

About us:

Visrez produce 3D Floorplans for hotel clients worldwide which are used on their websites and in sales presentations. We are the leader in photo-realistic 3D visualisation for the hospitality industry with clients in over seventy countries. A gallery of our work can be viewed [here](#). Currently we distribute our plans using a web-viewer which can be displayed in their site using an [iframe](#). Our plan is to build an Oculus application which will allow our products to be experienced in an immersive VR environment. We need an experienced development partner with a track record in creating world-class VR applications using Unreal engine.



Prototype Visrez VR Kit.

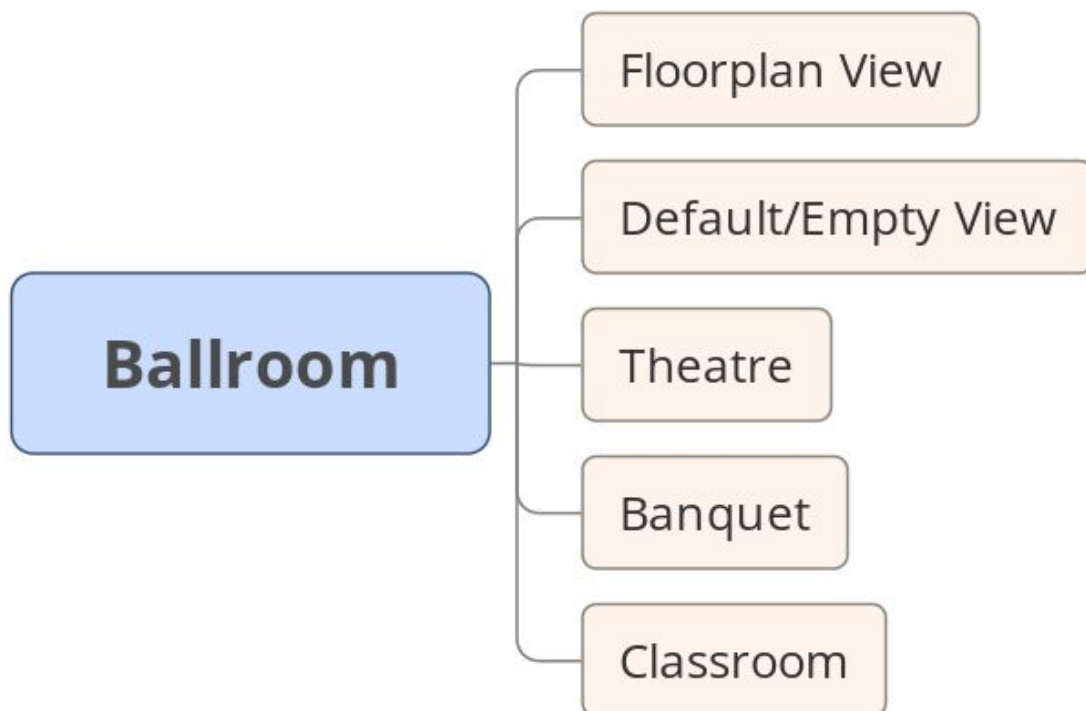
Brief:

The Visrez Gear VR Application will allow our clients to demonstrate their spaces to their customers using an app which is loaded onto a Gear device. Clients will login using their account credentials and this will bring them into an immersive VR environment in which their rooms can be presented in multiple styles from birds-eye, to empty to fully set-up.

Navigation

Users should be able to explore different rooms with multiple layouts for each space using a clear and easy to navigate menu. After logging in a user should be presented with a menu to select a room, selecting a room should open on the default view/image for that room, tapping should open an overlayed menu to select the other views/layouts for the room.

- The user should be presented with a menu which allows them to select the room they wish to view. If there are multiple images/views for a room these should be accessible easily through a menu for selecting the layout.
- A user can have many rooms, with many layouts per room.



The application should allow users to switch between views within a room by tapping on an icon to move between points. Movement should transition in a fluid style rather than simply loading a new image.



Multi-Property

The application should be able to support more than one property so that a users' account could give them access to more than one hotel.

Group Account > Select Property > Select Room > In-Room

Back End

The application needs to connect to our servers to pull the required images/content for the logged in user. All our plans are available online and a unique URL for each floorplan image. [See Example](#). Our plan to produce VR panoramas for each ballroom and have them available for integration into the clients VR application.

- The application should allow users to login with username and password which has been created by us.
- Logging in should download the client's 3D images to the device or update with new images if available.

Development Schedule

The first phase of the project is to create an MVP which can be used to demonstrate to clients. We estimate this version of the product can be built in less than 2 weeks including testing and feedback from our team. Our aim is to have a working demo in place by the end of July 2016 and to map out further development based on the feedback we receive from the initial prototype.