The SDK Proposal

Luis Soberanis <luis.soberanis28@gmail.com>
to steve.zhao

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Hello Steve,

I understand if this email gets lost in spam or is simply unread given how many emails you must get a day.

I simply wanted to leave this footnote for the SDK project Sandbox is working on. Specifically for when VR becomes the fourth platform [above televisions, phones, and computers] to enter the consumer market.

With proprietary cross-compatible SDKs, SBVR can now profit from the allocation of player-based cache and movement-based data by redistributing VR-based user profiles to any third parties in any industry [medical, military, educational, real estate, etc.] looking to analyze a specific consumer base on a physical rather than a digital scale

Thank you for your time and consideration as well as everything you've brought together for us at SBVR.

Luis Ángel Soberanis-Pacheco
Sandbox VR San Francisco

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