

Trade Mission to Ireland



COLLIDE

Our Plan

We plan to change the world by making VR multiplayer development faster, easier, affordable and customized for developers.

To help with this epic quest, we have created **Project Chatrooms**, a low-code multiplatform framework that has been the core structure behind all our multiplayer VR projects.

COLLIDE IN A NUTSHELL

TECHNOLOGY

Our main expertises are:

- Virtual Reality
- Multiplayer
- AI
- Cross-platform
- Optimization

BEYOND FULL STACK

Our cross-disciplinary team enables us to tackle problems from top to bottom, including services like 2D and 3D art, UX and UI design, analytics and many more.

PASSION FOR WHAT WE DO

We do not hire common people. We are all superheroes and rockstars that everyday live the dream of working on world changing cutting edge projects.



OUR PROJECTS

From Healthcare to Training and Simulation we've done it all.



PROJECT

CHATROOMS

- Hardware Agnostic - runs on all VR hardware and non-VR on PC and Mac;
- Engine Agnostic - Unity and Unreal engines supported;
- Multiplayer Services Agnostic - use Photon, GameSparks, SpatialOS or your own solution;
- Supports Haptic gear and other VR specific equipment.

Please ask us for the other cool, nerdier features that are going on under the hood.

BNP Paribas

3DDV

The first real-life test of our framewok.

Project Chatrooms was used to simulate a bank-client interaction over VR. The goal was to showcase how it could be possible to bypass geographic limitations for procedures that currently require a physical presence of the client, but that in the long run could be hold in VR.

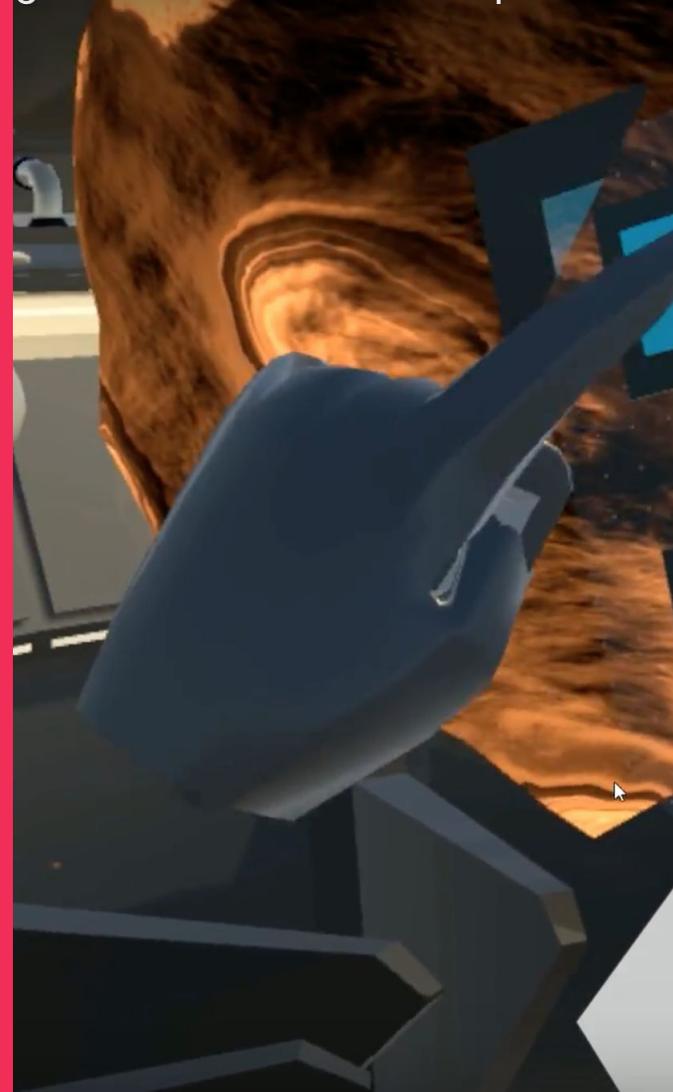
This project was shown live during a keynote held during an event with the presence of the bank's key clients and investors.



VR4NeuroPain Healthcare Rehabilitation

VR4NeuroPain is a customized solution of interactive technology that aims to promote the rehabilitation of patients with neuropathic pain in a hospital or home environment.

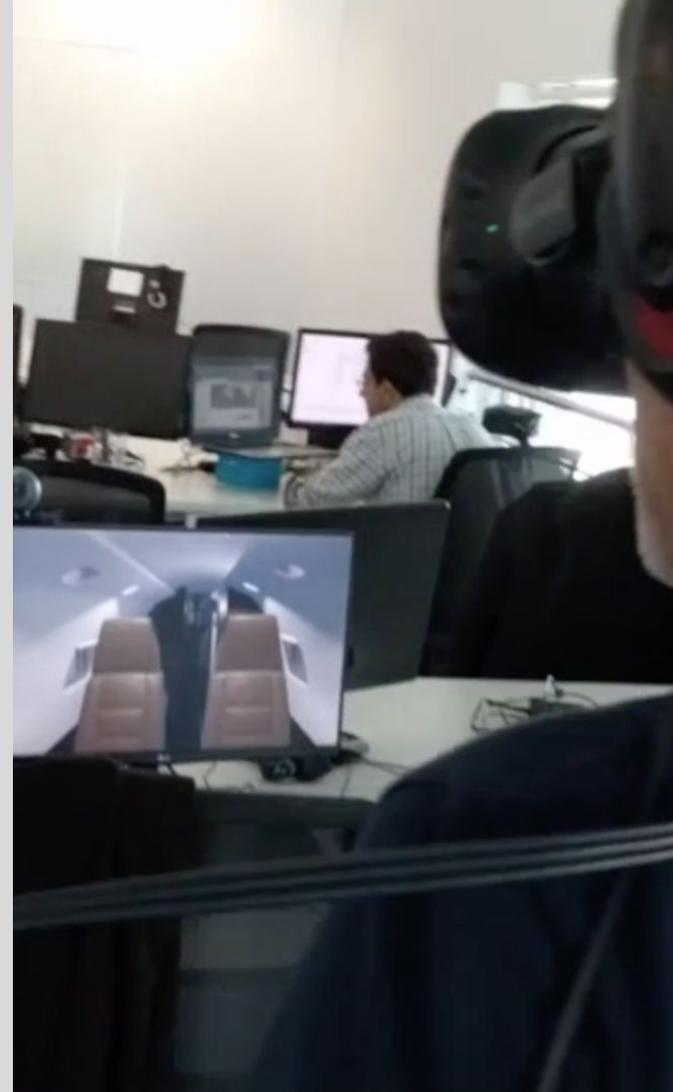
This innovative system combines virtual reality headsets, haptic feedback gloves with motion and bio-medical sensors allowing the collection and analysis of physiological parameters.



NetJets Cabin Crew VR Training

Proof of Concept we did for NetJets, where the goal was to provide a rich and immersive training environment for NetJets cabin crews.

Not only were we providing a fully interactive environment, but we were also tracking relevant KPIs directly from the trainee's performance.

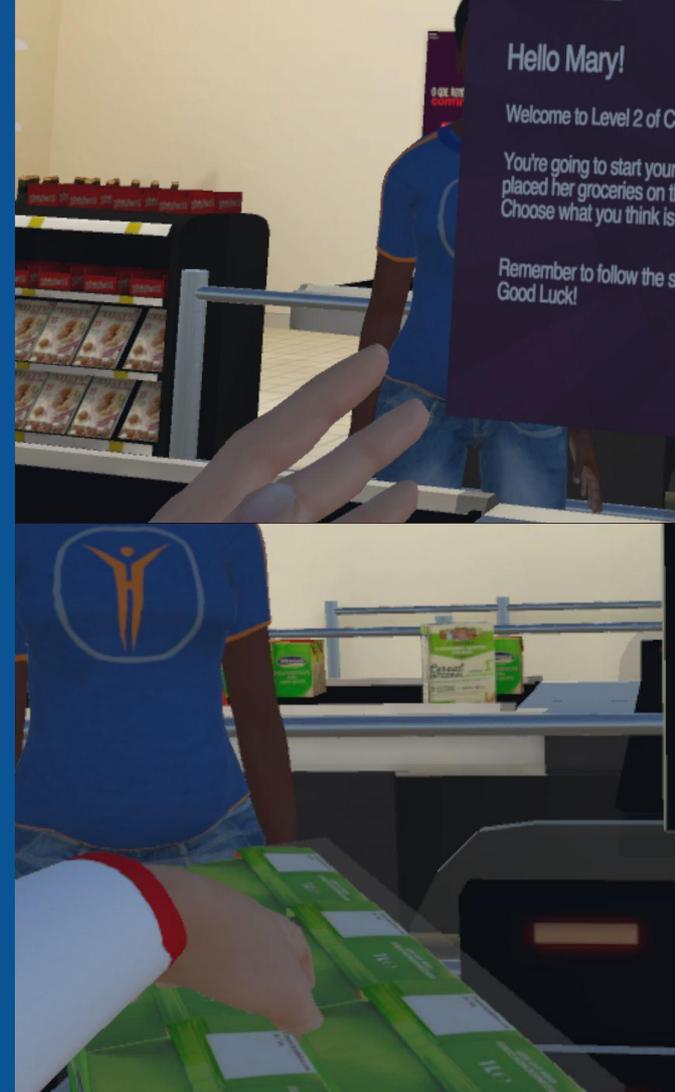


VR Cashier Training

We recently developed a Proof of Concept targeted at big retail chains who want to improve the quality and efficiency of their training processes.

The main challenge was to be able to create a modular and scalable training and simulation app that would be used for cashier training, highly focused on client interaction, cross-selling and multiple KPIs like body posture, voice tone analysis, etc.

It also allows for trainers to remotely connect to live training sessions to assist and teach employees as if they were doing it in the same physical space.



Deloitte - Dali VR

Dali is a modular and low-code platform where you can intuitively create VR environments for data analytics.

In this project we helped Deloitte and the Dali VR team to create and develop a low-code module where multiple components can be connected in VR, thus allowing a fully customized analytics VR experience in real-time.



We are looking for

Strategic business partners in:

- Entertainment
- Healthcare
- Training
- Social Interaction

We are also available for nearshoring
and outsourcing projects.

Who we would like to meet

- | <https://www.romerogames.ie>
- | <http://www.virtualreality.ie>
- | <https://www.digitgaming.com/>
- | <http://www.black-shamrock.com/>
- | <http://larian.com/offices/dublin-ireland/>
- | <http://www.exploreddeep.com>
- | <https://www.gamesparks.com>
- | <https://demonware.net>
- | <https://vstream.ie/work/>

EXPECTUS

■ collide@collide.rocks

■ facebook.com/colliderocks

■ [@colliderocks](https://twitter.com/colliderocks)