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About This Video

About the experience:

“Explore your surroundings and dive deep into an ancient cave system. Follow the drone and discover the horrific truth about the darkest of all places... “

SONAR is a new kind of cinematic entertainment, striking a balance between traditional movie making and interactive media. The short film is a fully immersive, slow paced, 3D-360° computer-generated virtual reality experience at 4k resolution and 60fps.

About the production:

SONAR was created by Philipp Maas and Dominik Stockhausen at Filmakademie Baden-Wuerttemberg in Ludwigsburg, Germany, during the summer term of 2014. The original score was written by Alexander Maas, who also did the sounddesign and mixing. Production started in May and finished at the end of July 2014.

The initial concept of a classical scifi-horror short in the cinemascope screening format was turned upside down as we got our hands on the Oculus Rift DK1.

Immediately hooked by the technology and its creative potential, we were eager to produce the first VR short film at the Filmakademie.

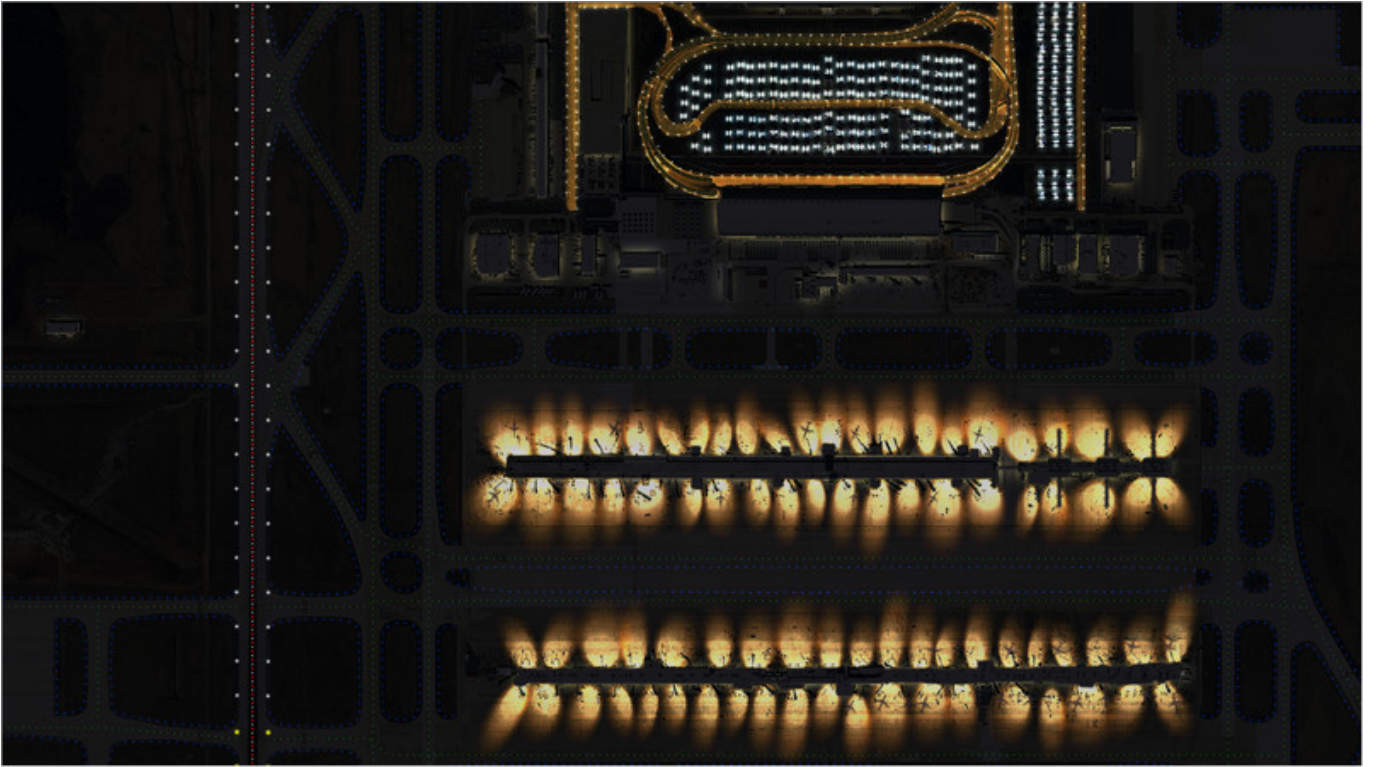
Advancing our workflow for VR productions, we updated the project in 2015 to high-resolution, omni-directional stereoscopic 3D and 60fps as well as spatial audio.

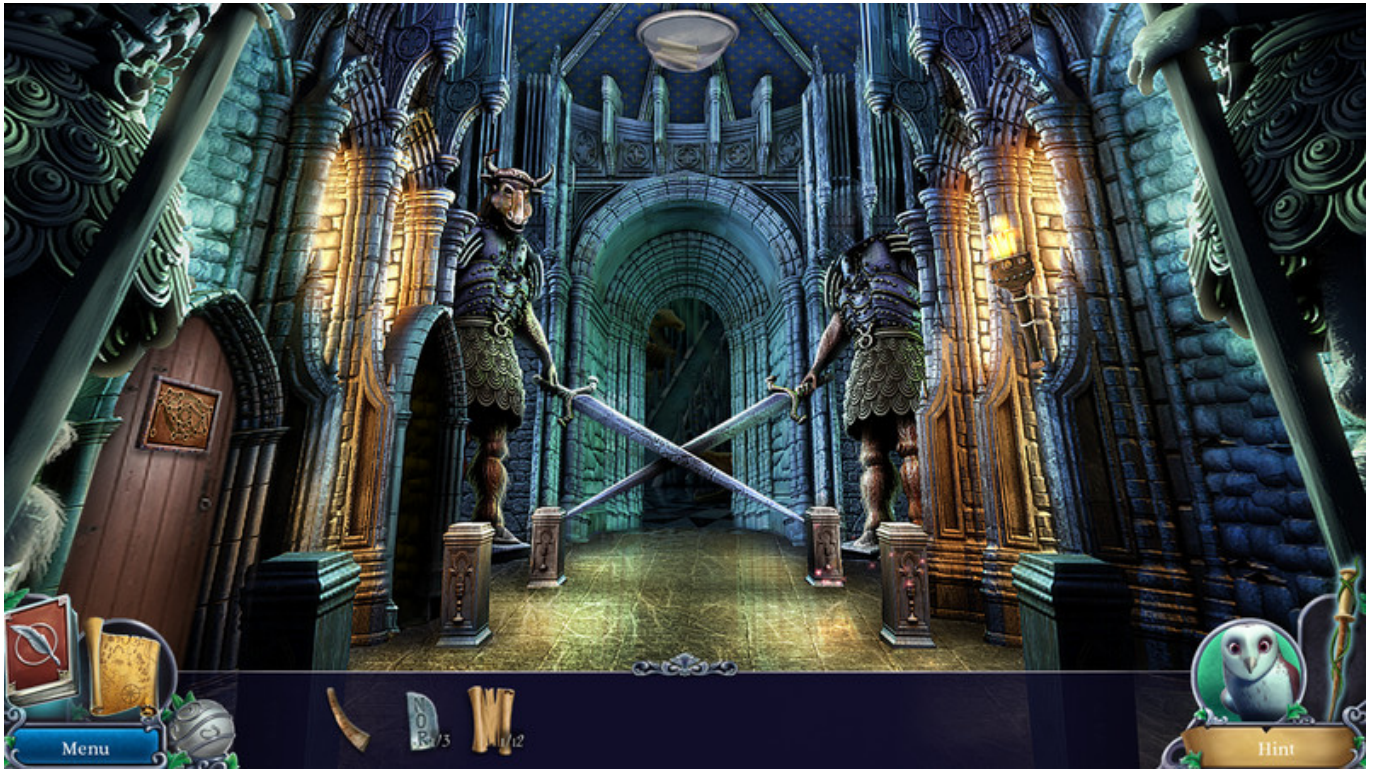
It was released shortly after our Sundance premiere in february 2016 on the Oculus GearVR Store and it is now coming to Google Daydream and SteamVR.

Title: SONAR - A Virtual Reality Experience
Production:
Filmakademie Baden-Württemberg GmbH
Distributor:
Philipp Maas - SCOPE - Virtual Content Studio
Release Date: 11 Feb, 2016
Country: Germany
Video Resolution: 3840x1536(0.2GB)
360 Format: Stereo, Equirectangular
Audio: Stereo
Running Time: 6 minutes

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English,French,Italian,German,Arabic,Bulgarian,Traditional Chinese,Simplified Chinese,Danish,Finnish,Greek,Japanese,Korean,Dutch,Norwegian,Polish,Portuguese,Romanian,Russian,Swedish,Thai,Czech,Turkish







sonar - a virtual reality experience

I honestly bought this game for the achievement letters

It was worth it. Surprisingly relaxing visual novel for just a low price. Graphics is polished, and BGM is nice. Linear storyline with no choice, playable time is around 2-2.5 hours, but it worth the bucks. Please keep up the good work.. For those who enjoy a vapid, soulless experience, this game is perfect. Not only is the story paper thin, but as a visual novel it fails to add anything to the story either. Although some of the art is nice, its sparse with only minor changes to the characters and backgrounds throughout the game. Incongruities are rife amongst the writing, characters, and backgrounds.

Yes, you do learn about Japanese culture whilst playing the game, but you do so to the story's detriment. Large chunks of the character's dialogue is simply cultural regurgitation, so much so that they might as well be their own segments. Any aspect of either of the two girls is solely attributed to them because the target demograph of this game finds them appealing. A more solemn, shy girl who does her best to appease those around her, and a lively, wild girl who is sporadic in behaviour.

One writes doujin and the other likes to cosplay. These aren't characters; they are fantasies.

Not only are the two main girls terribly created, but the main character (Brian) is also insufferable. Like other main characters of a similar ilk, he's only an empty vessel for the reader to live vicariously through, with the occasional character trait that relates to the game's target demograph – like being an otaku, or being extremely socially awkward around girls.

If you are an otaku, are socially awkward around girls, enjoy Japanese school girls and love visual novels, them by all means you'll love this game to its core. But for the rest of the Earth, stay away from this rancid filth.

.....oh, and don't expect a good ending or meaningful choices. They don't exist in the game.. This game is absolutely magical, imagine a game where your objective is to repair a broken lift but it's literally impossible to do!!!!!!!!!!!!!!!!!!!!!!!!!!!!

100000000000/10 best game ever made. Ok so first off I liked the game, but I had trouble picking things up by pressing E and I just noticed it says I played for over 2 hours when I only played 30 minutes just seems strange to me.

This is my review anyways:

https://www.youtube.com/watch?v=rYckmKbwA_0

Just not a fun game at all. Heroes enter your dungeon and you try to lure them to look at statues and enter your rooms so they become happy then you slay them collecting soul energy to make more statues and rooms . the game just sucks sry ... You play in first person switching between three characters. The atmosphere in this game is very good, it's exactly how a horror game should feel and treat you. The sound design consists alot of loud noises, so you'll probably experience some jumpscares. The background music is good, but a little bit too much monotonous. The voice actors are sadly quite bad and ruins the game more than lifts it up. The graphics are OK. The chapter endings are too roughly cutted. The control mechanics is not that good, and because of that the game gets less scarier than it could have been. The gameplay consists of walking simulation where you search around an abandoned thai hospital. This game has its flaws, but also some really good vibes, so all in all I really did find it very enjoyable and it kept me constantly interested in going further into it.. It's one of those game that can be pretty fun to play, but it's also a indie multiplayer game with a community that will die eventually. Luckily, it seems they're holding their playerbase pretty well.. 7 and 8, both are 1000 miles above that f2p abomination called 9. But then everyone knows that now. What esle can be said aside from go read all the positive reviews, (negative ones are baldergash) and then imagine it's written here....you got my view. Had no tech issues and loads of fun.. A nice simple puzzle.

Beautiful design, good concept, easy to understand,
It can be difficult at some part.

The music isn't really appealing,
and they could give something at the end.

It's short but worth the money.

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