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Creating XR Experiences



What It Is

Have you ever dreamed of being able to create your own immersive experience in Virtual or Augmented Reality? Our easy-to-use Authoring Tools make it possible. No special technical skills are required, you can get started straight away.

What It Can Do

Whether you are an experienced content creator, or a newcomer interested in the XR industry, our Authoring Tools are designed to become a part of your workflow whenever you are ready.

Compatible with Unity, you can create Virtual Productions and Augmented Reality experiences, such as an informative newscast with AR elements, an immersive historical tour, a virtual museum tour, or an XR experience in a city. These are some examples of what users can make with our Authoring Tools, personalizing their experiences and with a broad content repository of XReco. The possibilities extend to the users' imagination.

Kev Features

- Create Augmented Reality Experiences
- Create Mobile Experiences
- Create VR Experiences
- Create Interactive Experiences for Windows/ Mac/ Web
- Use Assets from the XReco Marketplace for your creations

Advantages

The authoring tools are easy to use and once your XR creation is ready, you can export it to various devices such as VR headsets, smartphones or tablets. Moreover, the tools are connected to the XReco platform and its "content library", which gives you access to a wide range of (3D) assets. If a 3D model you are looking for is not available, you can always use the XReco reconstruction tools to create your own.































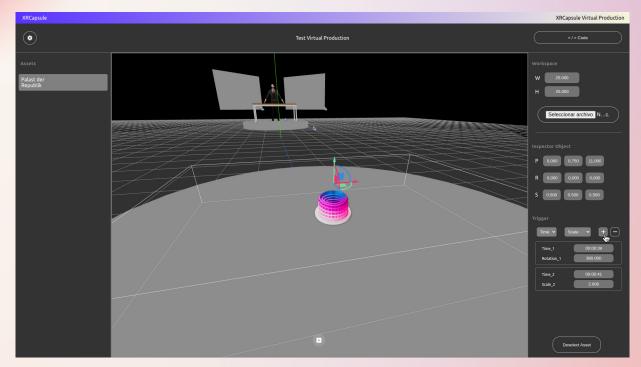












XR Capsules Autoring Tool by Visyon

How It Works

XR Capsules



Creating XR experiences is made simple with XR Capsules, which here means as much as *template*. If you want to, for instance, make your own AR experience, you simply select a capsule and customize it with (3D-) assets from the XReco library, buttons or interaction points. No coding skills required. Once you are happy with your creation, you can then export it to either a VR-headset, a mobile phone or even a *Unity package* (keep reading to learn more) to further edit the experience.

Authoring Tool Capgemini

The new authoring tool by game development company Unity is central to XReco. Content creators can use it to create and/or edit immersive experiences and 3D assets. XReco services such as the search and discovery of 3D models or 3D asset creation can also be accessed for this purpose. Again, you don't need to be a specialised game designer.

AR CMS ZZAUBAR

XReco set out to redefine what it means to create in XR. Tech-start-up and XReco partner Zaubar developed a location based Augmented Reality CMS (Content Management System). This means, they can place images and 3D objects in real geo locations. Their platform supports multimedia uploads, access to the XReco library and editing tools such as cropping and coloring. It also includes generative AI to help improve the quality of the results. It is ready-to-be-used without downloads or coding skills necessary. Your final AR creation can then be used on multiple platforms, including iOS and Android – and, soon, visionOS.



