



Ability to add virtual objects and interact with them in the real world using smartphones, tablets or special glasses.





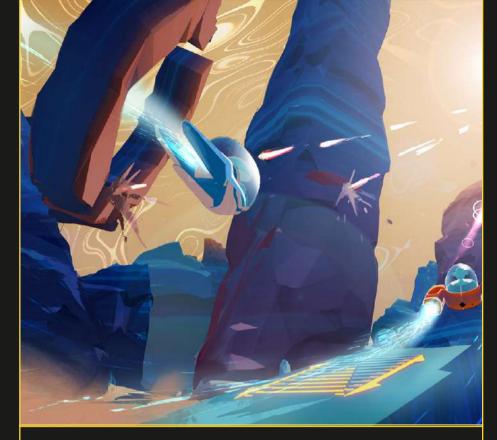


Allows to immerse the user in a virtual world that is perceived as real. VR gives a unique experience of full immersion.



A wide range of different solutions that allow users to interact with audio- visual information.



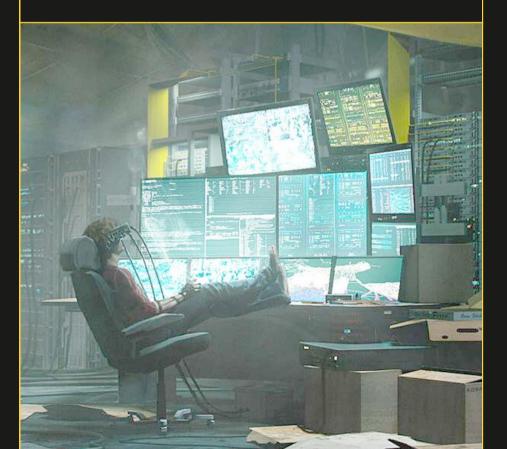


GAME DEVELOPMENT

Full game development cycle - from concept and game design to launch and support. Our games are completely cross-platform.



Research is required to implement innovative projects. Our company always welcomes complex technical tasks.





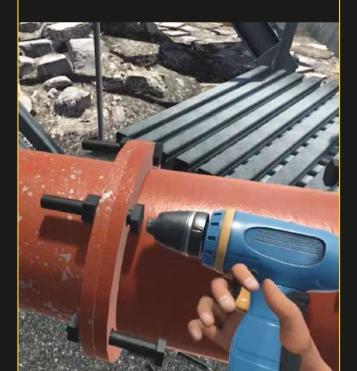


We provide a full range of consulting services in the areas described. We will be happy to share our experience and our vision of technology development.

PORTFOLIO TRAINING VR SIMULATORS

2018

Demo VR simulator for the oil and gas industry



2019

Isolation replacement Training for " Samruk Energy"



2020

AGMU operator simulator for maintenance of the TOR counter for " Munaytelekom"



PORTFOLIO INTERACTIVE SPACES



2014 Interactive Museum of "EMBAMUNAIGAS" JSC,

Atyrau

2017

IT Center-Digital Urpaq Petropavlovsk





2019

Development and communication Center named after Balgimbayev, Atyrau

PORTFOLIO VR GAMES

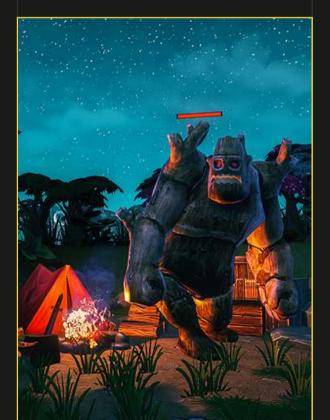


2015

Machine Learning: Episode I. a Logical game in the role of artificial intelligence

2017

A set of VR games for the YOTA eSports arena, Moscow





2019

JetX-multiplayer shooter in arcade racing mode and epic arena battles

PORTFOLIO MOBILE GAMES

More games and applications on our market pages



Multiplayer game with popular memes



A multi-Level arcade game where the main characters are cute square animals



Hyper-casual game where you make and sell clay plates



PORTFOLIO AR APPLICATIONS



СОБРАНИЕ ГОСУДАРСТВЕННОГО МУЗЕЯ ВОСТОКА

CULTURAL Heritage of Uzbekistan

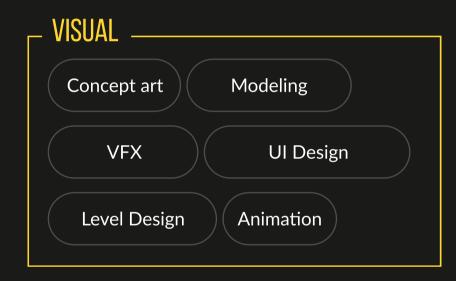
Scanning QR codes in books and viewing accompanying videos in augmented reality

QUESTIE

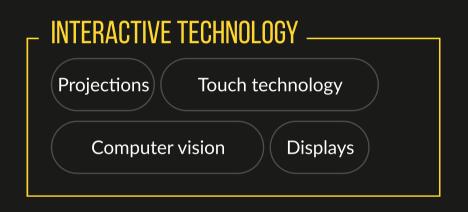
The Platform allows to create quests (tasks) using augmented reality and geolocation technologies.

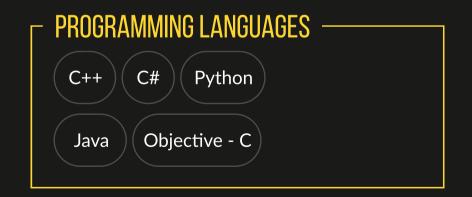


HARD SKILLS

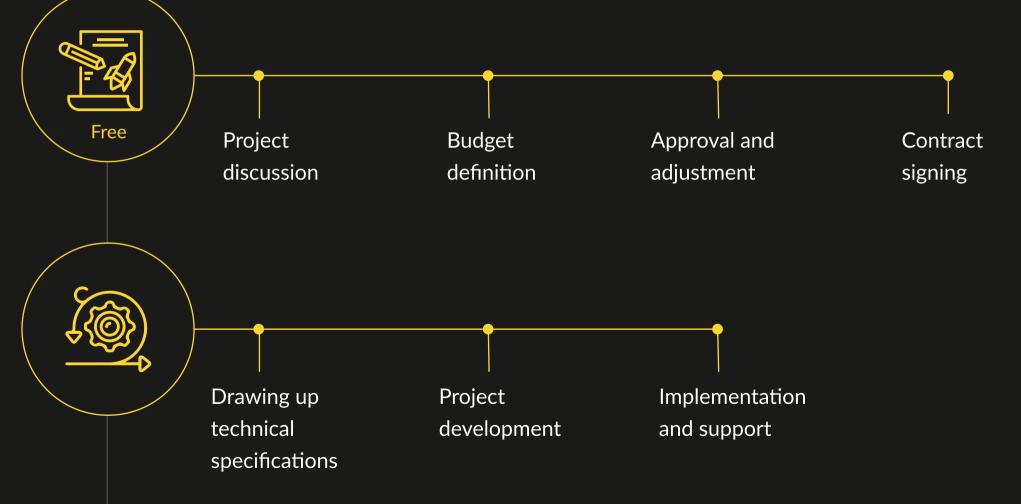


- GAME ENGINES	
Unreal Engine Unity	





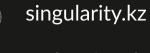
STAGES OF COOPERATION





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