HELLO!

I am Mariano

I work at Unit9 R&D department,
as a tech lead.

UNIT9 FILMS

UNIT9 DIGITAL

UNIT9 GAMES

UNIT9 VR

UNIT9 EXPERIENTIAL

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Hoop

Janus VR

Once upon a time

9

Córdoba, Argentina | 2016

London, UK | 2018

IUAV Venice, Italy | 2019

THE PROBLEM

Cost and time of designing complex interiors.

THE SOLUTION

Immersive technology gives you space before it exists.

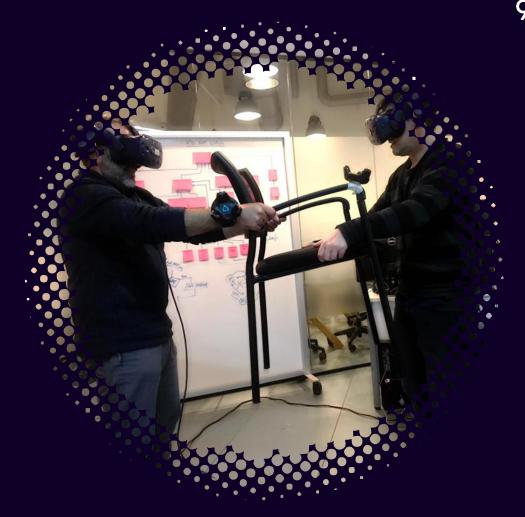Hyper

Revolutionising
VR Design

In the research field you have to be at the cutting edge, you are trying to overcome a boundary.
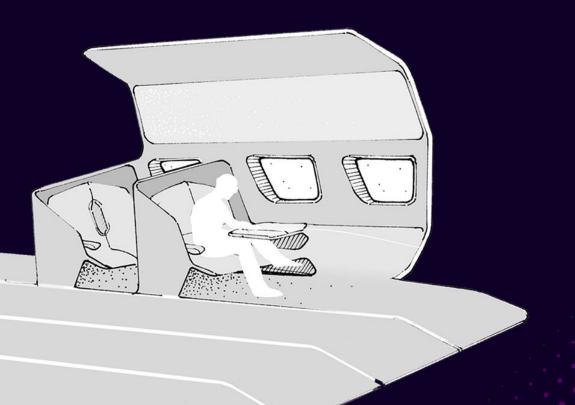
In Hyper the boundary became our research.

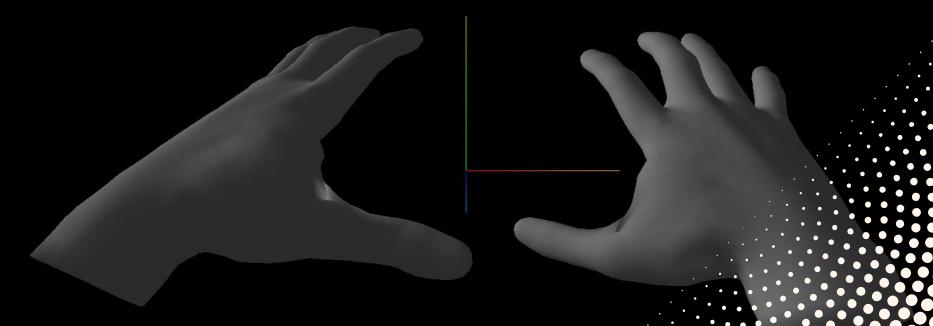The line between virtual and real became a space tangible and augmented.

How can we perceive presence in an environment where the body disappears?

Alter Reality

Hyper

Over Reality

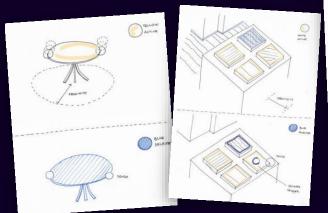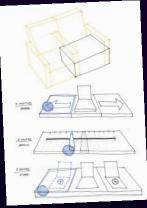Tangibilty works like a physical mirror to perceive our presence

DO YOU REALLY NEED A HAND?

THE GRAMMAR

makes the UX feel natural.

NEXT STEPS

THE LEFT AND THE OTHER LEFT

"Tap the icon on your left" should be pretty straight forward.

Sometimes finding out that your assumptions are not axioms can be a punch in the face.
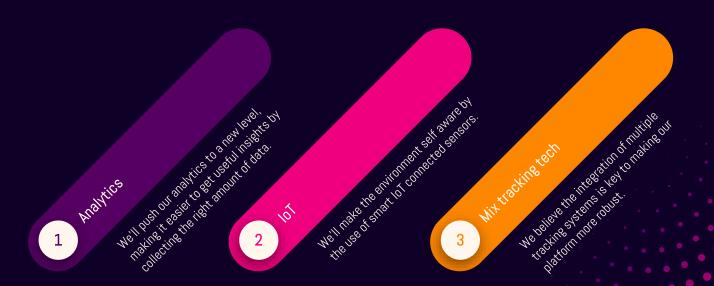
Literally.

VIVE TRACKERS CARIBBEAN LIFESTYLE

They are not so keen to pair with one only SteamVR instance.
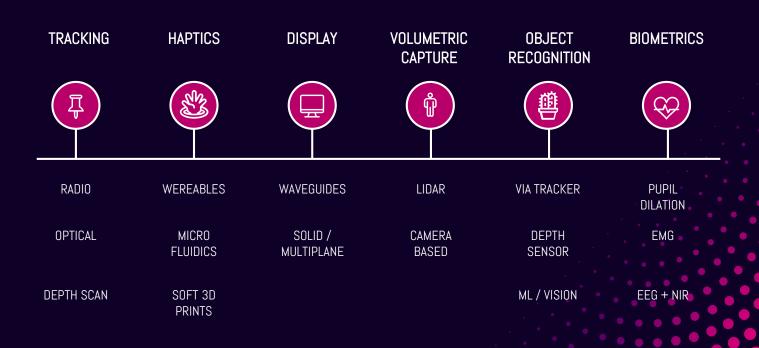
And even when they do, they keep on wandering.

A ROADMAP

1 Analytics

We'll push our analytics to a new level, making it easier to get useful insights by collecting the right amount of data.

2 IoT

We'll make the environment self aware by the use of smart IoT connected sensors.

3 Mix tracking tech

We believe the integration of multiple tracking systems is key to making our platform more robust.

CURRENT SCENARIO

TRACKING	HAPTICS	DISPLAY	VOLUMETRIC CAPTURE	OBJECT RECOGNITION	BIOMETRICS
RADIO	WEREABLES	WAVEGUIDES	LIDAR	VIA TRACKER	PUPIL DILATION
OPTICAL	MICRO FLUIDICS	SOLID / MULTIPLANE	CAMERA BASED	DEPTH SENSOR	EMG
DEPTH SCAN	SOFT 3D PRINTS			ML / VISION	EEG + NIR

UTOPIA AS A GUIDELINE, HUMANITY AS A CONSTRAINT

We imagine a scenario with no physical constraints.

We aim for shared immersive experiences free from screens, where all space can become playable.

We are still and first of all, fan of the real reality.

> Utopia is on the horizon. I move two steps closer; it moves two steps further away. As much as I may walk, I'll never reach it.
>
> So what's the point of utopia?
>
> The point is this: to keep walking.

THANK YOU!

Any questions?

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