

# JustVR

[www.justvr.host](http://www.justvr.host)

BUSINESS INQUIRIES  
TECHNICAL ASSISTANCE



[www.mad-vf.com](http://www.mad-vf.com)

DEVELOPMENT PARTNER  
BUSINESS PARTNER  
(NORDIC AREA)

**AHEAD XR**

[www.aheadxr.com](http://www.aheadxr.com)

## EXAMPLES

Videos about JustVR can be found on YouTube, some are ironic to make noise, others are examples of PRO / Business / Lite editions, there are promo and teaser videos and even “how it works”

### Catalogue Examples

<https://www.youtube.com/playlist?list=PLGwArGmKOUeUggGFbhRC2pT9XTtUzhWLS>

or scan the QR Code



### PRO Edition Examples

<https://www.youtube.com/playlist?list=PLGwArGmKOUeUUiopoPTND7cB3pU70Tb4yT>

or scan the QR Code



### Get DEMO here

[www.mad-vf.store/demos/justvrpro.php](http://www.mad-vf.store/demos/justvrpro.php)

or scan the QR Code



JustVR is designed to work on main brands' headset actually on the market

## META VIVE PICO

Ad Hoc porting can be created

## APPLE VISION PRO

## CARDBOARD Android / iOS

Eventually, although JustVR is for VR immersive interactive experiences, if You need a 3D edition for mobile to navigate the scene like a video game: interacting with objects using touch or click style instead of using “hands” in first person, no problem: We can create Mobile or Desktop App

# JustVR



Real Virtual Reality  
Move around in the Scene  
Interacting with Objects

CATALOGUES

MUSEUMS

SHOWROOM

GALLERIES

SHOPPING

PRODUCT SAMPLES

VR E-COMMERCE (ready)

INTERACTIVE SCENES (writing no code)

Everybody are enthusiastic about VR but when the time to estimate costs for design and development of a VR solution comes, everyone have stomach ache.

Here comes the intuition: something "common" is needed, ready for interactive VR scene creation, to cut time and costs!

## JustVR

a kind of template ready composed by three parts: a Content Management System to manage objects available in the scene, an App to administrate the scene (You go around positioning items in the scene and finally saving the scene), an App Viewer for users to live the VR experience in which they move around interacting with objects!

This cuts 80% of production!

### LITE

this edition is available by subscription; there are some scenes ready as background and a limited number of objects can be uploaded: this is suitable for who has to showcase 3D models in VR occasionally and in case share simple scenes with someone remotely simply uploading objects and positioning them (saving and sharing scene)

### BASIC

this is the starting point, let's call it "the basic engine" that cuts costs of production: upon this customisations are made tailored on Your needs

### BUSINESS

this is a step forward from the basic edition: it has a "basic cart system" ready, users going around the scene can interact with objects and add them to a list (favourites or shopping list), later they can opt for "check out" and the app redirect to a payment gateway (to be developed or linked adhoc) to complete the purchase

### PRO (source code)

this is the top solution: source code is edited and main objects are embedded within the scene for faster performance and also in some cases enable offline mode; this is a kind of "build adhoc VR experience" but design and development are not started from scratch!

**JUST VR**

Create Your VR scene writing no code

LITE EDITION  
STARTER

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**JUST VR**

Create Your VR scene writing no code

**BUSINESS**

[www.mad-vf.com/justvr](http://www.mad-vf.com/justvr)

**JUST VR**

Create Your VR scene writing no code

LITE EDITION  
ADVANCED

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**JustVR**  
**PRO**

[www.justvr.host/pro.php](http://www.justvr.host/pro.php)