d۳۰

Augmented Reality Headphones

iRisib Sinnoviris brussels

demute

A sound studio for immersive content with strong technological know-how

Motto

An internal team of sound engineers, directors and developers combined with a trustworthy community of freelancers to overcome ingeniously every audio challenge.

Goals

Improve the feeling of immersion Provide new ways to interact Engage with the audience

VR **MOVIE EXPERTISE**

More than 20 VR movies, with some award-winning projects presented in major Film Festivals such as Sundance, Cannes, Venice, NY or Brussels.







BECA

FEST



SXSW ∠ 2019

THE ROAMING

a virtual reality experience written & directed by Mathieu Pradat

Mechanical Soul

A sumptuous wedding is about to take place. But something has gone wrong and it's your job to figure it out!



*La Prairie / DV*The Roaming

Two children are running for their lives. Will you be bold enough to step in the wetlands and help them out?



DV **The Horrifically** FHRV is an immersive VR play that allows the viewer to evolve in a irtual setting, while physically and in real time interacting with characters and material objects.

4

Games

GAMING EXPERTISE

First sound studio dedicated to video games in Belgium and leader on this market.



Team Panoptes Panoptic

Panoptic is an asymmetrical multiplayer VR game, between a player wearing a VR headset, and a regular PC player.



It tells the story of Ary, the first female season guardian who replaces her dead brother to spare her ill-father as the keeper of the Winter season



Pajama Llama FlotSam

Manage your drifters as they try to survive in a harsh ocean world, where everything is trying to eat you or sink your town to the depths of the sea!



#bridge

Working with you

The interface

Combining technical and artistic knowledges is our activity's core value. From how we hire new team members to how we develop a new project, being the bridge between both worlds is our motto

We're looking for the best ideas and their most fitting technology.



AR

AR AUDIO HEADPHONES

Our AR audio headphone is the first of its kind.

It is tracked in real-time, whether it's the position of the user or the orientation of its head. It allows us to create virtual sound experiences to apply in any type of locations.



The AHIA environment

- Management of experiences from a central server
- Interactions between users?
- IoT low-energy technologies?

	Anc1 RSAA Casqu	(%) Anc2
	Central Server	RSAA Casque 2 ((%)) Anc3
IP 172.30.40.46	onnect Disconnect	
TCP port 19194	Clear log	
Connected.		
[MQTT] Connected		
<pre>[MQTT] Subscribed (rc=0 [AHIA - Coucou] : (yaw, pitch, roll) = (176.491, -86.4224, 154.02) [AHIA - Coucou] : (x, y) = (1201, 6603) [AHIA - Coucou] : (yaw, pitch, roll) = (176.412, -86.4431, 154.104) [AHIA - Coucou] : (x, y) = (1244, 6578)</pre>		

dω·

Augmented Reality Headphones

iRisib

demute