lesson in these virtual environments, and showing what they teach, at the same time.

Since the project is truly cross platform, it works on both IOS and Android, PC and Quest 2. No matter what device the users have, they all can join together, and no one will be left behind.

Features

1. Login System
2. Avatar Customization
3. Multiplayer
4. Voice Chat
5. VR Integration
6. Mobile Integration
7. Cross Platform Movement System

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VR Interactive Math Environment

VR Interactive Math Environment is made for children with learning disabilities.

Putting on a headset, they can experience a scene like no other, where everything is in peace and harmony. With the help of a mixer, they can adjust the color temperature, and spatial audio of the scene to their own liking, and creating a comfortable scene.

After they have established this comfort, they can start a math game, where they need to catch the correct number. This can vary from simple sequential numbers, or complex math equations. Playing the game they can learn simple and complex mathematics and having fun in the same time

Features
1. VR Interaction
2. Customizable Environment
3. Audio Mixer
4. Math Games for VR

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VR 360 Video Player

VR 360 Video Player for your 360 footage

VR 360 Video Player is the place for your 360 footage.

The application reads your videos from the Oculus Quest 2 file system and plays them in an immersive 360 environment.

Easy to use, easy to setup, never worry anymore about watching your 360 videos on the Oculus Quest 2 headset.

Features
1. VR Video Player Integration
2. Oculus Quest 2 file system access
3. Curved UI

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VR Tower Defense

VR Tower Defense - a MOBA in VR

VR Tower Defense is a game based on a well established idea(MOBA) but with a new twist. VR.

Multiplayer online battle arena(MOBA) is a subgenre of strategy video games in which two teams of players compete against each other on a predefined battlefield.

With the spice of VR, this game can take a whole new approach on skill-based competitive multiplayer games. Players doesn't go to battle through a 2D screen as they used to be, now they can really test their skills and aim in a fully immersive arena environment, and take matters into their own VR hands.

This game is in beta right now but we are very proud to announce it even in this stage.

Features
1. VR Integration
2. VR Bow Physics
3. Enemy Player AI
4. Minion AI
5. Game Flow
6. 3D Immersive Environment
7. Environment Optimization

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AR Car Showcase

This is a mobile experience that allows users to view any vehicle in a completely new and engaging way. Users of the app have to find a surface to place a life-sized, AR rendering of any vehicle – allowing them to view it from all angles and even capture images of friends and family alongside the vehicle to share on social media.

Customers can explore the interior as though they were sitting in the driver's seat.

Features

1. AR Integration
2. AR Foundation
3. Multiple Material Customization
4. Plane Recognition
5. HTTP Requests

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AR GPS

AR GPS enables the client to mix the GPS technology with AR.

The user can take photos, which will save the location of the device, creating an AR marker.

These are uploaded to the cloud. and when the same or another user walks in the same area, will see an AR marker left behind from the previous user.

Features

1. AR Integration
2. AR Foundation
3. Mapbox Integration
4. GPS Integration
5. Maps
6. GPS and AR Mixture
7. Metadata Saving

AR Brain

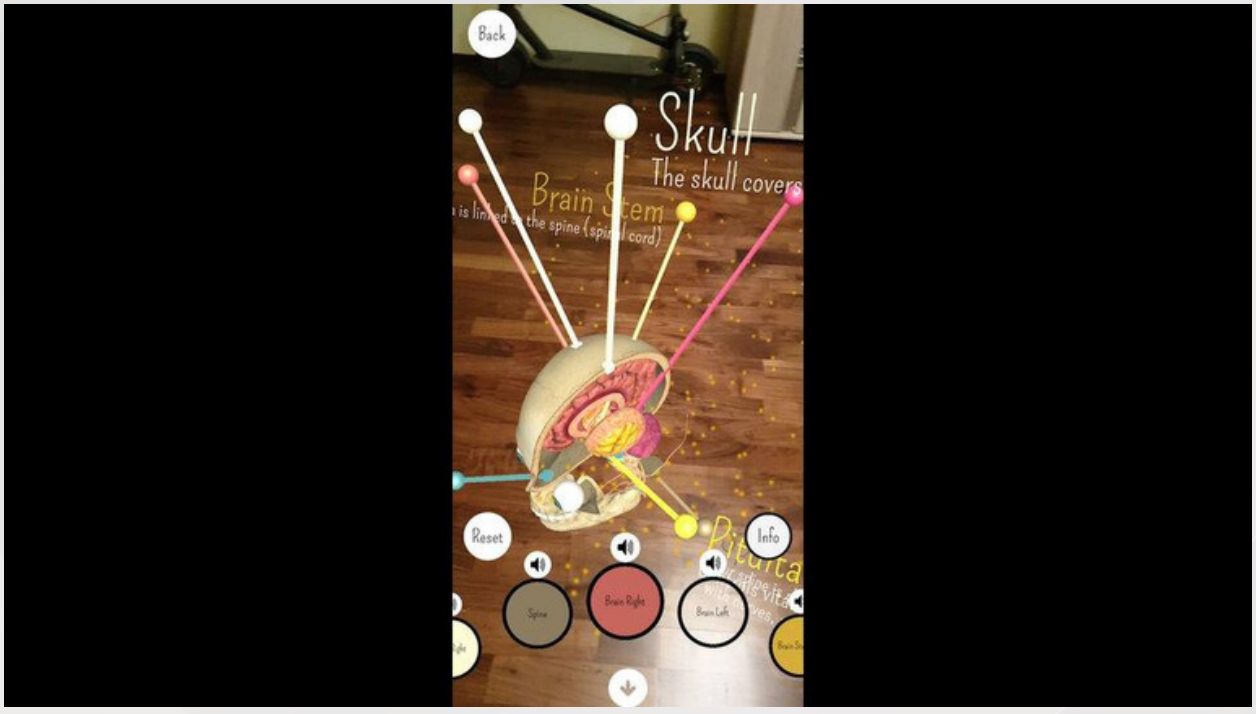
The goal of showcasing the brain in AR is to help children better understand the different parts.

It is more entertaining than learning from a book.

The different parts can be disabled.

Each part has text and audio description

Features
1. AR Integration
2. AR Foundation
3. Plane Recognition
4. User Interface
5. AR Interaction
6. Audio Description



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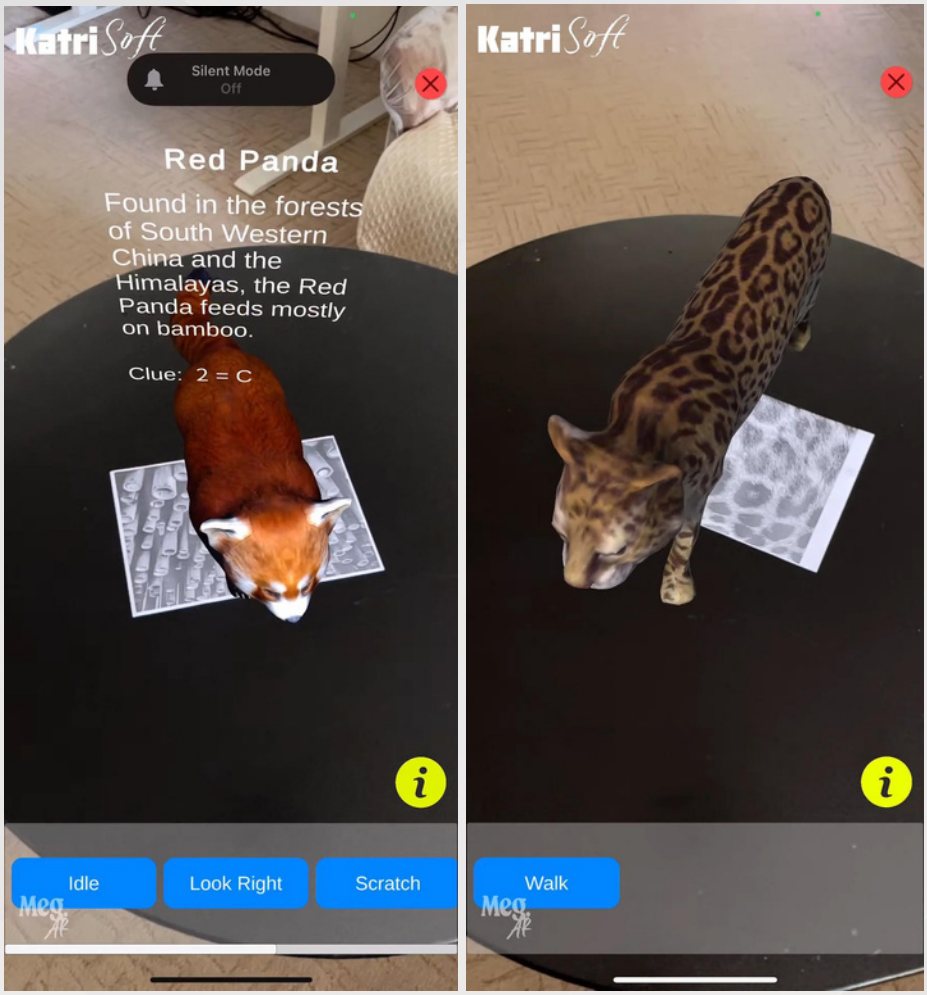
AR Animals Education

Capture the children's attention with AR

Show any animal in an interactive AR world to capture the children's attention. With a small text area they can also learn some quick information about the animal placed.

Features
1. AR Integration
2. AR Foundation
3. AR Image Recognition
4. Animation Selector



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