

# Social VR for Live Events and Hosted Virtual Tours



## imevePLAY

*The Complete Solution for Custom Social 360 Video*

### Social VR Your Way

#### **Solo, Shared, or Hosted.**

Let your users enjoy your content on their own, or enable our Shared mode with real-time voice chat so they can share the experience with friends or colleagues. Our exclusive Hosted mode enables private real-time guided tours for sales, training, and education use cases.

### High-Quality Visuals and Audio

#### **Be Immersed.**

Imeve Play goes beyond standard 360 content distribution to deliver higher quality at lower bandwidth to more devices. Our platform supports up to 8K video content with adaptive bitrate and viewport-adaptive streaming, enabling real-world delivery of high visual quality and up to 6K playback on mobile devices. Ambisonic audio support completes the illusion of immersion.

### White-label Customization

#### **Your brand, your experience.**

Create a fully-customized Experience from start to finish with our easy-to-use, cloud-based asset management platform. Build and deploy a fully-customized app for distribution to app stores, or create a private Experience using the Imeve Play app for easy distribution; either way, the content and experience are all yours.

### Budget Friendly

#### **Reasonable, predictable cost.**

Customization of your Imeve Play user experience requires only standard video and graphic design skills, which can be provided by your personnel, your agency, or Imeve. Pricing is a monthly subscription based on Average User Minutes per Day (AUMD) with predictable costs and no punitive overage fees.

### Cross-Platform Capability

#### **Reach every audience.**

Imeve Play enables compatibility with a wide range of headsets as well as desktop and handheld consumption. Headsets supported include Oculus Rift, HTC Vive, Oculus Go/GearVR, Daydream, and Windows Mixed Reality. Web-based support for desktop and handheld users (without social features) includes Safari, Chrome, Firefox and Edge browsers.