

Unique offer

Development services for **VR/AR/MR** applications

MR/AR applications (augmented reality) —

we place digital objects in the real world for marketing, training, e-commerce, and entertainment. Integration of VR and AR elements, hybrid solutions for business and industry.

VR applications (virtual reality) —

we create immersive solutions: games, simulations. Solutions for education, medicine, architecture, entertainment, and marketing.

3D modeling and visualization —

we develop models, animations, and effects for AR/VR.

Adaptation and porting —

transferring applications to different devices and platforms.

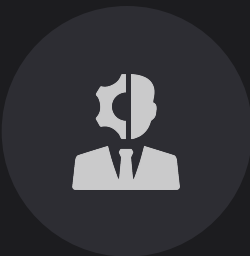
UI/UX for AR/VR —

designing user-friendly interfaces, navigation, and interaction in virtual environments.

Testing and QA —

performance, stability, and graphics quality checks.

Why choose us:



Expertise in **AR/VR/MR** solutions across various industries.



We use modern engines (**Unity, Godot**).



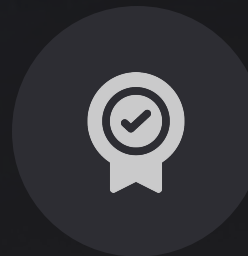
Customization to meet client needs and audience.



Quick launch of prototypes and MVPs.



Support and updates after release.



Strict quality control and risk reduction.

How we work:

1

Consultation and analysis
We define goals, platforms, timelines, and budget

2

Prototype development
We create visual concepts and UX scenarios

3

Development
We program, integrate models, animations, and interactions.

4

Testing
We check stability, UX, and compatibility on various devices.

5

Launch
We prepare for publication or implementation

6

Support
Updates, adaptation for new devices and OS.

Benefits of collaboration:

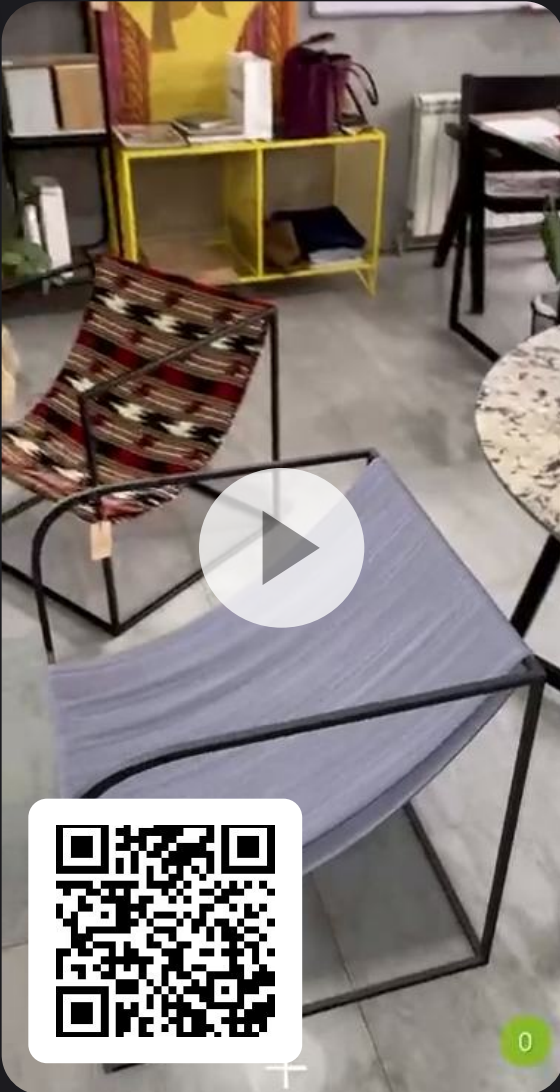
- Experienced VR/AR developers.
- Flexible work models: from individual tasks to long-term support.
- Transparency in stages, timelines, and budget.
- Cost optimization through experience and proven solutions.
- Constant feedback and progress demonstration.

Cases

AR Marketing.

Fitting products in a real interior

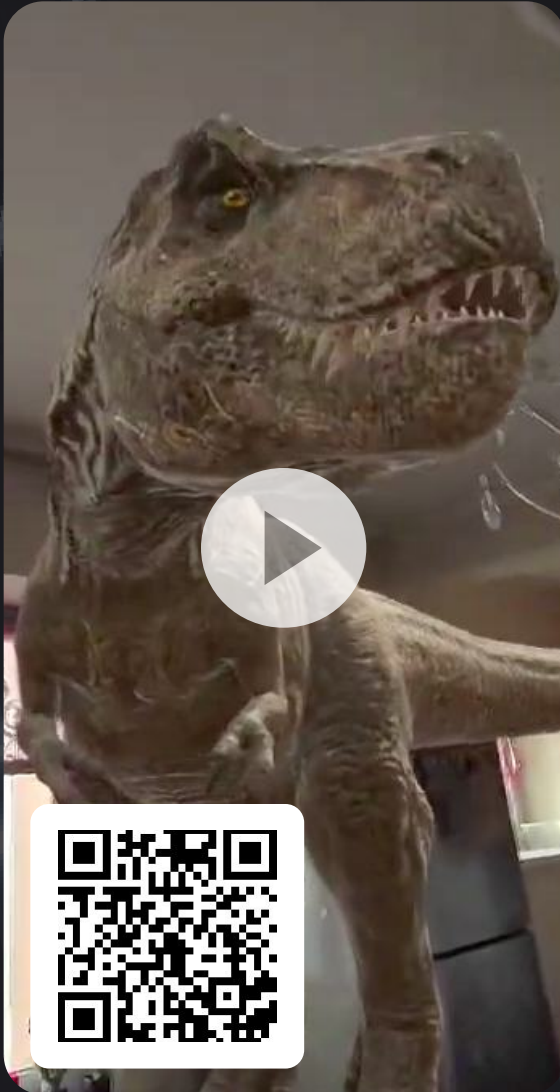
Platform: Unity



Virtual Exhibitions and Museums.

MR Tours and 3D Replicas of Exhibits

Platform: Unity for Meta Quest



VR Lectures on Physics and Chemistry for University

- using VR technologies in education

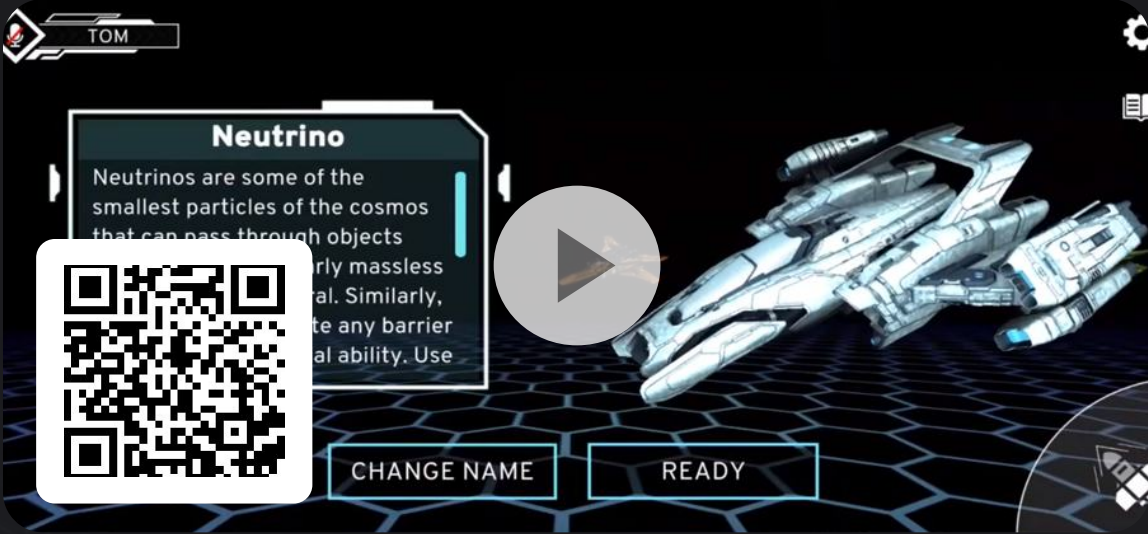
VR Lecture on Gravity

Platform: Unity for Meta Quest



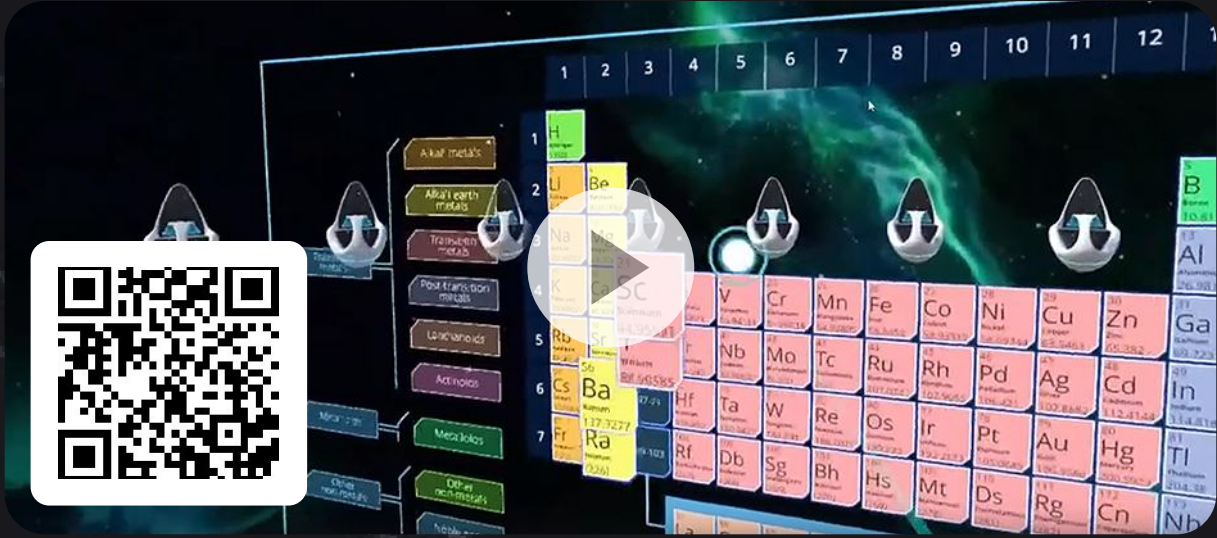
VR Game-Lecture on the Speed of Light

Platform: Unity for Meta Quest



VR Lecture on Chemistry

Platform: Unity for Meta Quest



VR Games on Unity

— full immersion effect for the gaming audience.

Outpost Watch Breach Horizon.

An immersive multiplayer VR project developed for the Meta Horizon Worlds platform, focusing on dynamic gameplay with target shooting and communication. The goal is to protect the base from drones in cooperation with other players.

Genre: VR Action-Shooter / Arena Survival, Social VR

Platform: Meta Horizon Worlds



Easter Magic Workshop

A socially-oriented VR environment (world) for the Meta Horizon Worlds platform, designed for relaxation, collaborative creativity, and informal communication. The project is positioned as a "chill space" where the focus is on creative self-expression and creating a calm atmosphere.

Genre: Social VR / Creative Sandbox

Platform: Meta Horizon Worlds



F.A.Q.

What devices are supported?

Smartphones (iOS/Android), VR headsets (Oculus, HTC Vive, Meta Quest, etc.), MR devices.

How long does development take?

From a week (MVP) to several months (full solution).

What technologies do you use?

Unity, Godot, ARKit, ARCore, Vuforia, OpenXR, WebXR, and others.

How do you ensure performance?

Optimization of models, textures, testing on different devices, profiling.

Do you guarantee security?

NDA, data protection, compliance with privacy standards.

Do you provide support after release?

Yes, we provide updates and technical support.