



Immersive experience in **AR/VR/MR**

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Ideas to uccess

How we develop **Expirience**

Full project or **Bottle-necks**

Rely on us

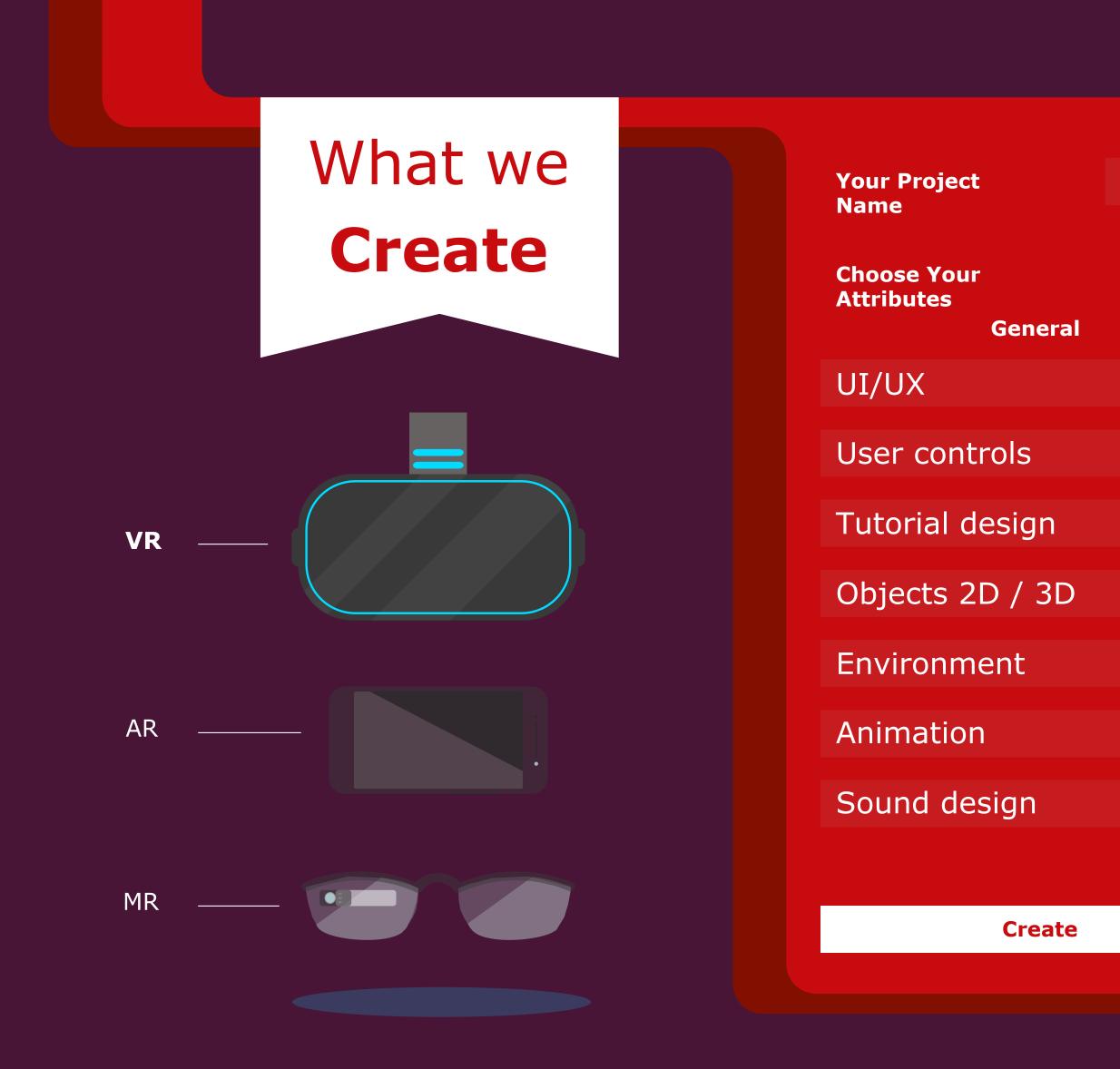
We deliver in time exactly what people love



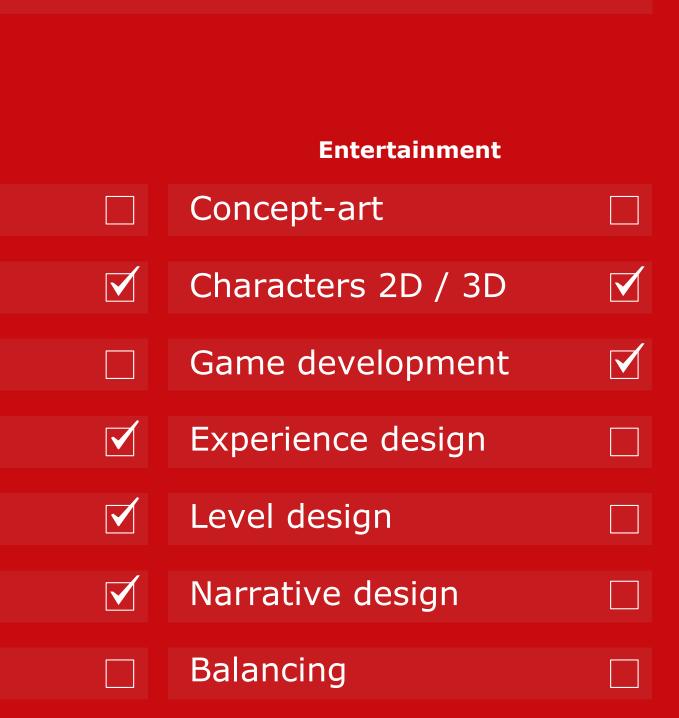
in any case











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Engines

Unity 3D, Unreal Engine 4

AR features

- Image recognition and tracking
- Multiple image recognition
- Object recognition and tracking
- Extended tracking
- Instant tracking (markless AR)
- Plane Detection
- Save & Load instant targets
- Location-based AR
- Cloud-based recognition

- SMART (Wikitude's integration of

AR SDK

- Wikitude (Premium
- Vuforia
- ARKit / ARCore
- Unity AR Foundation
- EasyAR
- MaxSt
- SparkAR

VR devices

- Valve Index
- HTC Vive (Pro / Cosmos Series)
- Oculus (Rift S / Quest / Go Series)
- Sony PlayStation VR
- Mobile VR (Samsung Gear VR /





Main technologies







Quality Assurance with bug-reports, right to your

Jira or other trackers. Almost any hardware.

User Testing

technologies and ideas

Clients & Parners







Mercedes-Benz

Mohn Media

Dextension

wikitude

Image: Comparison

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Content



🖏 **click** to navigate

APPLICATIVE

Mercedes Virtual Stage Mercedes Make-up Cosmia Auchan VR Shop Silpo Artechhouse Artechhouse VR Room Design Studio VR Roomful Roomful Co. Visualize by Next Next Retail Ltd Book Base VIME Linzar 3MR LLC

ENTERTAINMENT ONLINE

The Black Eyed PeasMasters of the Sun
WargamingWargamingWargaming HoloLensATB-Market LLCATB-WonderlandWatermelon Digital Corp WowBox AR
SLFappsSLFapps Zombie Planet
Iрена СлутаИпі-Віt StudioAtlantida quest room

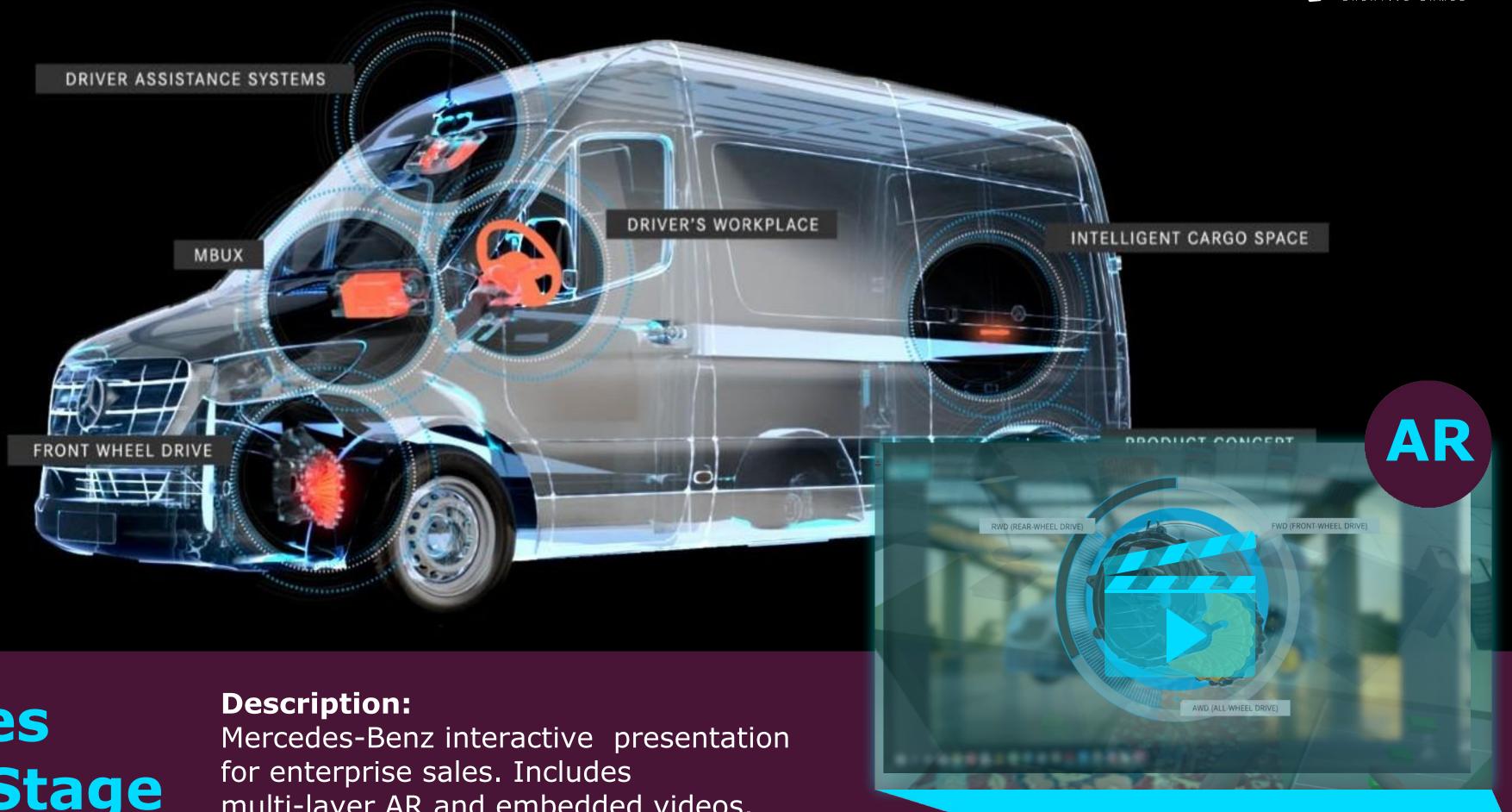
ENTERTAINMENT OFFLINE

hello computer Mars Drive hello computer AR room for kids hello computer Exoplanet hello computer VR space elevator hello computer Mission Mars Dubai Mall VR zoo





Applicative



Mercedes **Virtual Stage** Mercedes-Benz

multi-layer AR and embedded videos. Precise technical 3D modeling and complex mechanisms animations.



••••• Sketch 🗢 9:41 AM Product	100%
Scan a product i	in store
SKIN	
BLUSH FACE POWDER	CORRECTOR
COSMIC Vitargeneration	

Make-up Cosmia Auchan

Description:

an application created to help clients buy the cosmetics making them look the best. Cosmia is a cosmetics brand belonging to Auchan, a retail network.



MAKE-UP **COSMIA** AR THE HOLLYWOOD GIRL



Silpo

experience being closer to the one in the offline supermarket.





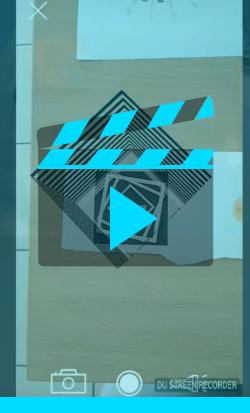
Artechouse marks ARTECHOUSE

Description:

purposed to provide a visitor with a powerful yet easy to use tool for self-touring. A very bright usage is to empower AR Bar - cocktails with AR marker that makes every glass of a drink a masterpiece.



ARTECHOUSE

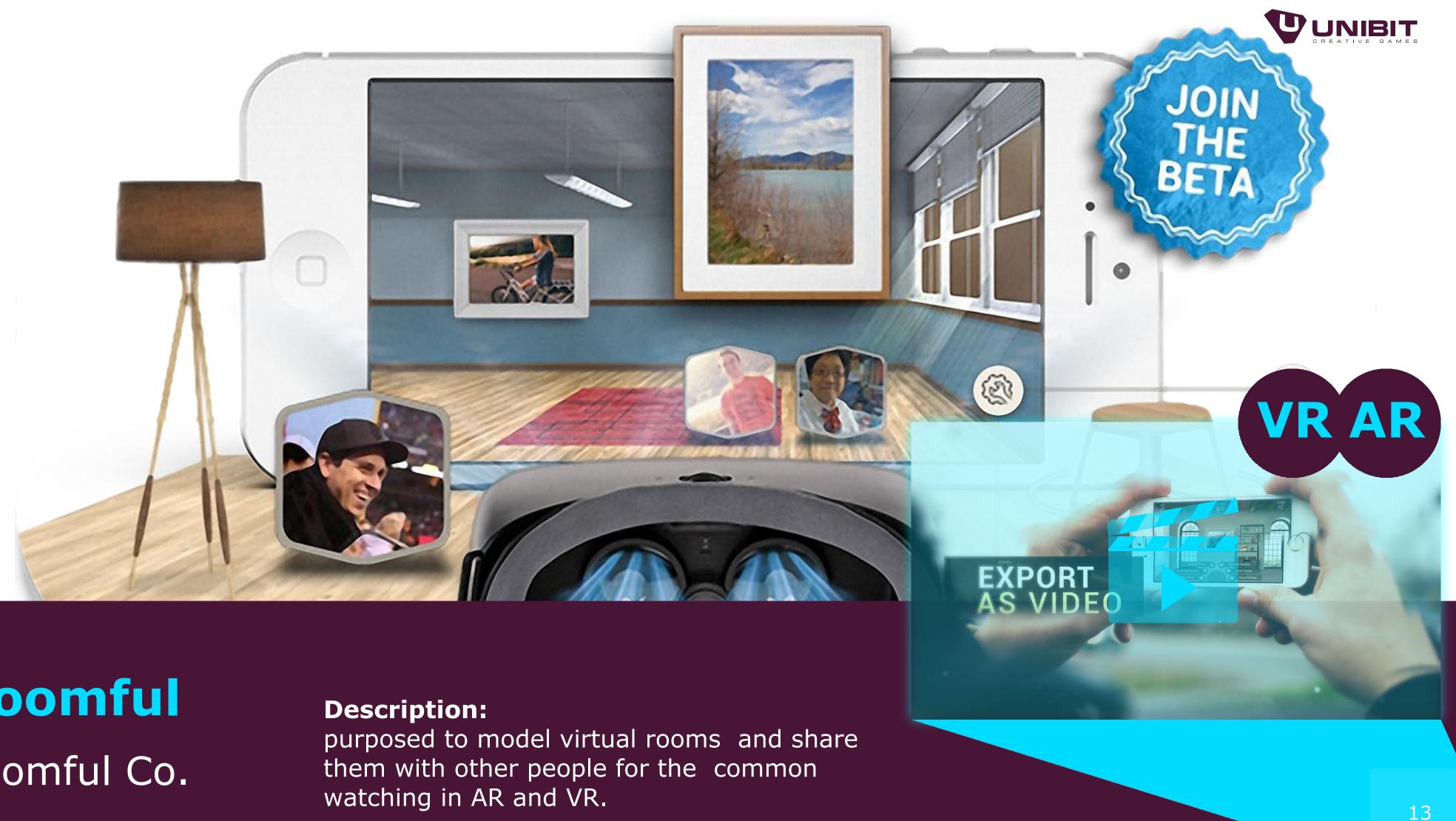




Design Studio VR

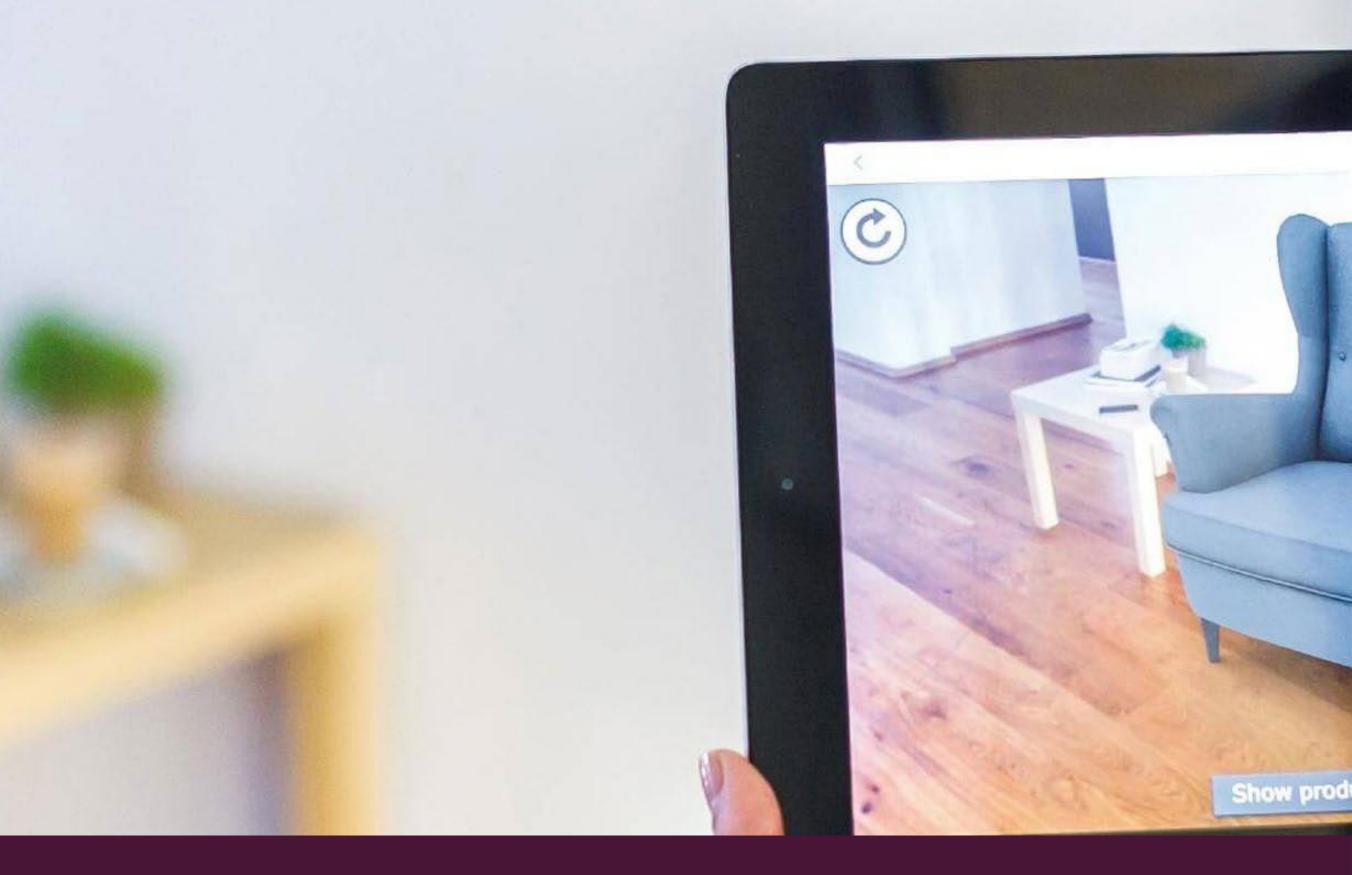
For sale or under a redesign.





Roomful Roomful Co.

watching in AR and VR.



Visualize by Next Next Retail Ltd

Description:

european DIY retail- network. Furniture catalog with AR visualizer to plan interiors in details and make purchases.











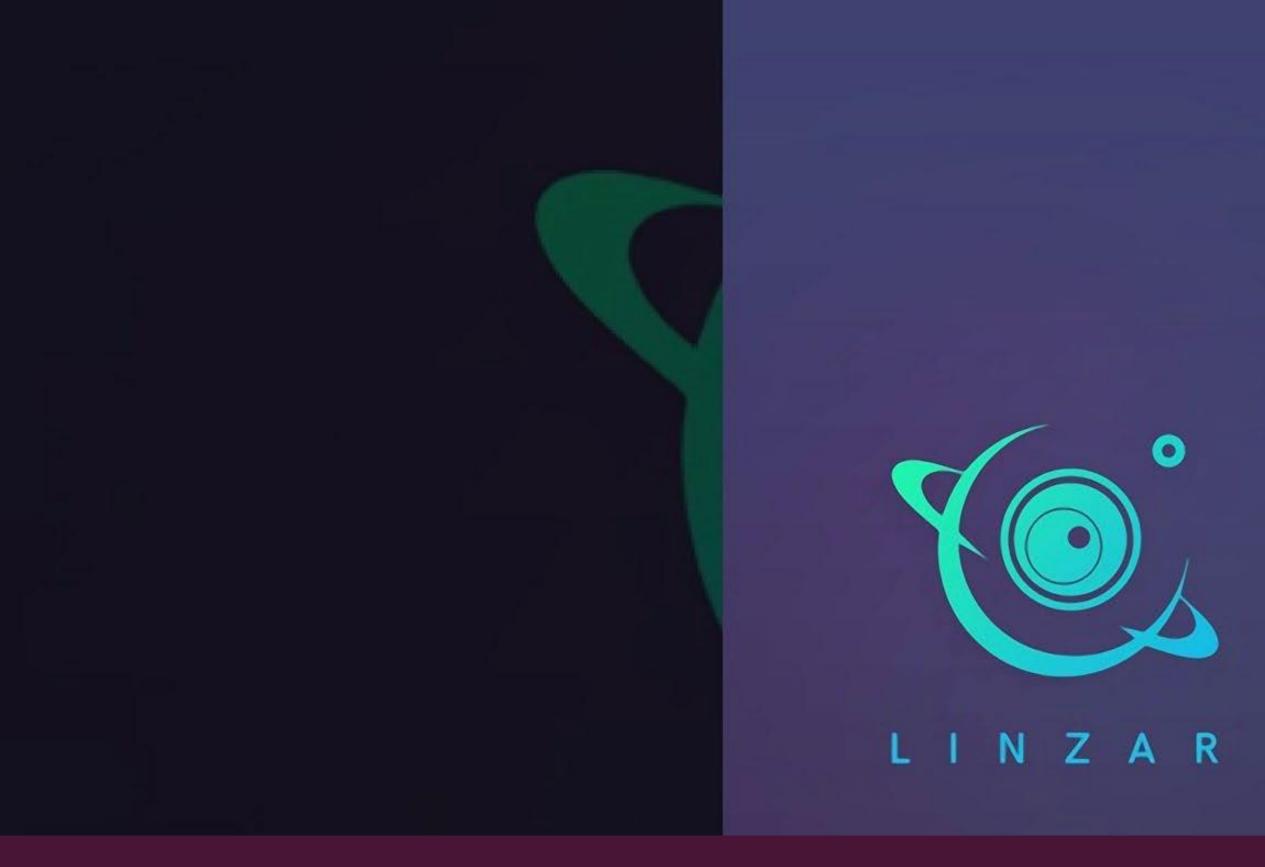
BookBase

VIME

Description:

BookBase enables the realistic digital visualization of books and other printed works. Beautiful books with all their haptic effects such as embossing and gloss as well as other finishes are displayed in interactive panoramas.





Linzar 3MR LLC

Description: purposed for periodical printed media to make newspaper reading as interactive and immersive as surfing the Internet - promo and news videos, movie trailers, and animated 3D scenes.







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Entertainment online



Masters of the Sun The Black Eyed Peas

Description:

AR app companion to a comic book, Masters of the Sun graphic novel, presented by Black Eyed Peas and involved an endless list of celebrities to participate in creating it.



BLACK EYED PEAS MASSIERS OF THE

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STURMTIGER MIXED REALITY EXPERIENCE



Wargaming HoloLens Wargaming

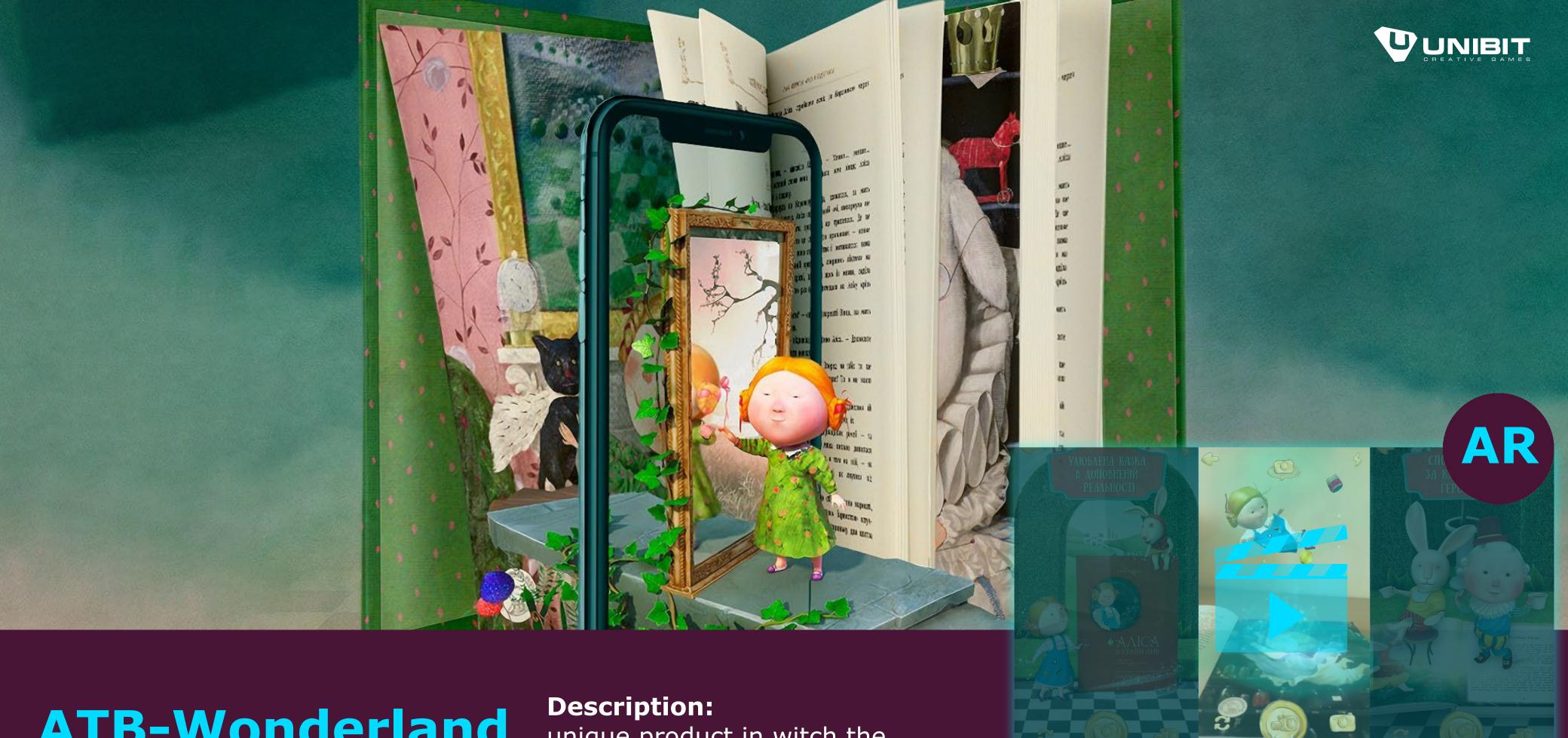
Description:

HoloLens or Tango- enabled tablets could be used for Immersive tank engineering with animations. Installation for a tank museum opening ceremony and exhibiting a renovated Sturmtiger.



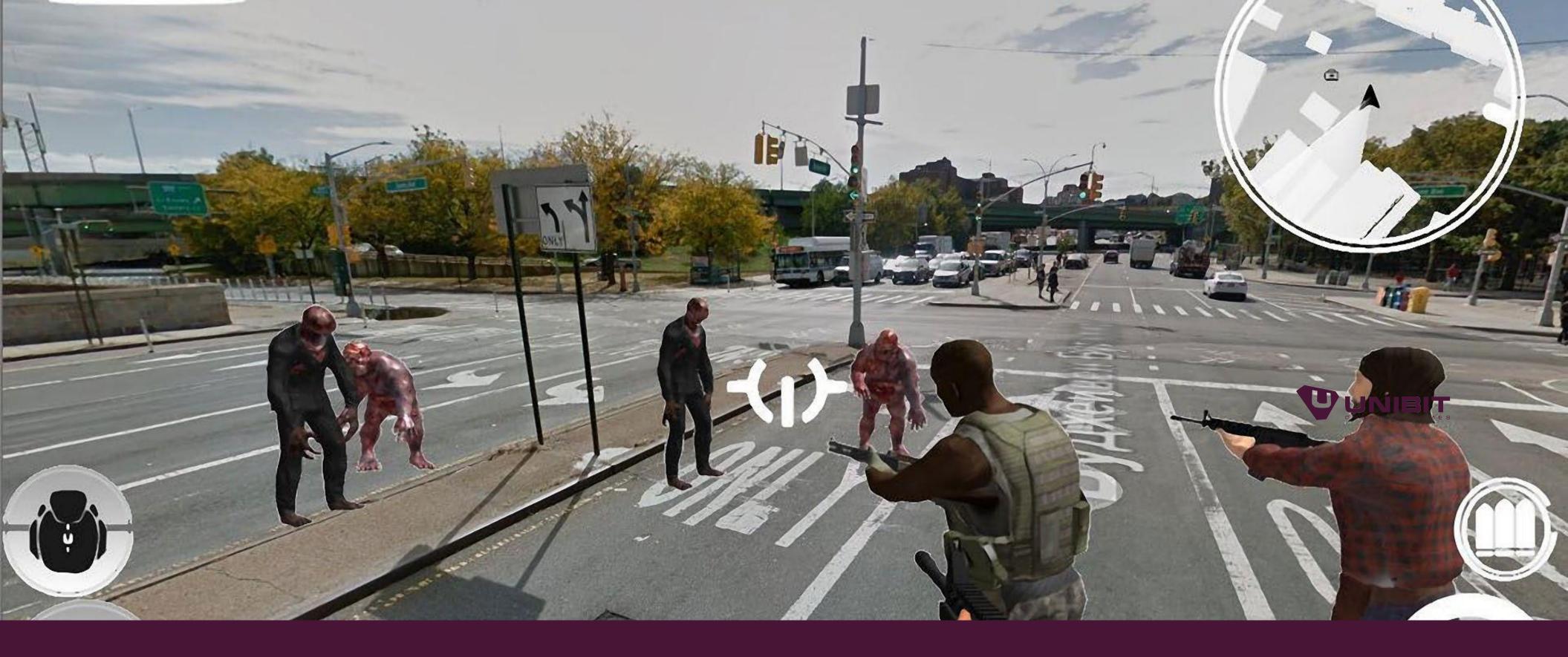


MR



ATB-Wonderland ATB-Market LLC

unique product in witch the complementery reality technology and one of the most popular children's books were combined.



Zombie Planet SLFapps

Description: mobile outdoor location-based shooter



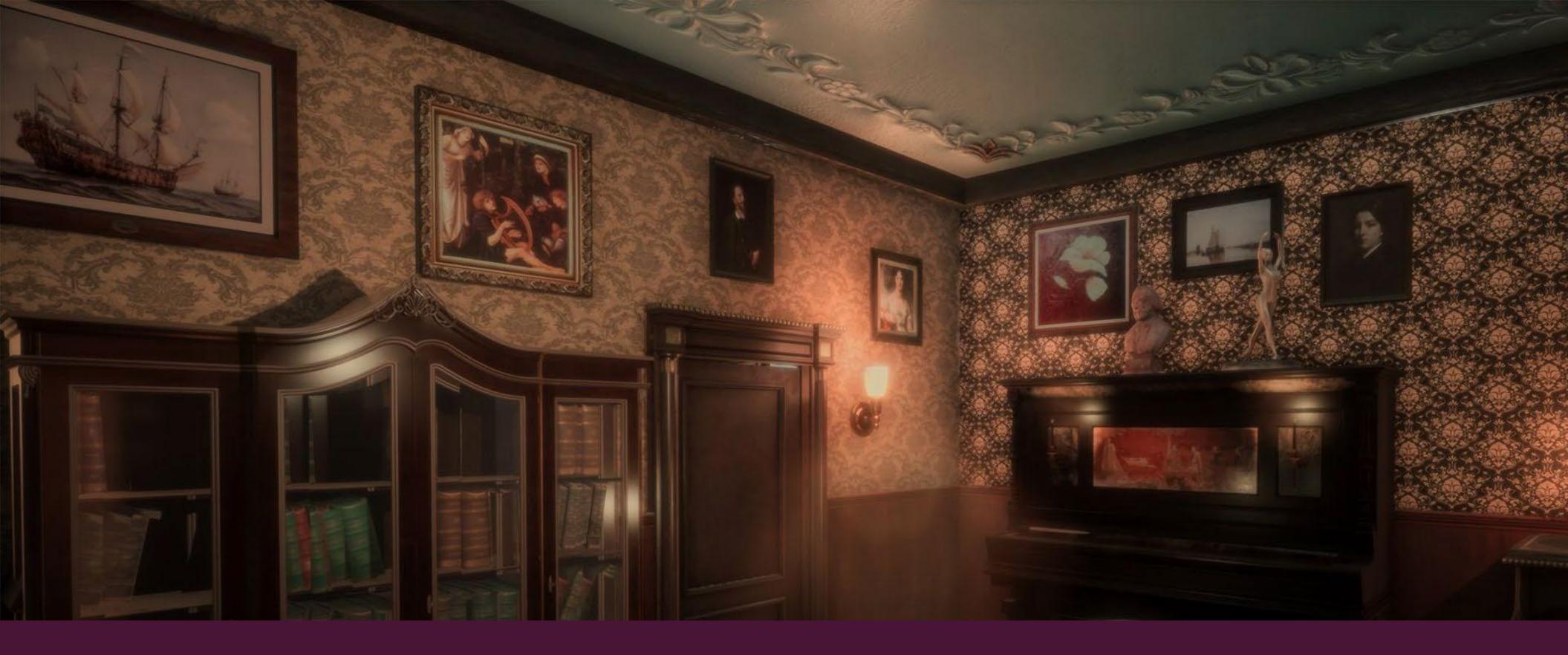


Witch book Cover Ірена Слута

Description:

with this augmented reality app, you can revive the VIRAGO on the cover of the Book. Mysterious and attractive, with the human as a digitalized model.

clideo.com



Quest Room Uni-Bit Studio

Description:

an immersive VR game for those, who love quest rooms but has no possibility to visit them. Also, designed for SMB to be played in entertainment centers with bolt human traffic and tiny or expensive spaces.



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Entertainment offline

MARSDRIVE HEELER VR CHALLEN

Mars Drive hello computer

Description:

a dedicated room with VR, electric quadricycle and a complex bumping path to drive by in real world with VR wore on, "completing a special mission on Mars".



VR



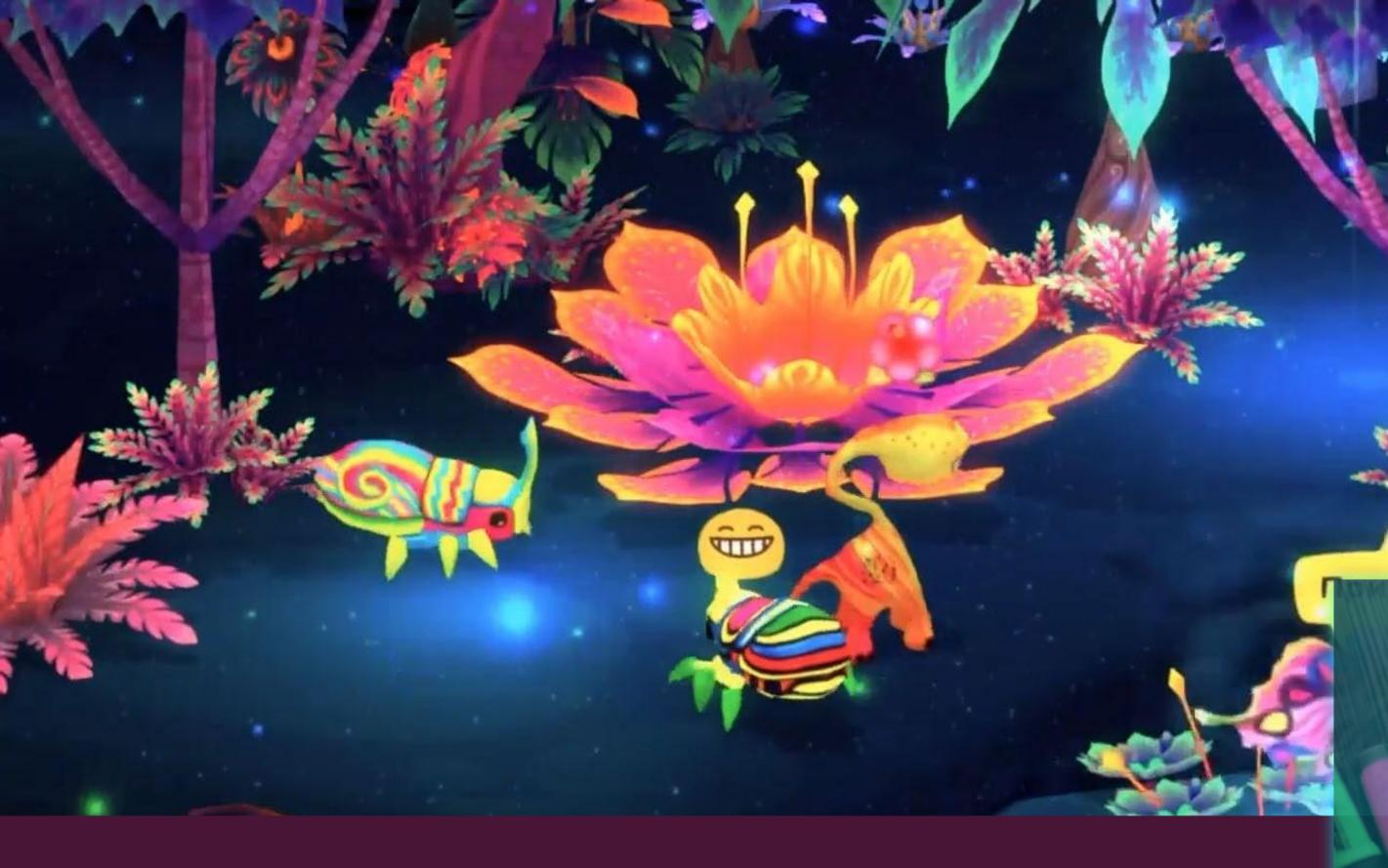
AR entertainment room for kids hello computer

Description:

room with interactive walls, sandboxes, huge puzzles, and nearly everything you see in the interior! Kids can create different dyno monsters, paint them on a paper, play with them alive on walls, or find in a sandbox!



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Exoplanet

hello computer

Description:

room with interactive walls, representing a fantastic exoplanet. Kids take a paper with outlines of different creatures, paint them, put into a special device, which transforms painting into a live inhabitant, walking walls.. planet!



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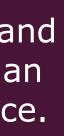
VR Space elevator

hello computer

Description:

a station with VR, air fan, and moving platform, creating an immersive VR trip experience.







VR



hello computer

some physical stuff (buttons, banisters, desk, etc) installed to immerse users more than ever.





VR Zoo Dubai Mall

other animals.





X8 Quest 2 and PC VR

Description:

Heroes will compete to restore their source worlds and each rebuild their path home.





VR



Space Shooter participated in the development

Description:

The game involves shooting down enemy spaceships, avoiding obstacles, and collecting power-ups





VR



Alexander Blagodarenko, CEO & Founder 10+ years in creating virtual worlds



Leonid Kazarinov, COO

10 years of managing and configuring processes



Dmitry Matvienko, Art Director more than 10 years of expertise and various projects



Ihor Anokhin, CTO

12 years in soldering plugs into heads and coding.

...and over 60 great professionals more





Vitalia Netrebin, Head of Studio

6 years of managing and bringing colleagues back to reality



Dmitry Yatsenko, Head of QA

can find a wrongly done things at any party/software and force eberybody to know it



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IMMERSIVE EXPERIENCE IN AR / VR / MR!



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