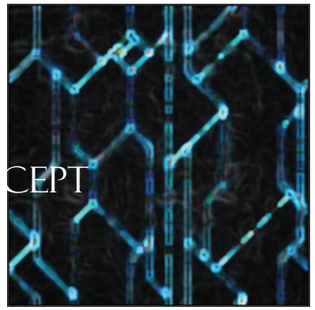
VR Experience



CONCEPT

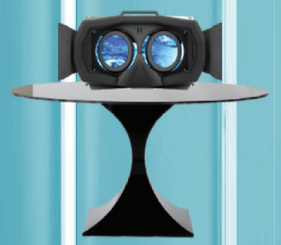


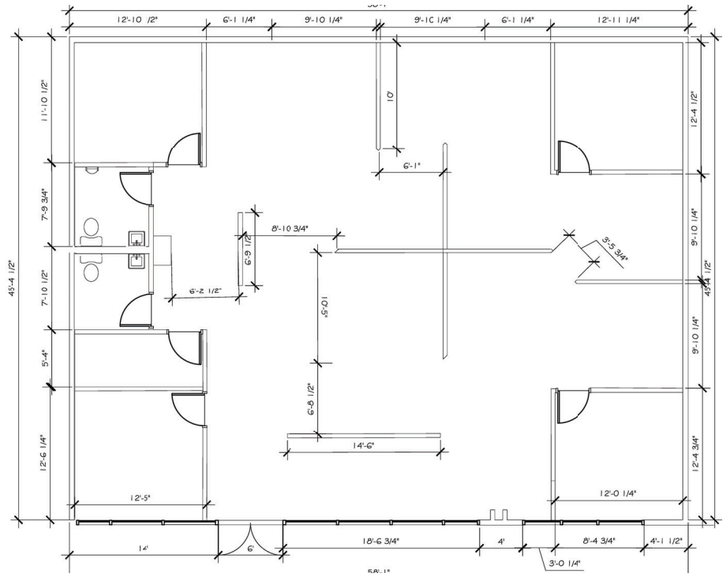
PROJECT:

Develop a Modern "Gaming Center" with a central focus of Virtual Reality and an Augmented Reality Arcade.

Target on a demographic that includes teens, families and old-school gamers. Create a place where teens come to hang out after school and on weekends. An environment where families come to play together while engaging their children in educational scenarios within virtual worlds. Last but not least "old school" gamers will have a place where they feel like they can play games that fill them with a sense of nostalgia.

Incorporate a café into the space that will encourage gamers to eat and drink on site, encouraging them to "stay and play" longer.

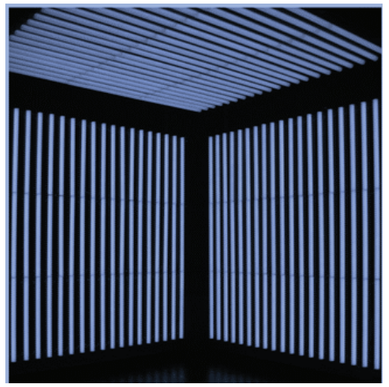






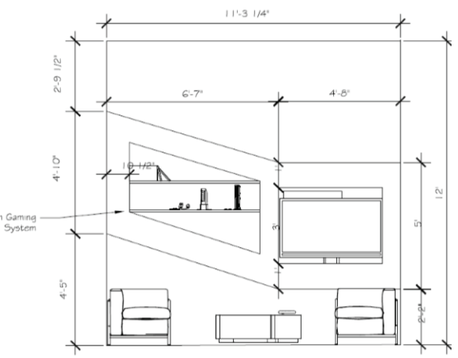
SPACETIME CONTINUUMS

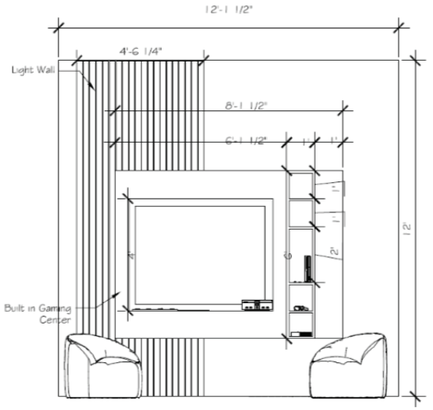
VR/AR areas where people can engage in a virtual experience, individually or with groups up to four.



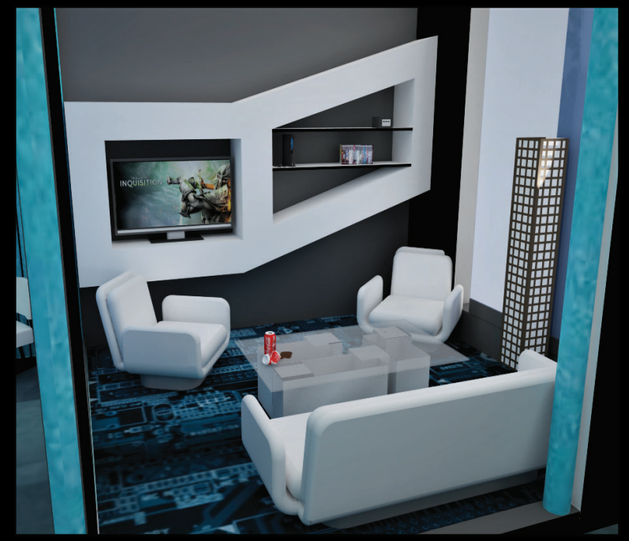
THE PORTALS

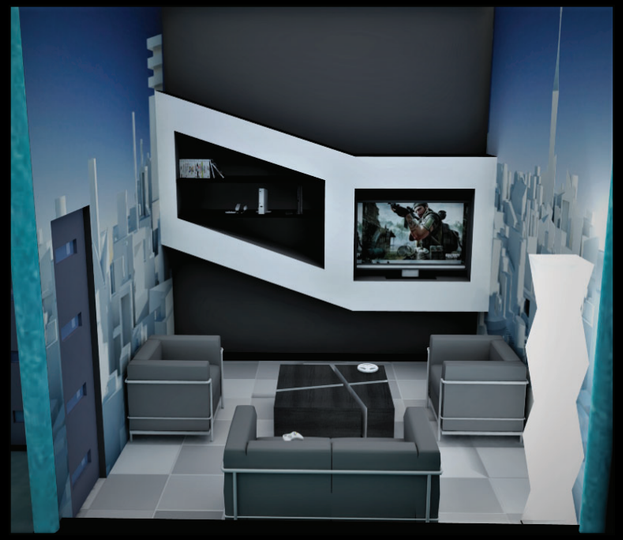
Four simulated livingrooms where teams of 1-4 players can sit and play their favorite console games.















CAFE BLACK BOX -

In science, computing, and engineering, a black box is a device, system or object which can be viewed in terms of its inputs and outputs (or transfer characteristics), without any knowledge of its internal workings. Café Blackbox will be located at the center of the space, and will be the point of sale. It will connect or radiate out to all other gaming centers.

