VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS

Ministry of Interior
Kingdom of Saudi Arabia

911 OPERATION ROOM SIMULATION

Developed for the Ministry of Interior in the Kingdom of Saudi Arabia, this project illustrates a simulation where the operation room and police are receiving and processing emergency calls. These calls are then relayed to the rapid intervention department. Notifications regarding these are received from inside the smart police car, which in turn activates the license plate scanner and facial recognition systems

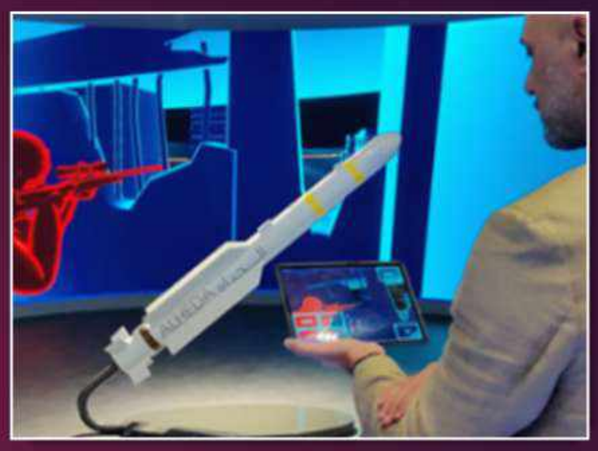
VIRTUAL WORLDS STUDIOS

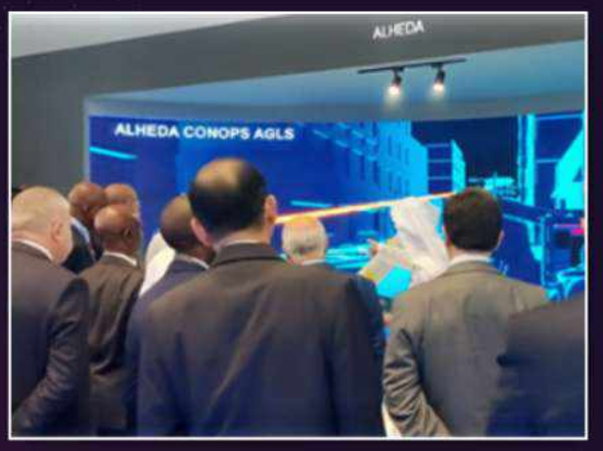
MAJOR PROJECTS

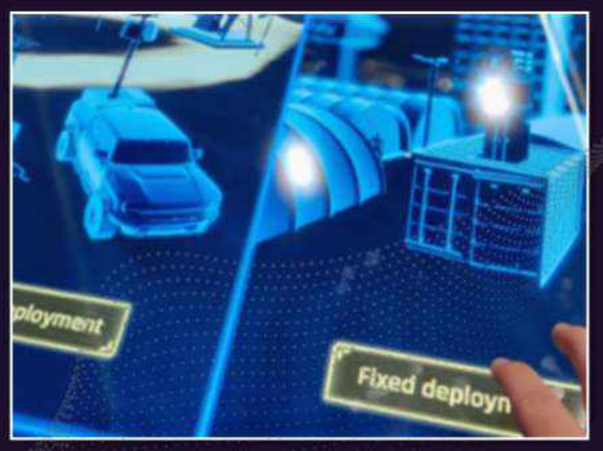
مجلس التوازن
TAWAZUN COUNCIL

INTERACTIVE 3D EXPLANATORY ANIMATION

Developed for Tawazun Council, this project features a 3D animation of military weapons, displayed on an LED screen. This interactive and explanatory animation is managed in real-time through an iPad that is connected to the server. In addition to this, the project also incorporates touchscreen applications.

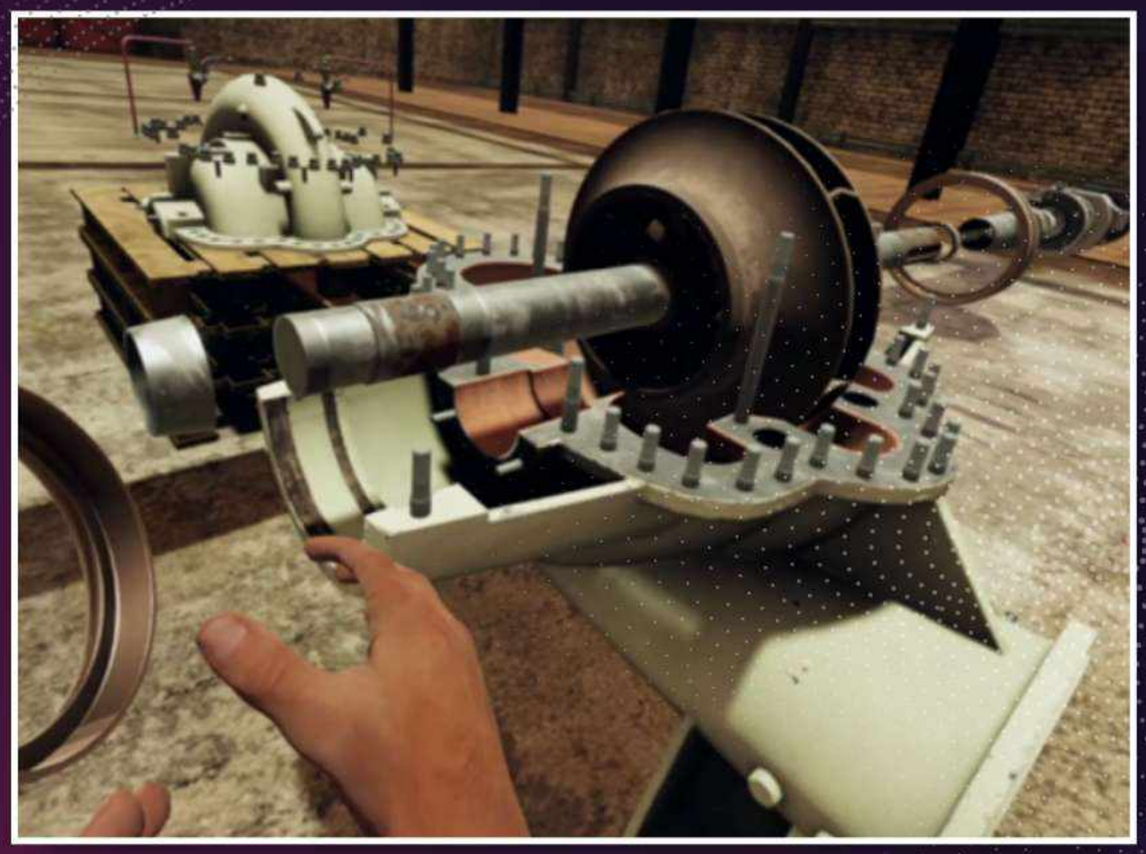






VIRTUAL WORLDS STUDIOS

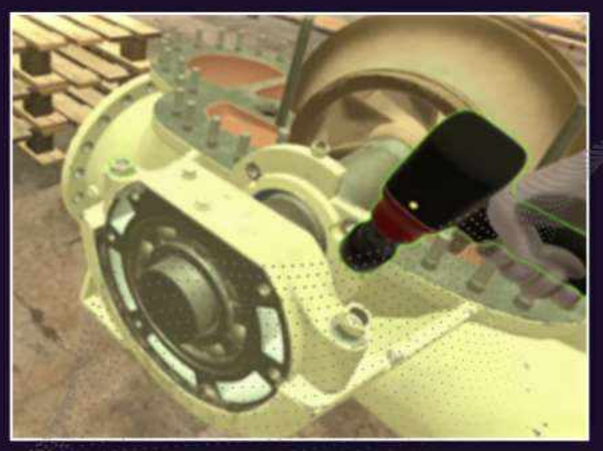
MAJOR PROJECTS



TRANSCO
شركة أبوظبي للنقل و التحكم
Abu Dhabi Transmission & Despatch Company

DISMANTLING AND TROUBLESHOOTING CENTRIFUGAL PUMP

Developed for Transco, this project is a training simulation focused on dismantling and troubleshooting a centrifugal pump. It involves a one-to-one simulation of both the pump site and the centrifugal pump itself. In this context, 'one-to-one' refers to a highly accurate representation of the actual object. Furthermore, every single part of the pump has been 3D modeled to ensure the most comprehensive and realistic training experience.

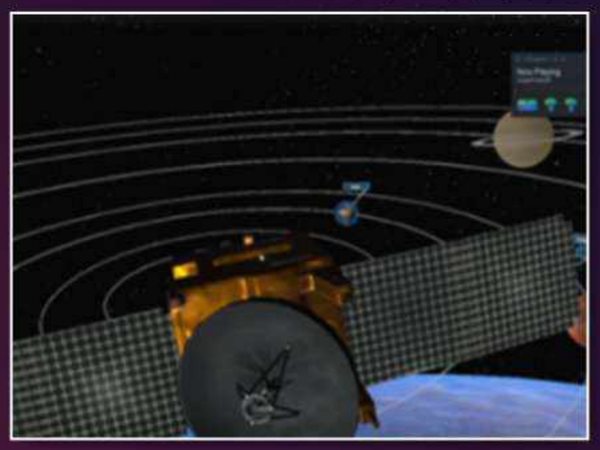


VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS

VIRTUAL REALITY SIMULATION OF UAE MARS HOPE PROBE

Developed for Ministry of Presidential Affairs, a virtual reality simulation that meticulously details the journey of the UAE Mars Hope Probe. The experience covers the entire process, from initial preparation to arrival on Mars. Upon reaching Mars in the simulation, users have the opportunity to interact with the onboard equipment, helping them understand the mission's breadth. The simulation is narrated and explained by UAE engineers who were active participants in the Mars Probe project.



VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS

وزارة الداخلية
MINISTRY OF INTERIOR

COLLABORATIVE FIRE FIGHTING TRAINING SIMULATION

Developed for Ministry of Interior UAE, this project is a collaborative firefighting training simulation. The focus is on instructing participants on how to operate a firefighting truck through a one-to-one simulation of the actual vehicle and its control panel. This simulation provides a multiplayer collaborative experience, enabling team-based learning. An administrative control panel is accessible via a laptop, offering a hands-on approach to managing the training environment.

VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS

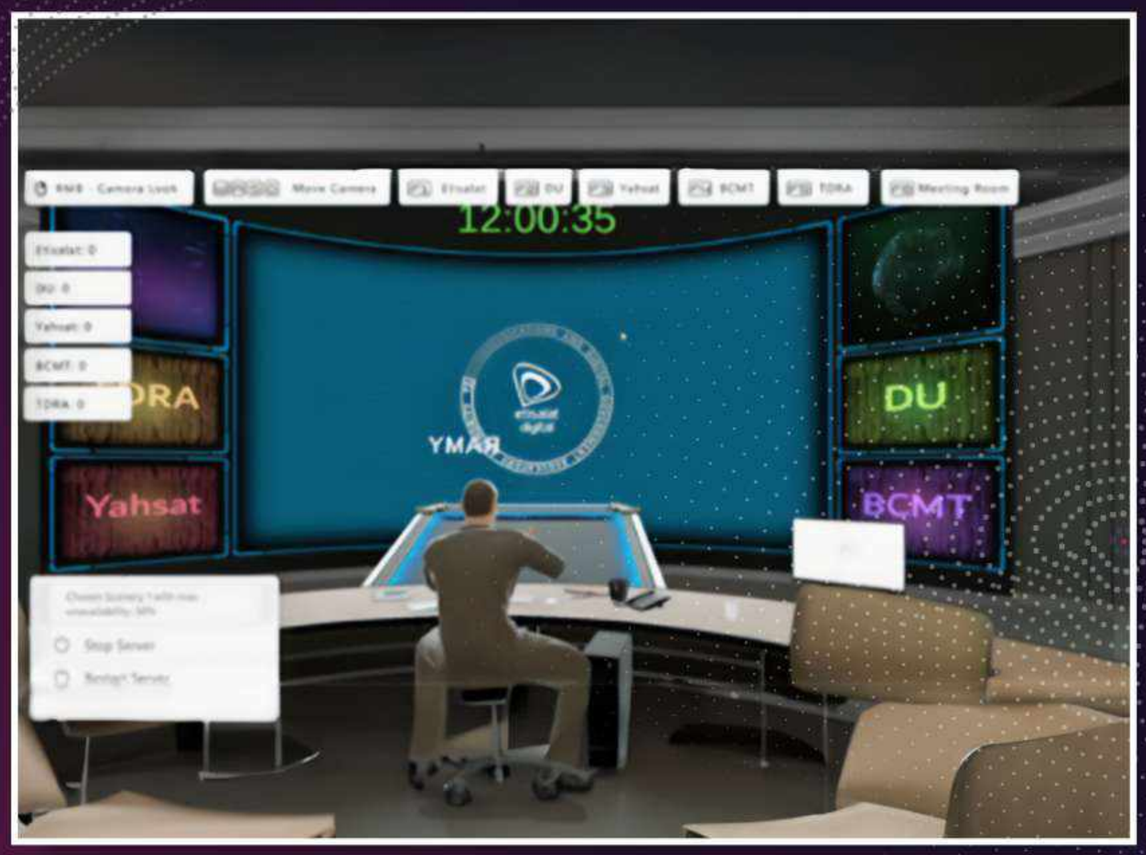
Ministry of Interior
Kingdom of Saudi Arabia

ENVIRONMENTAL SECURITY AWARENESS THROUGH GAMIFICATION

Developed for the Ministry of Interior in the Kingdom of Saudi Arabia, this project is designed to increase awareness about environmental security within Saudi Arabia through the innovative use of gamification and virtual reality. Participants are introduced to the importance of environmental security in the context of Saudi Arabia. The simulation offers an ultra-realistic representation of a Saudi Arabian reserve, facilitating a truly immersive experience. Furthermore, participants engage with a buggy driving simulator, controlled via a steering wheel, adding a tactile element to the virtual exploration.

VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS



TELECOMMUNICATIONS AND DIGITAL GOVERNMENT REGULATORY AUTHORITY

Developed for TDRA, this project is a tactical emergency training simulation aimed at fostering effective crisis management. It incorporates four distinct disaster scenarios, each demanding a unique response strategy. A simulation of the notification system interlinking all the involved parties is implemented to reflect real-world communication. The training experience is multiplayer-based, fostering teamwork and collaboration, and includes an admin panel for streamlined management. A reporting system is also in place, providing detailed insights at the end of each simulation experience.

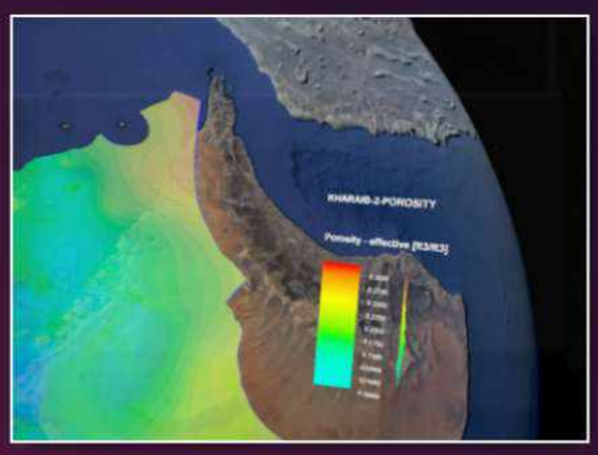
VIRTUAL WORLDS STUDIOS

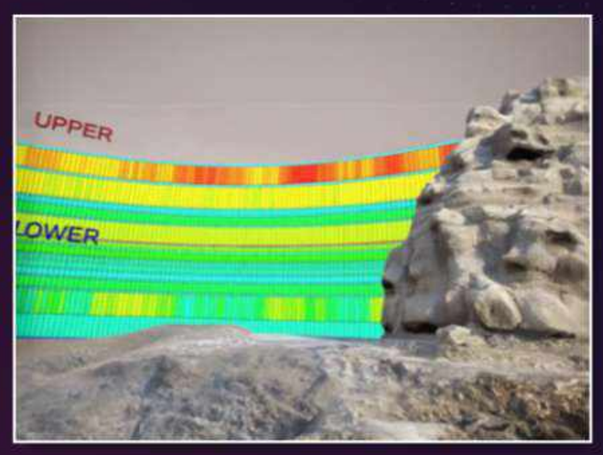
MAJOR PROJECTS

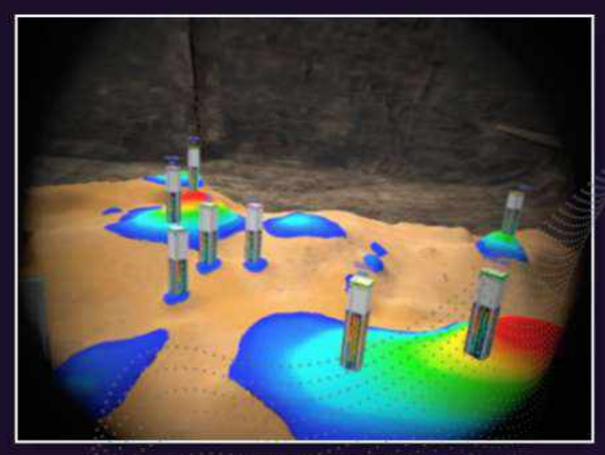
ADNOC

VR SIMULATION OF REAL SITE WITH FULL DATA ANALYSIS

Developed for ADNOC, this project, dubbed GeoDive, involves a virtual reality simulation of an actual geological site equipped with comprehensive data analysis. It offers an immersive experience where participants can virtually fly through oil fields, visualizing all related data pertaining to each field. The simulation enables in-depth data analysis and visualization from within the sites, providing a unique perspective on geology and resource extraction.

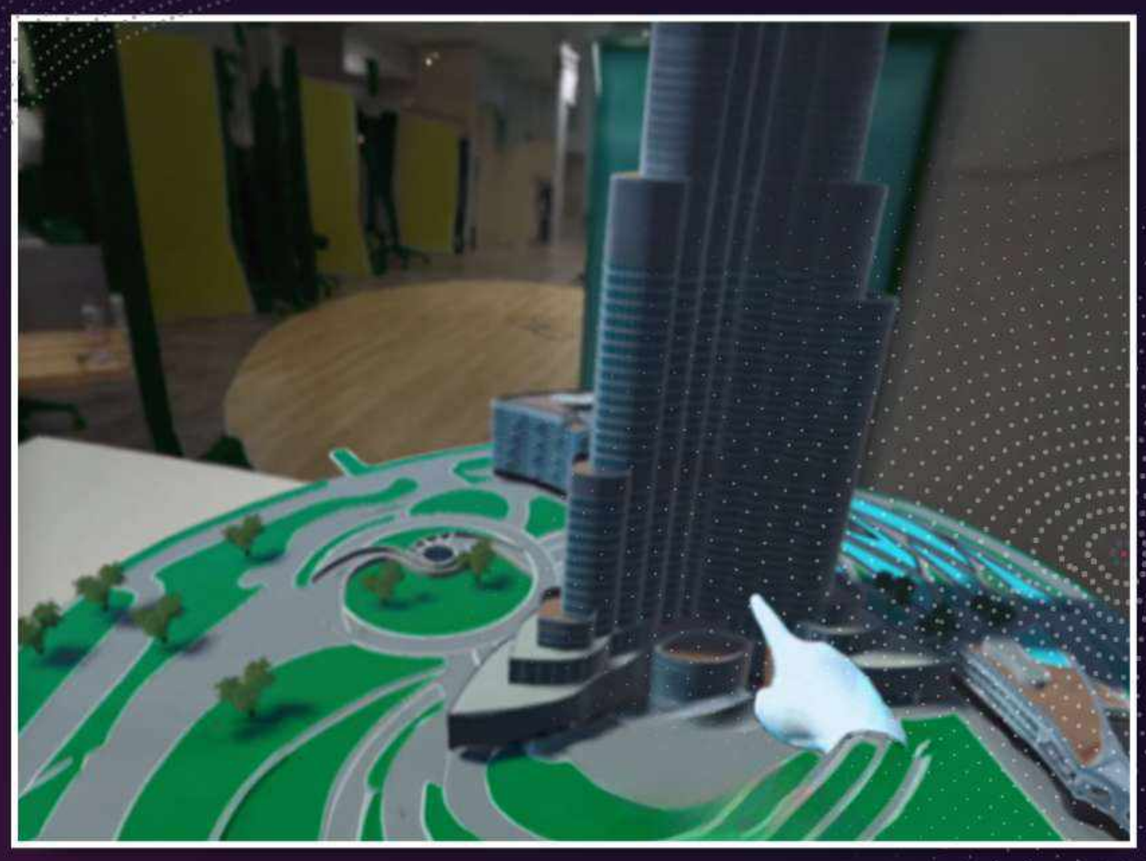






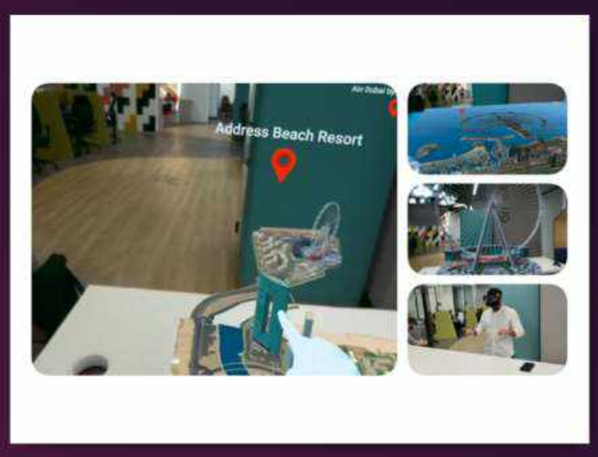
VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS



MIXED REALITY REAL ESTATE PLATFORM

Dubai Skyline is a mixed reality project designed to showcase real estate developments within the map of Dubai. Featuring a hands-on interface, users can select any project and virtually view it right inside their office environment. The project supports multiplayer functionality, allowing multiple users to join and explore simultaneously. Users can dive into the real estate project, viewing the interior of apartments, and experiencing 360-degree photos and videos about the project. This immersive tool is ideally suited for project launches, as well as sales and marketing initiatives.



VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS

RTA
هيئة الطرق والمواصلات
ROADS & TRANSPORT AUTHORITY

ROADS AND TRANSPORT AUTHORITY

The RTA VR project involves a 3D model of an RTA bus, fully equipped for interactive training. This project provides a unique virtual reality inspection training, complete with a checklist for a comprehensive training experience. Users can interact with and inspect all components within the bus. After completing the training, they receive a detailed report and feedback to assess their performance and facilitate improvement.

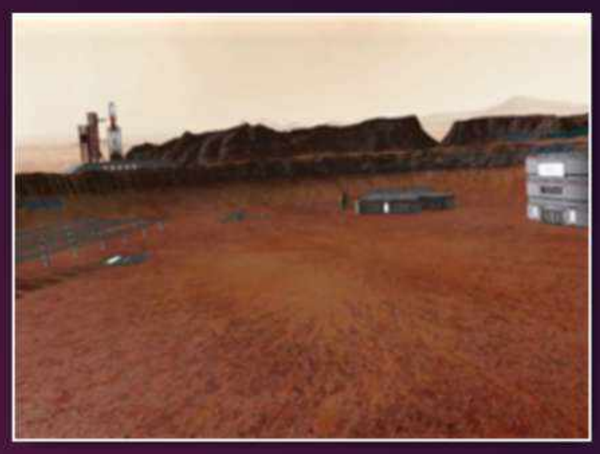
VIRTUAL WORLDS STUDIOS

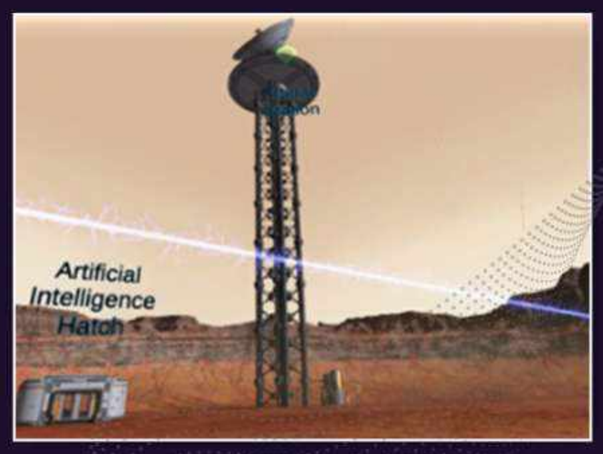
MAJOR PROJECTS

دائرة التعليم والمعرفة
DEPARTMENT OF EDUCATION AND KNOWLEDGE

UAE MARS COLONY SIMULATION

In collaboration with the Department of Education and Knowledge (ADEK) - Abu Dhabi, this project is an educational simulation of a UAE Mars Colony. It promotes awareness of sustainability through the incorporation of elements such as solar panels, oxygen extraction, photosynthesis, and planting. By engaging with these concepts in a Mars Colony context, participants gain an understanding of sustainable living principles within extreme environments.



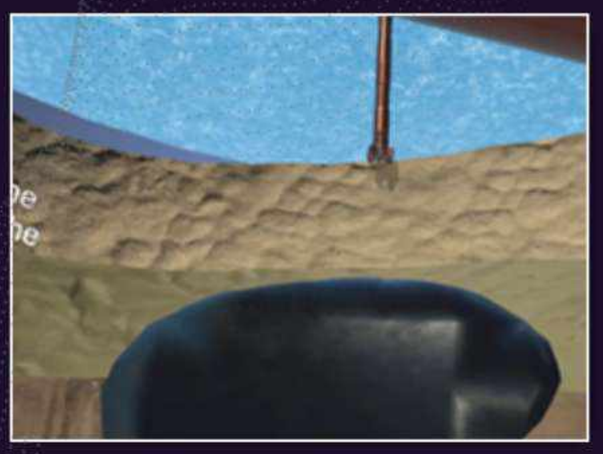


VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS

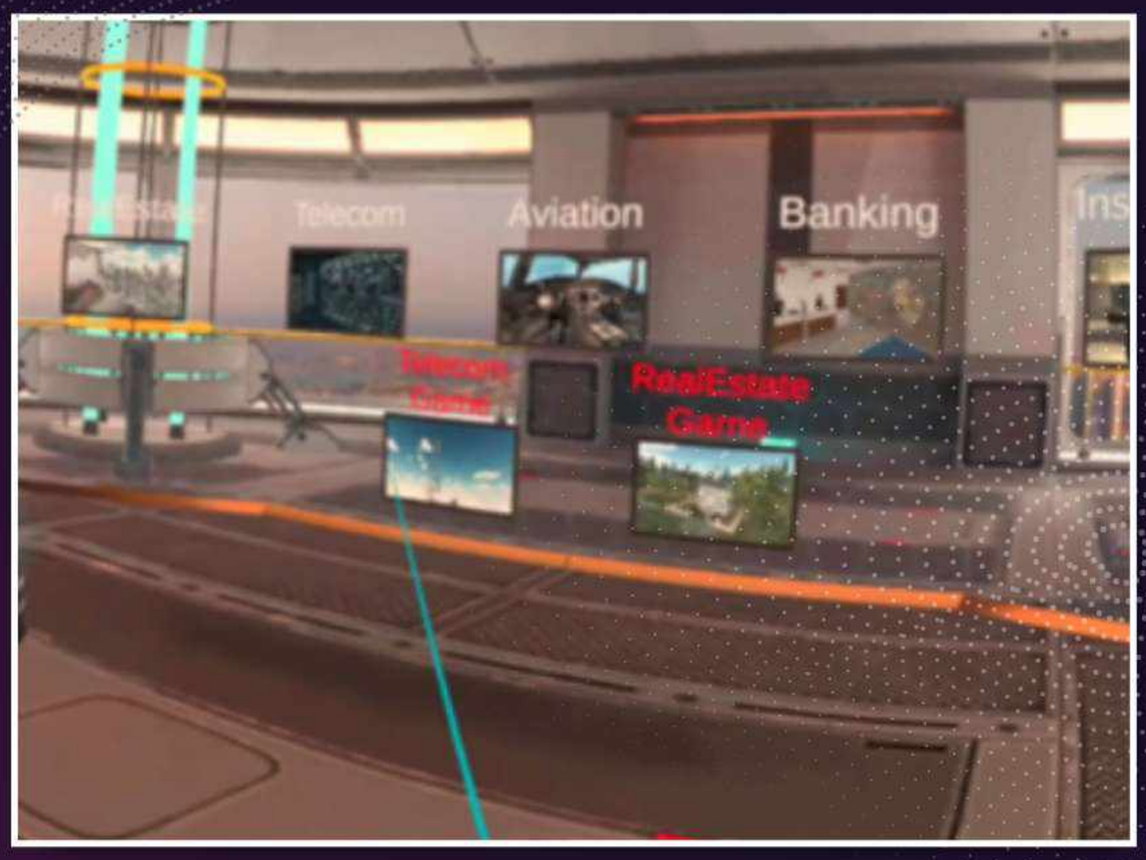
JOURNEY OF THE OIL INTEGRATED CHAIN

In collaboration with ADNOC's YDP Department, the project presents an interactive journey through the integrated oil chain. It encapsulates all stages from upstream to midstream and downstream. The journey commences with oil exploration and continues until the end product reaches the consumer for daily use. This comprehensive simulation provides a detailed insight into the oil industry's intricate processes.



VIRTUAL WORLDS STUDIOS

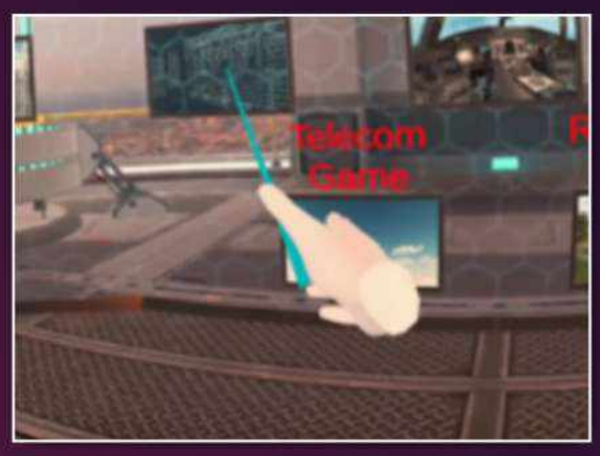
MAJOR PROJECTS

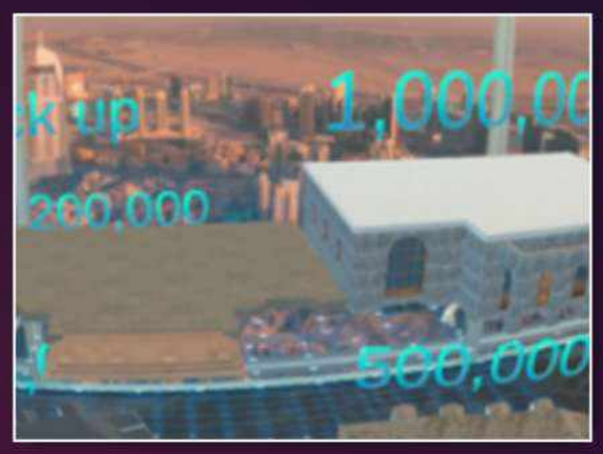


وزارة الموارد البشرية والتوطين
MINISTRY OF HUMAN RESOURCES & EMIRATISATION

JOBS OF THE FUTURE

Collaborating with the Ministry of Human Resources and Emiratization (MOHRE), this project for the Tawteen National Event, showcases simulations of five different jobs and how they are projected to evolve in the future. The project gamifies each job role, offering an engaging and interactive way to learn about the future job market. After each simulation, participants receive assessment feedback to evaluate their understanding and interaction with future job dynamics.





VIRTUAL WORLDS STUDIOS

MAJOR PROJECTS

ADNEC
مركز أبوظبي الوطني للمعارض
Abu Dhabi National Exhibition Centre

VR FISHING GAME FOR PROMOTING FISHING EXHIBITION

Developed for the Abu Dhabi National Exhibition Centre, this is a project designed to promote a fishing exhibition through an interactive virtual reality fishing game. The game provides a full fishing experience set within the waters of Abu Dhabi, giving users a fun and engaging way to connect with the theme of the exhibition