



- Metaverse / Extended Reality

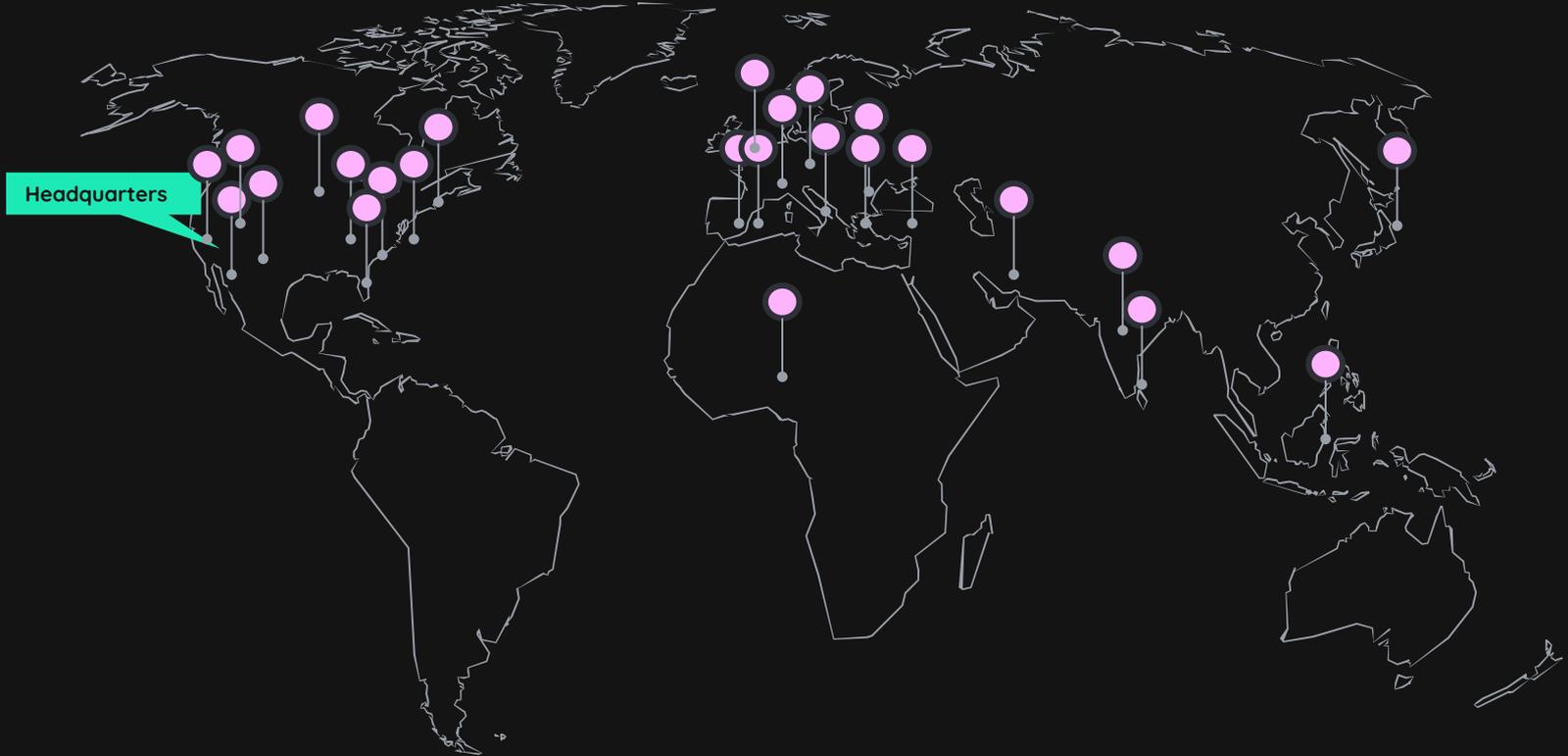
USING **AI TOOLS** AND **HUMAN EXPERTS** .

Backed By

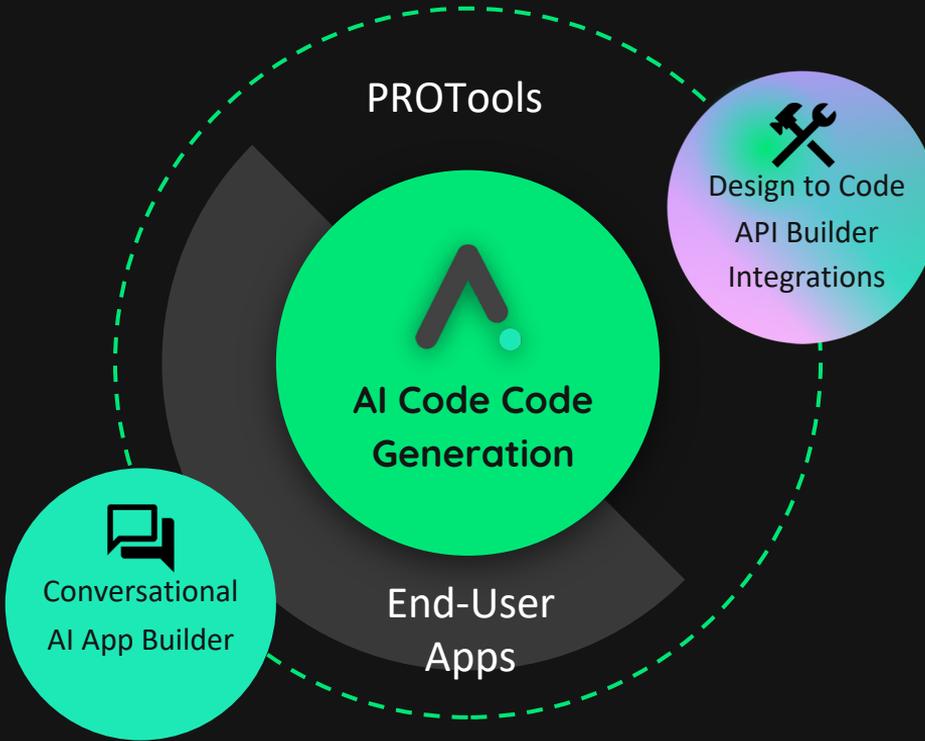
techstars_

SERVING THE WORLD

50 Customers | 10 Countries



ADVANCED TOOLS



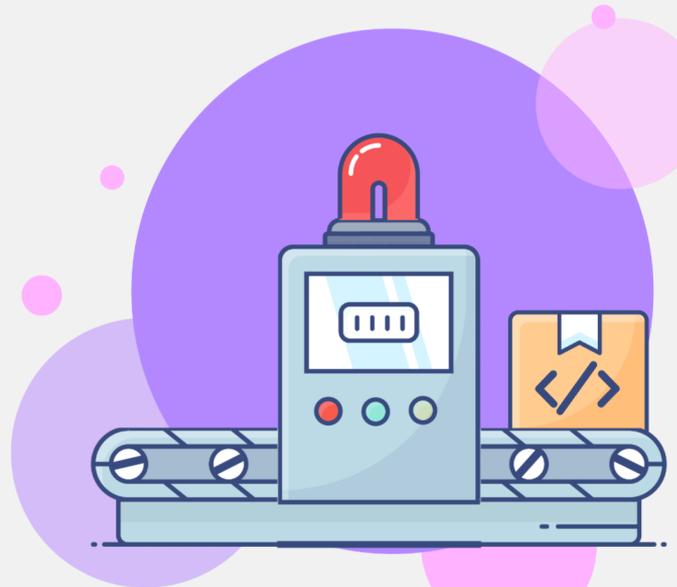
We have developed unique tools that using AI and automation speed up the software development process and eliminate repetitive tasks.

GENERATING FRONTEND CODE FROM DESIGN

PANORAMA

Panorama is the first intelligent design-to-app converter in the market. It can convert your designs into fully functional responsive mobile or web apps. In contrast to other competing tools, Panorama generates code that cannot be distinguished from the code written by humans.

[Register Now](#)



GENERATING BACKEND CODE

Welcome to AUTOMATA

Let's generate your backend codes in minutes without a team of developers!

[Generate now](#)



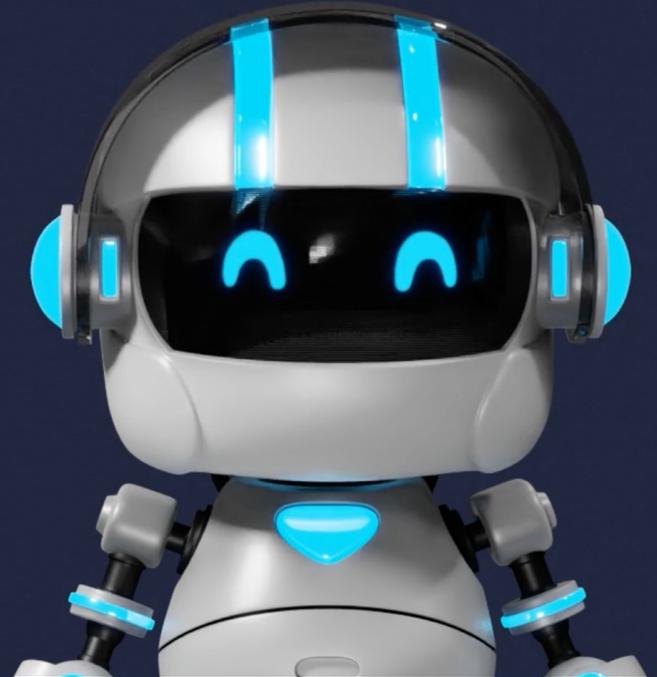
Automata has dozens of templates to help you achieve your backend codes. Navigate through the categories below to find the template that will move the needle for your site. If you need it, we've got it.

BUILD APPS USING AI

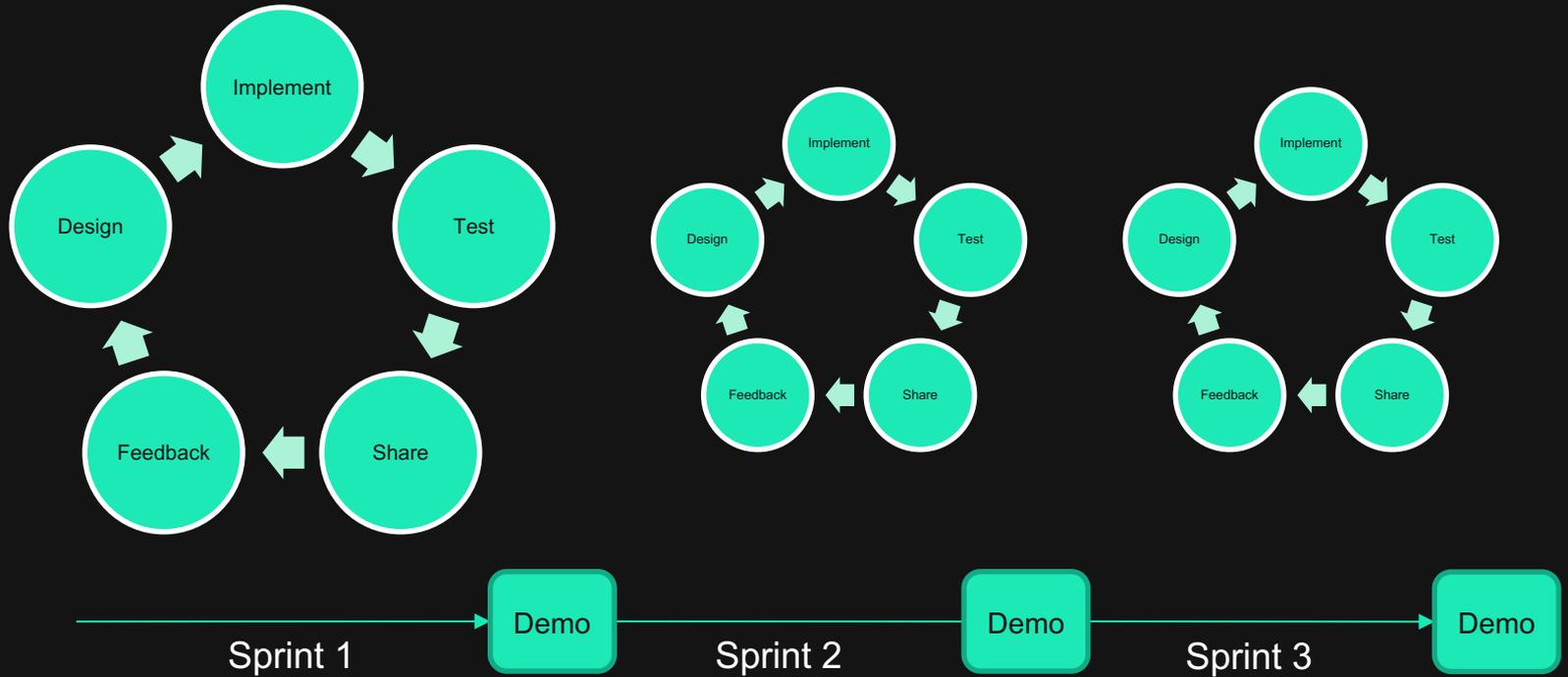
GAMMA WILL HEAR YOU

Just Talk!
and gamma will lead you
to make the app you desire!

Make an app!



SOFTWARE IS DEVELOPED ITERATIVELY IN 4 WEEK SPRINTS



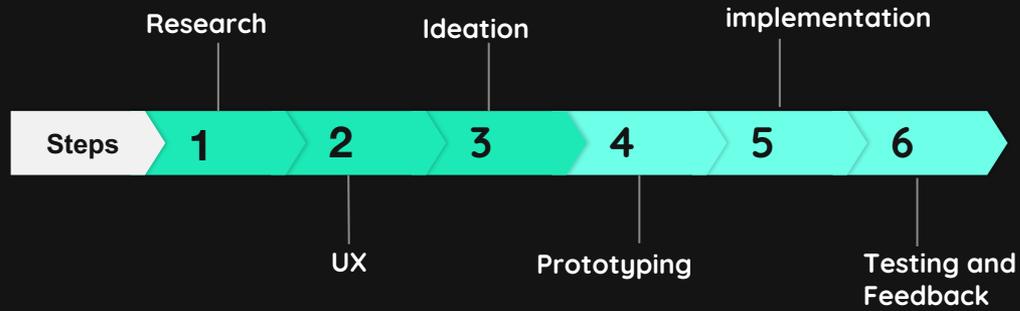


APPROACH

XR PROJECT STEPS

Research	We conduct a thorough research to understand customer's need and also find out about similar app.
User Experience Design	In this phase we define personas and specify the UX flow. UX Flow
Ideation	We work on the following tasks: Moodboards, Brain Writing, Storyboards, Action boards
Prototyping	In this phase we produce the following assets: Wireframe, Mockups and Gray box, UI and Architecture, Game Mechanics and XR Interaction
Testing and Feedback	In this phase we provide a VR demo and collect user's feedback by conducting a thorough user research

AGILE STEPS



SP 1	4	2	2	1		
SP 2	1	4	4	4		
SP 3	0.5	2	1	2	4	2
SP 4				1	4	4
Other Sprints same as SP 4						
SP n-1					2	2
SP n					1	1

Weeks Spent

XR ROLES DEFINITION

Concept and 3D Artist	Is responsible for designing 2D and 3D asset creation, textures, and animation, expertise in 2d hand drawing and 3d modeling software such as Maya, Blender, 3ds Max, and familiarity with Unity is a plus
Technical Artist	Responsible for visual art that relies on programming or technical implementation such as writing shaders, crafting particle systems, designing materials, setting up lighting and illumination in a game engine like Unity
XR Developer	Developing VR/AR experiences inside Unity game Engine, Familiarity with C# programming inside Unity, Developing 3D pipeline procession models, Be able to build using Unity game engine, Collaborating with designers and artists in different disciplines to integrate all the documents and assets into the final product
Other Possible Roles for larger projects	
Art	Art Director- Concept Art- Graphic Artist- 3D Artist- 3D Animator- 3D Rigger- Music Composer
Design	Creative Director- Narrative Designer- Level Designer-UX Designer- UI Designer- Product Designer- Product Manager-Sound Designer

TEAM STRUCTURE

	3D Artist	Technical Artist	Unity Developer
SP 1	4	4	1
SP 2	4	4	2
SP 3	4	4	4
SP 4	2	2	4
Other Sprints same as SP 4			
SP n-1	1	1	4
SP n			4

Weeks Spent

Research and Resources



VR Hands Animated with Ghost Shader | 3D Characters | Unity Asset Store

Elevate your work/flow with the VR Hands Animated with Ghost Shader asset from Sakari Games. Find this & other Characters options on the Unity Asset Store.

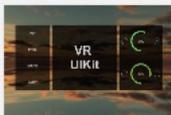
Curved UI - VR Ready Solution To Bend / Warp Your Canvas! | GUI Tools | Unity Asset Store

Use the Curved UI - VR Ready Solution To Bend / Warp Your Canvas from Chisly on your next project. Find this GUI tool & more on the Unity Asset Store.



Auto Hand - VR Physics Interaction | Game Toolkits | Unity Asset Store

Get the Auto Hand - VR Physics Interaction package from Gamus Robot and speed up your game development process. Find this & other Game Toolkits systems on the Unity Asset Store.



VR UIKit - Bootstrap Your VR App with Ease! | GUI Tools | Unity Asset Store

Use the VR UIKit - Bootstrap Your VR App with Ease! from Epityle on any next project. Find this GUI tool & more on the Unity Asset Store.



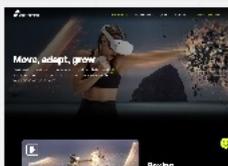
VR Interaction Framework | Systems | Unity Asset Store

Use VR Interaction Framework from Beard Ninja Games to elevate your next project. Find this & more Systems and templates on the Unity Asset Store.



Oculus Integration | Unity Asset Store

Use the Oculus Integration from Oculus on your next project. Find this integration tool & more on the Unity Asset Store.



VR CONVENTIONS



1. Curved Screens
2. Dragetic UI (Versus HUD)
3. Long press button - radial progress
4. Comfort Zone
5. Throwaway and delete gesture
6. Stereoscopic Consistency
7. The VR smart watch Menu
8. Hand interaction
9. Normal Map
10. Locomotion, snap rotation and address options integration to smooth locomotion
11. Constant velocity
12. VR onboarding
13. Text Readability
14. VR button conversion-Grip rotation and address options integration to grab and trigger button to activate
15. Selection key function
16. HUD motion lag
17. VR menus
18. Gaze Interaction

kyubuns/AkyuiUnity

github.com

installing unity integration (29:50)



Mood Board

Interaction and VR menus



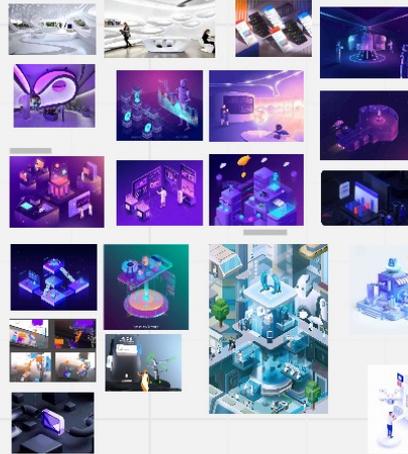
Shapes XR



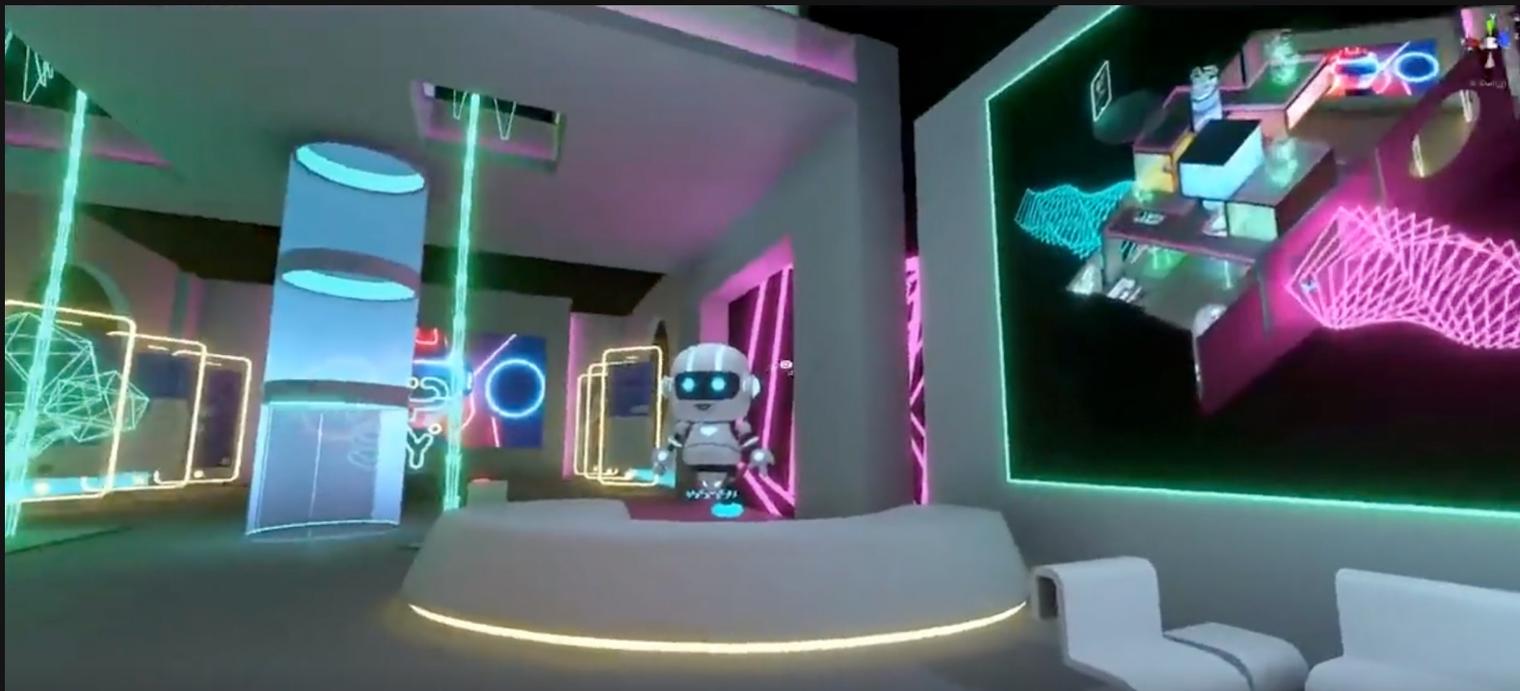
Supernatural



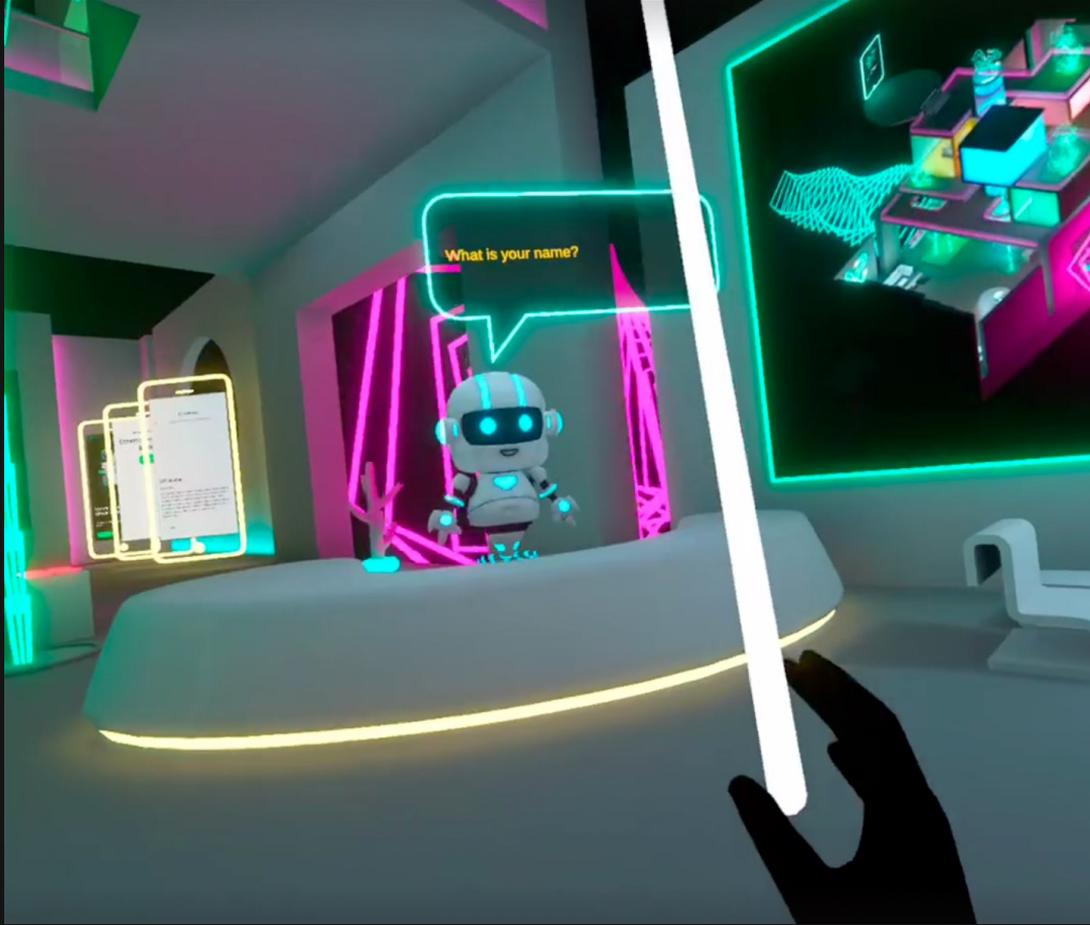
Rick and Morty- Rickality



PROTOTYPING



TESTING & FEEDBACK





SCAN ME

You can reach us @
build@apsy.io