

ART BOOK

ELSEWARE EXPERIENCE

ENTERPRISE

&

VIDEO GAMES



ELSEWARE EXPERIENCE

SERIOUS GAME / ARCHIVIZ / VIDEO GAMES / ABSTRACT

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SERIOUS GAME

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ARCHIVIZ

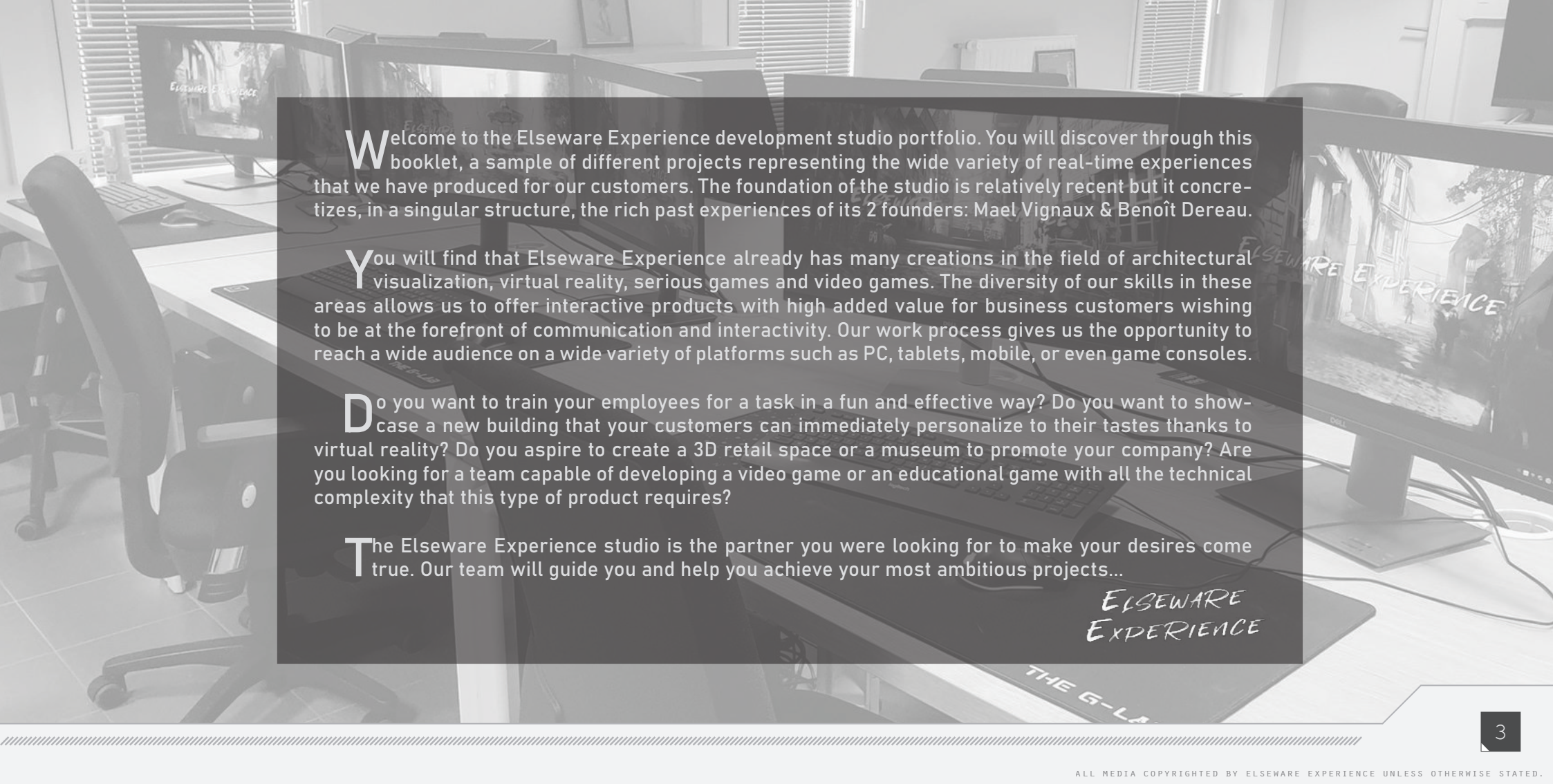
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VIDEO GAMES

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ABSTRACT

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Welcome to the Elseware Experience development studio portfolio. You will discover through this booklet, a sample of different projects representing the wide variety of real-time experiences that we have produced for our customers. The foundation of the studio is relatively recent but it concretizes, in a singular structure, the rich past experiences of its 2 founders: Mael Vignaux & Benoît Dereau.

You will find that Elseware Experience already has many creations in the field of architectural visualization, virtual reality, serious games and video games. The diversity of our skills in these areas allows us to offer interactive products with high added value for business customers wishing to be at the forefront of communication and interactivity. Our work process gives us the opportunity to reach a wide audience on a wide variety of platforms such as PC, tablets, mobile, or even game consoles.

Do you want to train your employees for a task in a fun and effective way? Do you want to showcase a new building that your customers can immediately personalize to their tastes thanks to virtual reality? Do you aspire to create a 3D retail space or a museum to promote your company? Are you looking for a team capable of developing a video game or an educational game with all the technical complexity that this type of product requires?

The Elseware Experience studio is the partner you were looking for to make your desires come true. Our team will guide you and help you achieve your most ambitious projects...

ELSEWARE
EXPERIENCE



S E R I O U S G A M E

EXHIBITION / MUSEUM / TRAINING / PROMOTION / COMMUNICATION





JOINT RESEARCH CENTRE

EUROPEAN LABORATORY FOR ALTERNATIVES TO ANIMAL TESTING

ECVAM is an order from the European Union research center based in Ispra, Italy. The goal for us was to reproduce an entire laboratory and its machines based solely on photos taken on site. Various interactive panels are available in front of the machines and include explanations, videos and audio files to learn more about the operation of the laboratory. This experience was designed with the aim of promoting the scientific advances developed at the heart of their research center during European media or political events.

ECVAM





SONICATOR BATH DESCRIPTION

Chemicals need to be in liquid form to be tested on cells. The sonicator bath speeds up the dissolution of solid chemicals into liquids.

SONICATOR BATH



ARTEFAKTE

Artefakte is the virtual reality reproduction of an ambitious exhibition presented at the Museum of Natural Sciences in Berlin. This Exhibition highlight the photos of the artist J Henry Fair which illustrate the consequences of human activity on nature throughout the world.

Our realization makes it possible to transport the user in the environment pictured inside the photo as soon as he approaches it. This staging makes it possible to amplify the message captured by the artist. This exhibition received great media coverage and was presented for many months inside the museum.

PROMO



VIDEO



ARTEFAKTE





ARTEFAKTE





ARTEFAKTE



ARTBOX

MLK : Multiplayer training room

MLK Multiplayer Training Room is a VR gaming experience for The Martin Luther King Church to connect its trainers with members of its congregation. In a heavenly, friendly and safe environment, they can exchange freely, communicate vocally (under the administration of the trainer) and see each other in real time. The user can also view the conferences of his choice in various faithfully reproduced 3D locations.

Our studio designed the complete experience: Amazon AWS compatible multiplayer servers, Gameplay, 3D, sound effects and music.

MLK



MyName: Welcome to my world.

SESSION 1.1 - Playtest
INTERNAL TEST

MLK



STING

The STING project is our third collaboration with the European Union. As part of this experience, we lead the player through a story about the issues of pollination. Then we present the dangers that threaten humanity if it were to stop.

Presented at major events (COP21, Museum...) and tested by eminent personalities (Angela Merkel...) this playful and narrative experience links the world of education, culture and new technologies in a fresh and relevant way for the general public.

STING

OBJECTIVES LIST :

- Attract Polinetors to Flowers. (2/6)



STING



WEBGL

ELSEWARE EXPERIENCE

WEBGL SHOP

The WEBGL Shop is an interactive experience showcasing future technologies that will allow major brands to create 3D stores online. These virtual stores will be accessible directly from customers' internet browsers.

Compatible on all platforms, including mobile, this demonstration allows us to establish partnerships with major ready-to-wear brands.



TEST IT



WEBGL



A R C H I V I Z

ARCHITECTURAL STILLS / VIRTUAL REALITY / INTERACTIVITY / ANIMATION





ELSEWARE EXPERIENCE

UNREAL PARIS

Unreal Paris is the project that made the Elseware Experience studio known to the general public and professionals. Initially developed on UE4 then UE5, Unreal Paris is the showcase project of our team and allows us to deliver a clear vision of our know-how in the field of virtual reality and architectural visualization. Unreal Paris is available for download on Steam by following the following QR code.

UNREAL
PARIS



STEAM



VIDEO



UNREAL
PARIS



ARTBOX

PLAZA ATHENEE

This order from the company Artbox is a reproduction of the restaurant belonging to the Parisian Palace, "The Plaza Athénée".

The scene is fully navigable in day and night modes within a virtual reality headset on PC and mobile. The scene is also navigable in Pixel Streaming: a technology for hosting the experience on remote servers. The user can then navigate in the scene via his computer, tablet or mobile without worrying about the performance of his hardware. Pixel Streaming requires an internet connection.

PLAZA
ATHÉNÉE



PLAZA
ATHÉNÉE

FUSION

The Fusion restaurant is one of our creation for the famous company Qualcomm. Known in particular for the development of powerful graphics chips for smartphones, our studio had the mission of inventing a restaurant from visual references provided by the client.

During the official announcement of their Snapdragon chipset, this scene was highlighted at the heart of various trade shows around the world in the digital sector.

QUALCOMM
FUSION



QUALCOMM
FUSION

Place Verte is a realization for the Swiss real estate group Swissroc. The 3D sources were entirely provided by the client. The creation of a navigable virtual reality scene on the Unreal Engine allowed the production of additional promotional images & videos, thus drastically reducing the overall production cost.



UNIT 26



UNIT 26

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REALTI

PICTET

Pictet is a production, on Unreal Engine, of a series of mock-up 3D animation sequences for the REALTI company website. Our development process allows our client to reinvest these 3D elements in several virtual tours and thus reduce the production time of future orders.

PICTET



PICTET

YILIFILM

SUN & TALES

Sun & Tales is an order from the Chinese company Yilifilm for a high-end nursery service. This realization in virtual reality allows future parents to visualize in detail the model of nursery in which their children will be cared for.

VIDEO

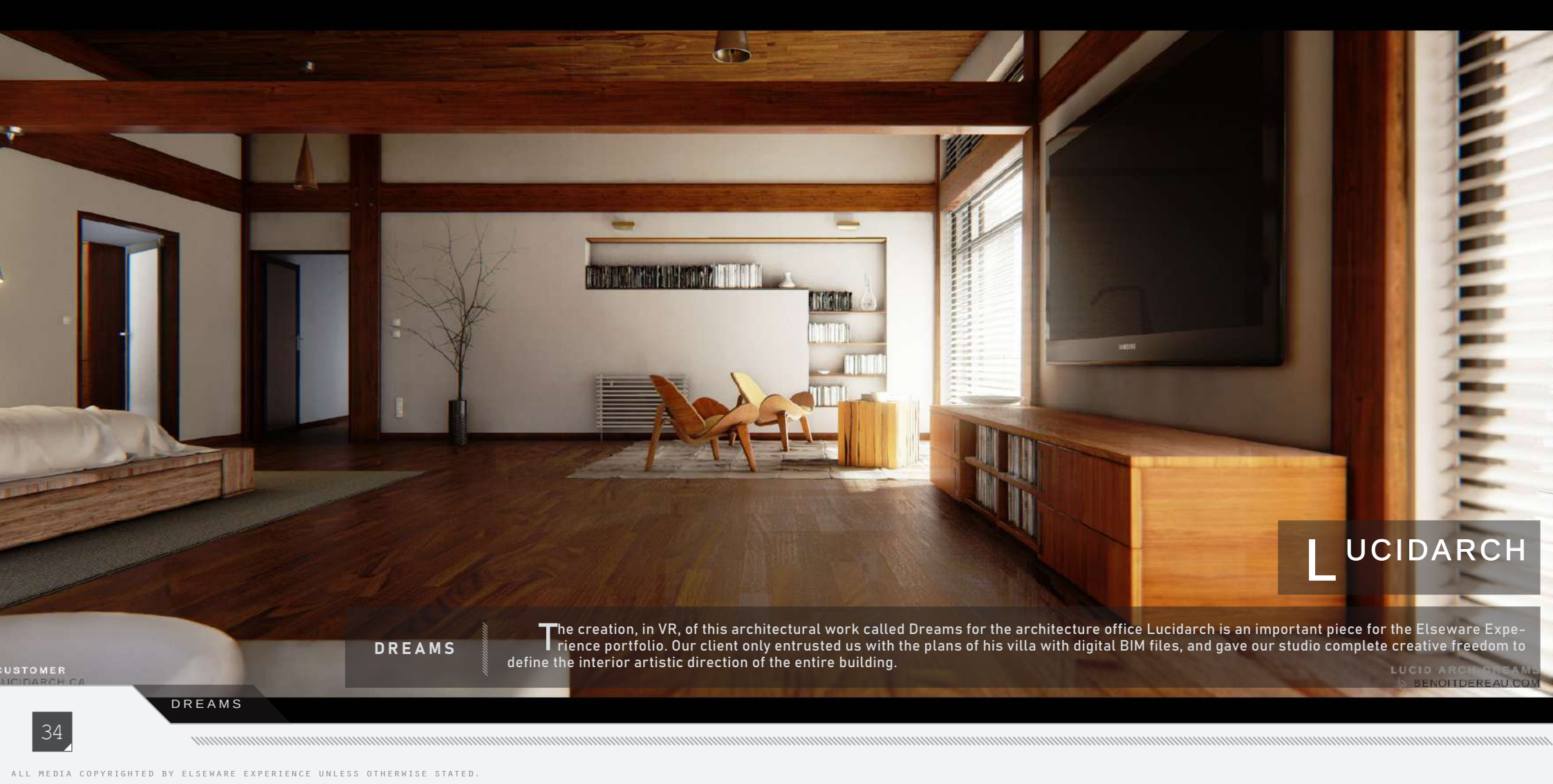


SUN &
TALES



SUN &
TALES

SUN & TALES



LUCIDARCH

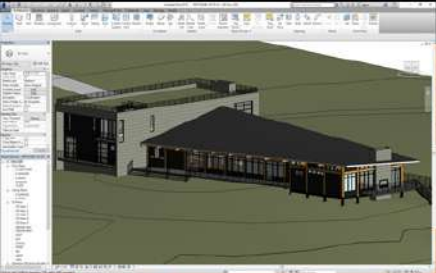
DREAMS

The creation, in VR, of this architectural work called Dreams for the architecture office Lucidarch is an important piece for the Elseware Experience portfolio. Our client only entrusted us with the plans of his villa with digital BIM files, and gave our studio complete creative freedom to define the interior artistic direction of the entire building.

LUCID ARCH DREAMS
BENOITDEREAU.COM

CUSTOMER
LUCIDARCH.CA

DREAMS



VIDEO



GO TO
LUCIDARCH.COM

LUCID ARCH DREAMS
BENJAMIN DREAM.COM

DREAMS

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V I D E O G A M E S

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SINGLEPLAYER / PUZZLES / ATMOSPHERIC / STORY-DRIVEN / PC & CONSOLES





ELSEWARE EXPERIENCE

BROKEN PIECES

Elseware Experience's first video game production aimed at the general public, *Broken Pieces*, is a third-person thriller offering a modernization of fixed-camera gameplay. The player embodies Élise, a woman in her thirties who has recently arrived in the small Breton village of Saint-Exil. During an event at the heart of it, a military operation wipes out the entire population with the exception of Élise. She then wakes up alone and trapped in the village. The player must then go in search of answers to his questions... *Broken Pieces* is available on PC, PS4/5, Xbox One S/X, Xbox Series S/X.

BROKEN
PIECES



TRAILER



BROKEN
PIECES




BROKEN
PIECES

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STEAM





PC Invasion (PC) : 7/10

I completed Broken Pieces in about seven hours and mostly enjoyed myself. The combat might be pointless, but the puzzles are mostly satisfactory, the level design is memorable and offers a believable sense of place, and, again, the graphics are quite lovely.

Noisy Pixel (PC) : 8/10

Broken Pieces has a narrative that entices players to solve the mysteries of Saint-Exil and the cult that has taken residence. Anyone who loves puzzles and riddles will enjoy their time in Saint-Exil and want more. This provides a great experience within the survival horror genre, other titles should take note.

Xbox Hub (Xbox S/X) : 7/10

The story being told here is touching, intriguing and genuinely surprisingly in many ways. It was enough to keep me invested and playing until the end. The sense of mystery set against the gloomy yet somehow otherworldly backdrop proved almost irresistible.

BROKEN
PIECES



M. CAPTURE



Going Downstairs

BROKEN
PIECES ESTORS OI



The development of Broken Pieces has enabled the Elseware Experience team to consolidate its know-how in the complex field of video game production, namely: narration, scripting, artistic direction, motion capture, gameplay mechanics, long-term project planning, and finally product optimization for a wide array of gaming platforms.

Gun Reloading

INTERNAL AND INVESTORS ONLY



Ladder Entrance and Exit

INTERNAL AND INVESTORS ONLY





A B S T R A C T

SENSORIAL EXPERIENCE / NFT





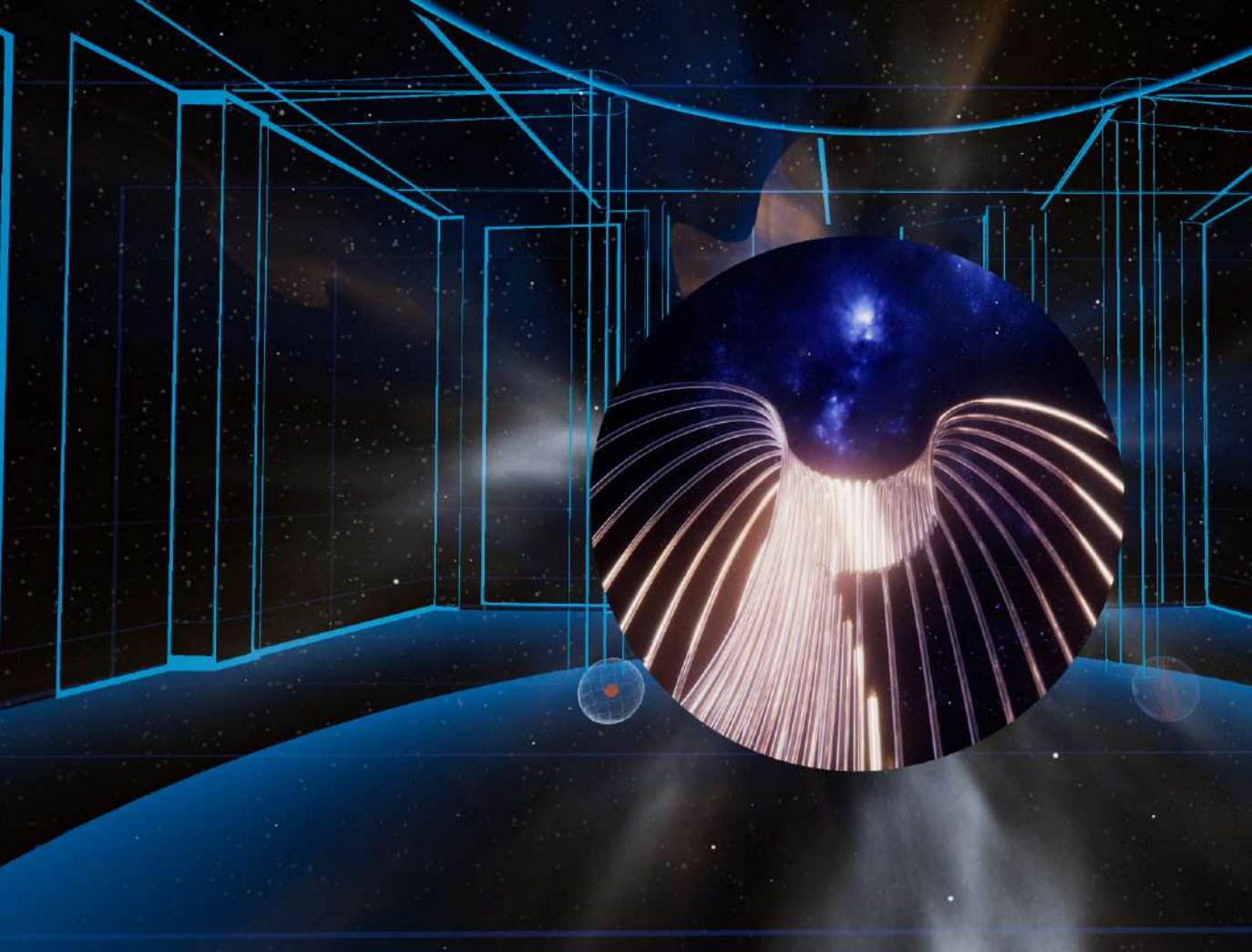
ARTBOX

EUGENI

The Eugeni project is a virtual reality experience for the Quest 2 autonomous helmet in partnership with the company Artbox. This work sat at the heart of an event created by the artist Eugéni Qittlet.

The purpose of this experiment was to promote a new collection of chandeliers, rare pieces available for sale in physical form and also as NFT.

EUGENI



EUGENI

