PRICES AND FINANCIALS

RealSpace3DAudio

* Right now, using 60-day evaluation period, about 15 days into trial. Does not allow commercial release with this trial version.
* Depending on what we would consider the background of the organization funding the project (i.e. NASA), that would change the price of the monthly subscription and the cost of the publishing license. Will be best to contact them directly again to get a personal pricing for the project. Contact the connect again or I can shoot them an email at their contact information.
* If they were to charge us as a studio/enterprise, this would mean we would have to buy a publishing license, which would be $1500, which in my opinion is too much to use this plugin for publishing.

VRTK

* Free, open source.

Volumetric Rendering

* Depending on what plug in is used/learning how to code it myself, it can range between free-95$.
* Best options plugin wise are:

1. True Clouds: can turn any mesh/skinned animation into a cloud, $25.
2. Volume Viewer Pro: can read several types of 3d data and texture3D Assets, $95, DOESN’T WORK WITH LARGE DATASETS.