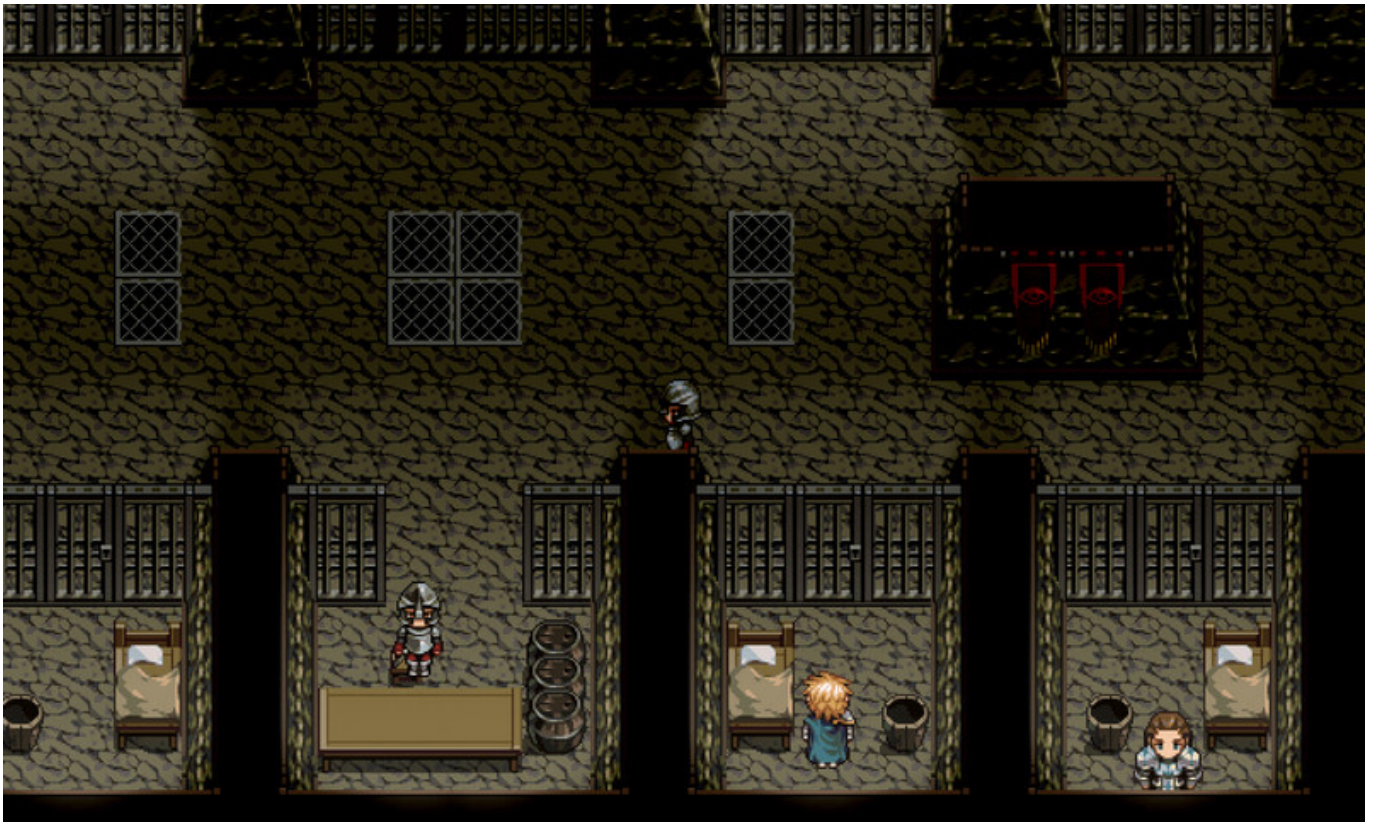


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## SONAR - A Virtual Reality Experience Download Mega



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### About This Video

About the experience:

“Explore your surroundings and dive deep into an ancient cave system. Follow the drone and discover the horrific truth about the darkest of all places...”

SONAR is a new kind of cinematic entertainment, striking a balance between traditional movie making and interactive media. The short film is a fully immersive, slow paced, 3D-360° computer-generated virtual reality experience at 4k resolution and 60fps.

About the production:

SONAR was created by Philipp Maas and Dominik Stockhausen at Filmakademie Baden-Wuerttemberg in Ludwigsburg, Germany, during the summer term of 2014. The original score was written by Alexander Maas, who also did the sounddesign and mixing. Production started in May and finished at the end of July 2014.

The initial concept of a classical scifi-horror short in the cinemascope screening format was turned upside down as we got our hands on the Oculus Rift DK1.

Immediately hooked by the technology and its creative potential, we were eager to produce the first VR short film at the Filmakademie.

Advancing our workflow for VR productions, we updated the project in 2015 to high-resolution, omni-directional stereoscopic 3D and 60fps as well as spatial audio.

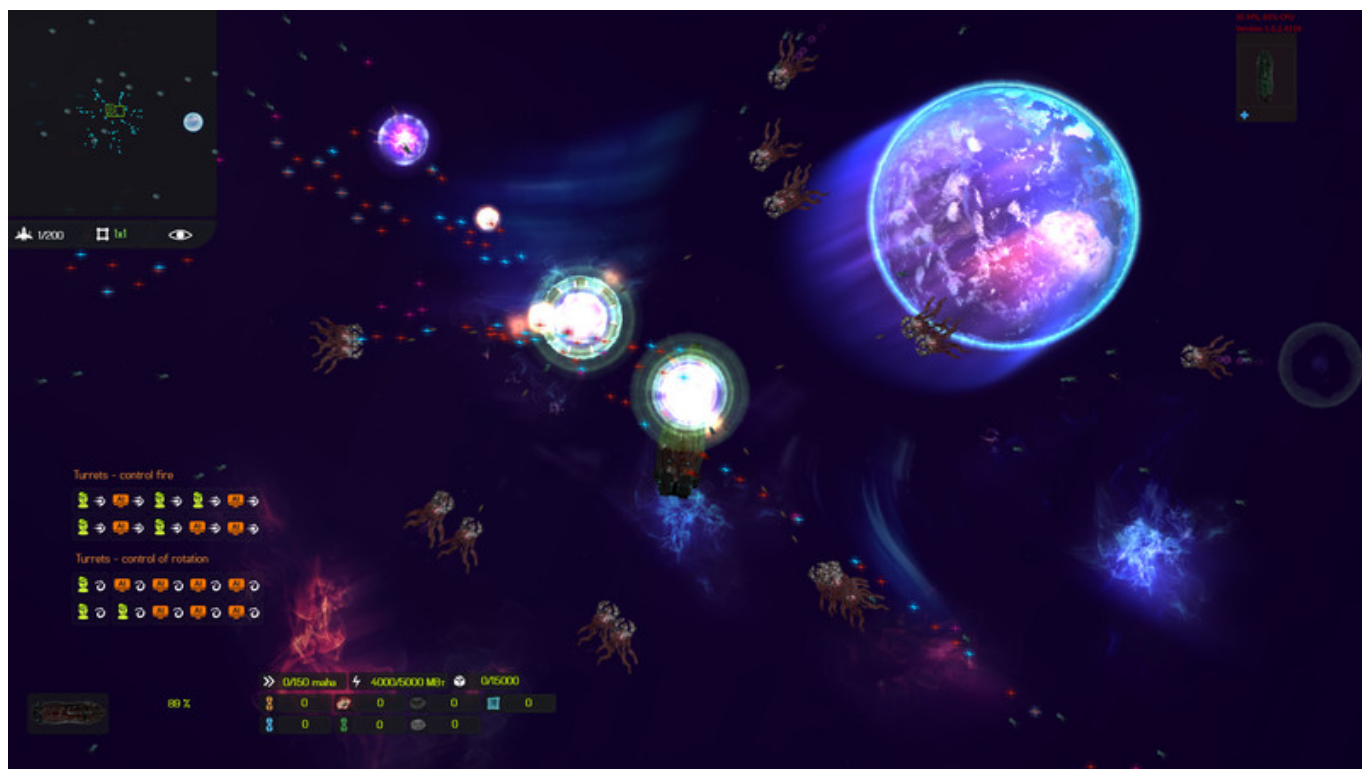
It was released shortly after our Sundance premiere in february 2016 on the Oculus GearVR Store and it is now coming to Google Daydream and SteamVR.

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Title: SONAR - A Virtual Reality Experience  
Production:  
Filmakademie Baden-Württemberg GmbH  
Distributor:  
Philipp Maas - SCOPE - Virtual Content Studio  
Release Date: 11 Feb, 2016  
Country: Germany  
Video Resolution: 3840x1536(0.2GB)  
360 Format: Stereo, Equirectangular  
Audio: Stereo  
Running Time: 6 minutes

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English,French,Italian,German,Arabic,Bulgarian,Traditional Chinese,Simplified Chinese,Danish,Finnish,Greek,Japanese,Korean,Dutch,Norwegian,Polish,Portuguese,Romanian,Russian,Swedish,Thai,Czech,Turkish









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sonar - a virtual reality experience

Overall it gives a great feeling of playing the game. You can even set the dice\throw one at a time.

The biggest problem is that the dice physics are really bad. The dice seem heavy and soft and its nothing like real dice throwing.

To add to the immersion, i would change the computer generated voice announcing the numbers to actual audio of people saying the common phrases dealers say when announcing craps rolls.

All in all, would definitely recommend this to Vive users that enjoy or want to learn craps, but please dont stop polishing it!.

if you create a blackjack one with a game mode where you can bet multiple chairs and practice counting cards, id buy that too!. Do not get this game. This game is nothing but a money grab. Seriously, it really is just like.... Microtransactions: The Game. STAY AWAY IF YOU VALUE YOUR WALLET

When the game actually stops you from progressing with a timer, unles syou want to pay them money to continue playing.... yeah, it's bad.. I still do not have Hellboy ! What a hack ?. Pretty good moege. Felt boring at some parts but the character routes are fulfilling.

As a VN:

7/10. This game is achievement spamming game.

If I review **ALL** the Trivia Vault games/series - *am I considered review spamming?*

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I like the idea and I wanted to like the game. I tried. Really, but this game is not a game... yet... I could play only one round (but i had to disable my virus protection), because most of times, i couldn't start the game, or I could, but 1 minute later it is stopped. And when I played that round, there was bugs, a lot. I hope in the future, The developers can repair the bugs, and the problems with the starting, maybe we could use some other servers ( maybe in Europa), because a battle royal with swords is a really good idea. Very disappointing.. 15 original monsters and 40 reskins, now imagine killing them for 80 hours while average kill is around 3 minutes....

fun to have this torture with a friend though\^t. This game is great if you are into rhythm games. It takes a bit to get the timing right but once you do its fun times ahead. Later difficulties can get rather hard but that is the point as well. Anyways I recommend this game.. I initially picked up this game because I'm a big fan of Blackwell and ghost games really get my engine going. But after playing it, I've realized this game really stands in a league of its own. Anyone can tell you that it's precious and charming - I mean, just look at it! But it actually takes a little bit of strategy, and I couldn't even find all the recipes or get every character's best ending on the first go. And speaking of the characters, they are all written so well and so human that I was in tears by the end of the game because my heart was so full for each of them. It's not a grandiose game by any means, but a cozy little trip, and sometimes that's just what I need.. One of the best Point and Click game I have ever played

only made better by this DLC. This game is too buggy. When my 4 year old miss clicked the sprites a few times, they stopped responding to clicks altogether.. There are many people exploring bow mechanics and sword mechanics. We have tons of shooters. We know how those work.

This is a horse mechanic. Mounted combat simulator.

You can select your VR comfort level. When you're ready, go for the most realistic version and grab the virtual reigns as you lead the charge over the field!

Explore virtual mounted combat and help these developers set the benchmark for horse-riding in VR! Daring!. I dont usually play shoot em up games but when i saw this game was made back in 1993 i just had to try it out. And of course i failed like a dog. Rage quit and tried to forget about it but i just had to beat that f\*\*\*ing boss. So i tried again and after a while my luck turned. its weird how things change but this game actually made me starting liking shootemups. So about that rage part. The game is hard as hell and i couldnt really figure out the controls. Enter a menu to figure that out.. dont think so! The price is ok, its indie so they probably worked their asses off since 1993, try it! :D

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