



Virtual Reality

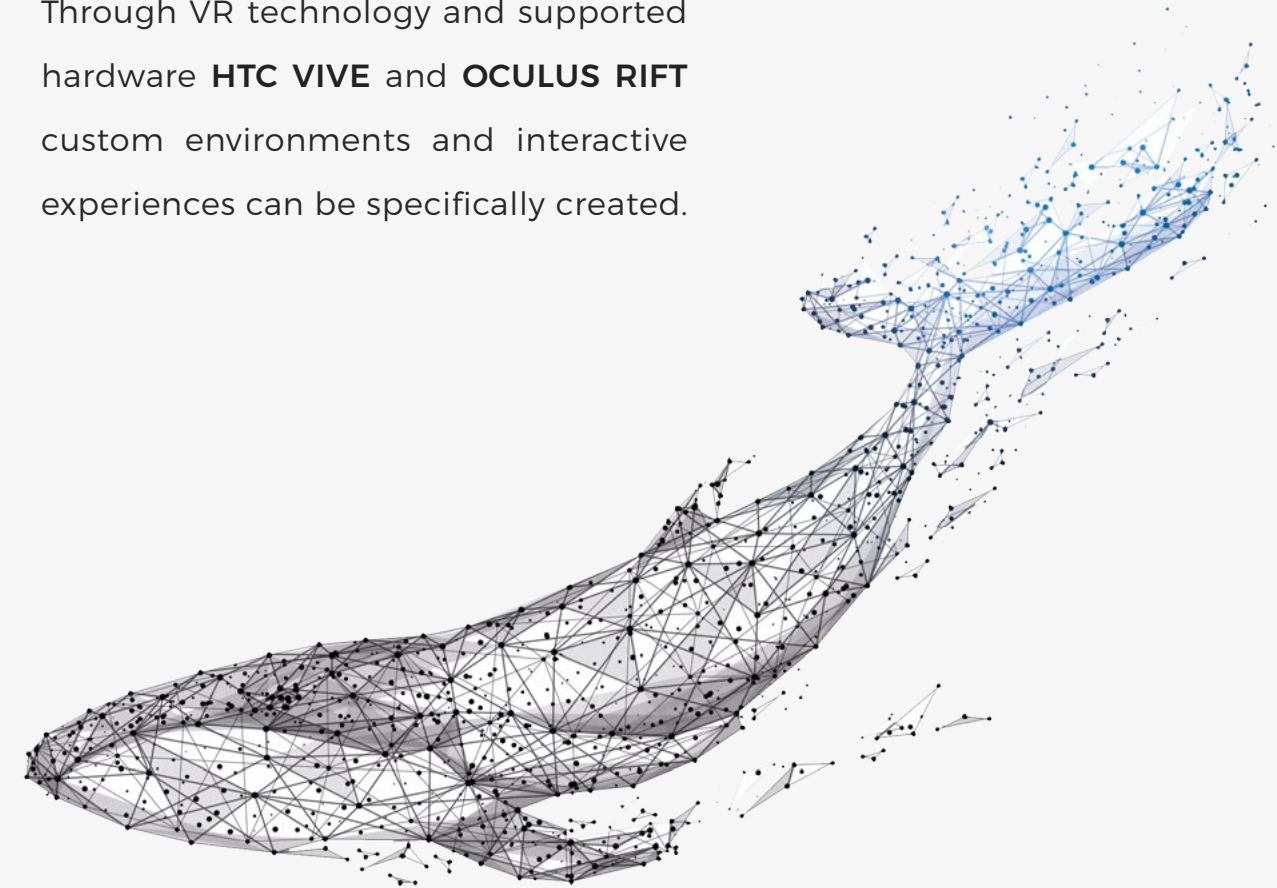
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TRAVELLING WITHOUT MOVING



NO LIMITS TO REALITY

The project's aim is to create VR experiences for the visitor to merge completely with a taylor made virtual atmosphere.

Through VR technology and supported hardware **HTC VIVE** and **OCULUS RIFT** custom environments and interactive experiences can be specifically created.



VR is a fully **IMMERSIVE EXPERIENCE**: involvement, interaction and participation in which the users are the creators of their own experience inside virtual environments.

The **POTENTIAL** of **VIRTUAL REALITY** and its ease in communication to both specific niches and general audiences will become fundamental instruments for specific and general **CORPORATE MARKETING** and **ADVERTISING**.



NOT A LIMITING ONESELF TO VIEWING BUT, PARTICIPATING



I M M E R S E I N T O A N E W R E A L I T Y

Users can move inside the many environments in a space as small as 2x2 meters for which specific sensors and coverage areas are set up.

We produce models, environments and animations to make the **EXPERIENCE** of promotional **VIRTUAL** as **FLUID** as possible with a **STRONG VISUAL IMPACT**.

STUDIOKOWALSKY

Operative head quarters

Cinecittà Studios
Via Tuscolana, 1055
00173 Roma (RM)

Legal head quarters

L.go Nino Franchellucci, 61
00155 Roma (RM)
P.IVA 14683281001

info@studiokowalsky.it

