

TURN KEY VRSOLUTIONS





BigLook360 is comprised of a team of uniquely talented individuals with over three decades of experience with the creation, production and application of immersive virtual reality experiences. The company leverages extensive expertise in creative design, camera technology, software engineering and hardware integration to produce immersive VR content and applications.



CLIENTS / PARTNERS





























































































- Pioneered and Created First Commercial VR 360° Video (1999)
- Produced First Ever 360° Immersive VR Mobile Marketing Experience (2000)
- Produced 360° Video with Embedded CG and Branching (2004)
- First VR Multi-Camera Live Streaming Event (2010)
- Conceived and Produced First VR HD Interactive Immersive Live Streaming Video (2011)
- Conceived and Designed Revolutionary T-Camera System (2013)
- Developed 4K (Ultra HD) T-Camera for both TV Broadcasting and Live Streaming (2015)

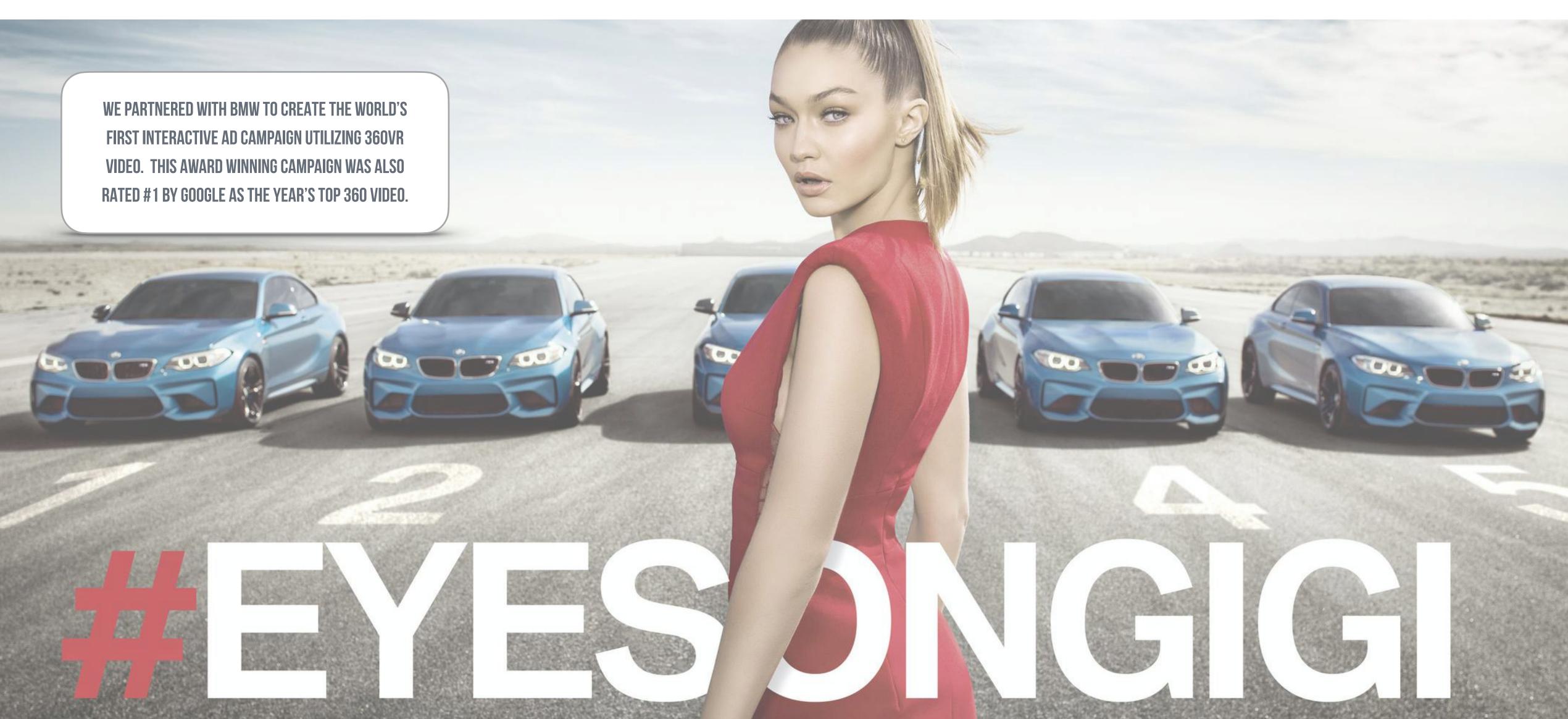


BRANDS + PROJECTS



360VR INTERACTIVE CAMPAIGN 360VR CREATIVE/PRODUCTION







24 HOURS OF LE MANS 360VR IMMERSIVE EXPERIENCE













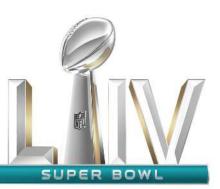






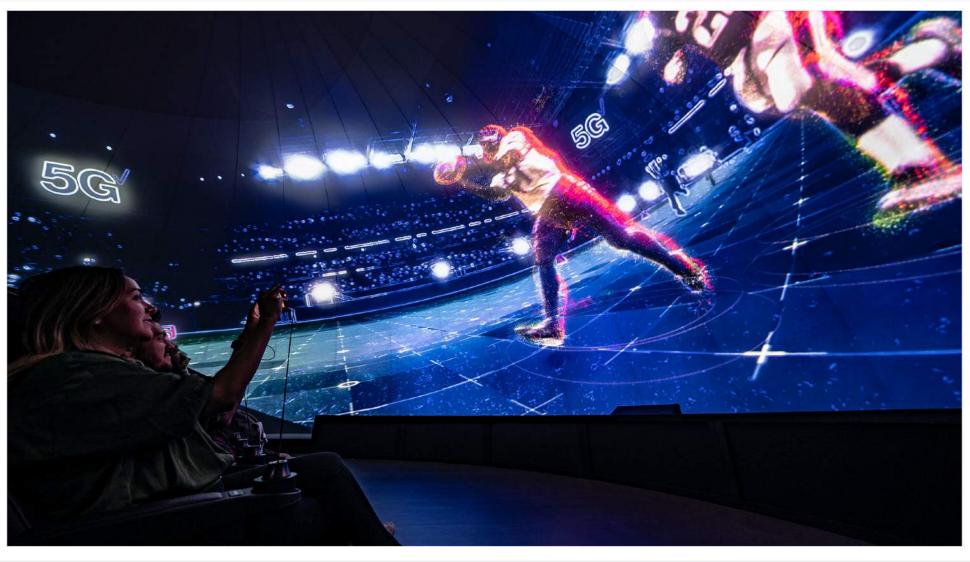
THE STATE OF TEXAS REACHED OUT TO US TO PRODUCE A VIRTUAL TOUR OF TEXAS BY KAYAK. THE RESULTING PROJECT RESULTED IN OVER 2 MILLION INTERACTIVE VIRTUAL TOURS OF TEXAS RIVERS AND OVER 8 MILLION TOTAL BRAND IMPRESSIONS FOR TEXAS TOURISM. THIS TRULY INTERACTIVE EXPERIENCE INCREASED PARTICIPANTS ATTITUDE TOWARDS VACATIONING IN TEXAS +23%. THE PROGRAM WAS SO SUCCESSFUL, THE PROGRAM WAS RENEWED FOUR CONSECUTIVE YEARS.





SUPER BOIL EXPERIENCE VR/AR PRODUCT DEMO/EXPO







WE PARTNERED WITH VERIZON AND THE NFL TO PRODUCE A FIRST-OF-ITS-KIND VIRTUAL AND AUGMENTED REALITY EXPERIENCE TO SHOWCASE THE POWER OF VERIZON'S NEXT GEN 5G NETWORK. WE COMBINED 360VR FULL-MOTION NFL ACTION WITH AUGMENTED REALITY TO CREATE A FAN EXPERIENCE THAT ALLOWED CONSUMERS TO SEE THE SPEED AND POWER OF THE NETWORK AS WELL AS ENGAGE WITH THE VERIZON BRAND IN A PAVILION ENVIRONMENT AT THE SUPER BOWL.





CAPABILITIES



CAPABILITIES & EXPERTISE



Professional 360° VR Video Creation and Production



Television Broadcasting Immersive Video systems



VR Live Streaming



Augmented Reality



360° VR training

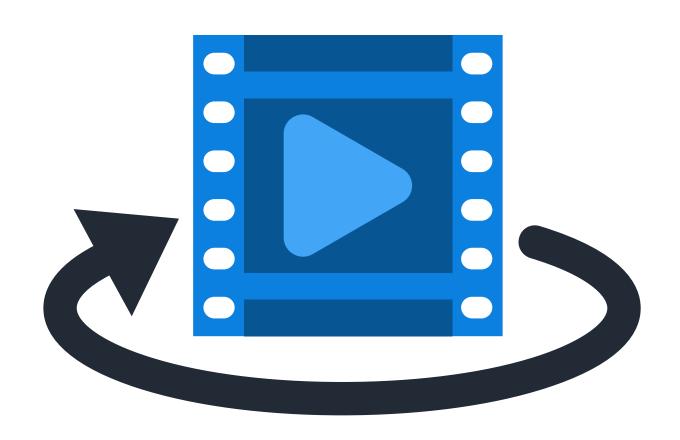


360° Video and Mapping Applications



TURNKEY SOLUTIONS

CONTENT



- 360VR Content Production
- VR Post Production/Editing
- 360VR Content Delivery

PLATFORMS



- VR App Development
- Content Integration
- Content Management

DEVICES

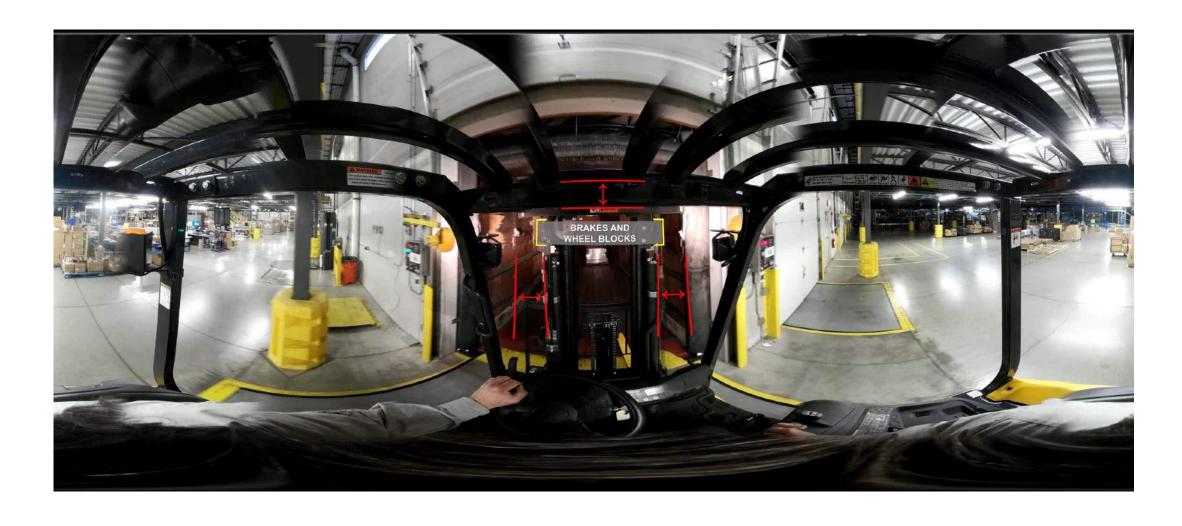


- Device Management
- Equipment Rental
- Shipping to End Users
- Insurance
- Basic User Support
- Reporting*

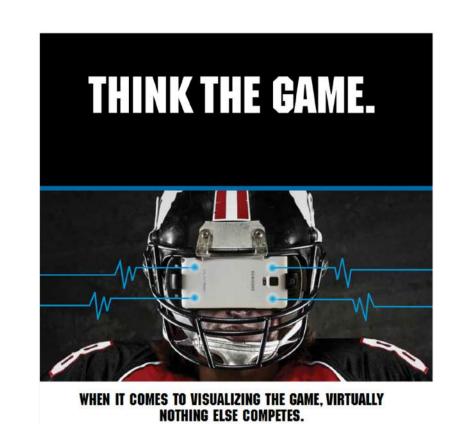


TRAINING/SIMULATIONS

SAFETY, OPERATION, INSTRUCTION, SITUATION AWARENESS





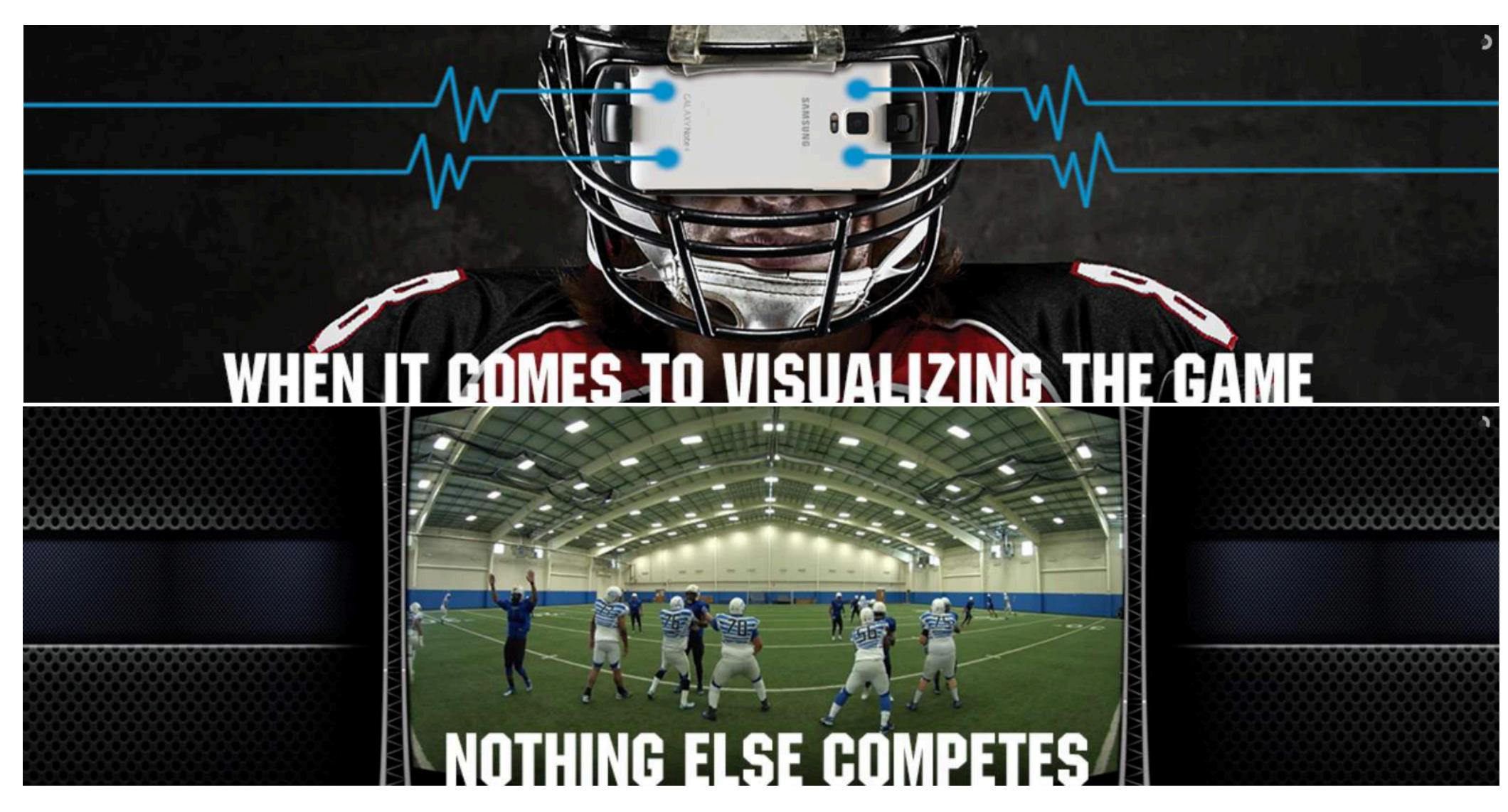






TURN KEY SOLUTIONS







TURN KEY SOLUTIONS



JON GRUDEN

66

Charlie was tougher than a \$3 steak when he played, but smart too. His

PRO41 VR system uses virtual reality to improve the player's spatial awareness of the on-field action from different camera angles. If you love football, you'll love this thing...

99

Jon Gruden

NFL Head Coach/Super Bowl Champ/ESPN Analyst

ROGER STAUBACH

66

By giving quarterbacks virtual live reps from multiple points of view,

PRO41VR frees them to learn through experience with no risk of injury. Charlie has developed the most impressive coaching tool I've seen.

99

Roger Staubach

NFL Hall of Fame, QB, Two-time Super Bowl Champ

TROY AIKMAN

66

One of the biggest challenges of quarterbacking at any level is reading defensive schemes. With the

PRO41VR System, Charlie Waters has cut the learning curve significantly. I wish they had this when I was playing.

99

Troy Aikman

NFL Hall of Fame QB, Three-time Super Bowl Champ



HEALTHCARE / REHABILITATION

HEALTHCARE TRAINING, SIMULATION, THERAPY





Winter Sports Clinic: A New Reality for Disabled **Veterans**





















INTRODUCING

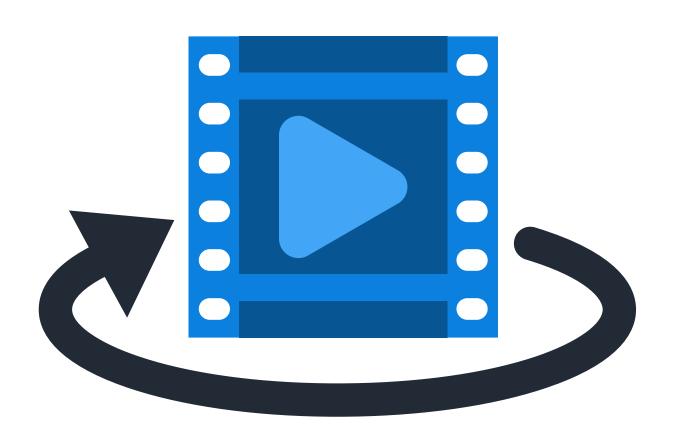
INTEGRO/R

Turn-Key virtual reality concussion and acquired and traumatic brain injury **therapy** solution



EGROVR TECHNOLOGY SOLUTION

CONTENT



- VR Gaming Exercises
- Immersive 360 REAL WORLD Experiences

PLATFORM



- Device Management
- User Management
- Revenue Management
- Security/Compliance
- Content Management
- Data Capture/Enrichment

DEVICES



- Deliver Therapies
- Data Collection
- User Record Updates
- Performance Data
- Content Updates



CLINICAL UPDATES

TRIALS / BETAS









INTEGROIR

THANK YOU