



As per the scale of the project and experience the cost should be around 6L and if you need GST invoice then GST extra 18%.

This Quote is valid for Mobile version only, and at the end you will receive an fully working and functioning app with sound on GEAR VR V.2 and Galaxy S7.

The application will be developed on Unity Engine

Here is our scope of work for this project:

1. Ideation + concept design of the experience (because for VR it will be very very different)
2. Application development for Gear VR and galaxy s7. Though we can port it for google cardboard etc too but for mobile Gear VR is the highest end for VR. Also controller for navigation and interaction.
3. Help with script writing + Voiceover recordings for different machines and implement it back in the app.
4. Site visit and record footages + machine sound etc for production team references.
5. Redo of machine models as for VR + optimisations on models
6. Texturing of machines for realistic look and feel.
7. Logo Animation VR version.
8. Sound Design for the entire app for best experience.

For the PC version, we will have to go back in the app and redevelop a lot of things from scratch.

New materials, Tracking system, Controllers, Lighting system (High Poly Models) and much more.

This is what you can expect in the PC version over the mobile version.

1. Much high quality graphics.
2. Smoother transactions .
3. In game interactive controllers.
4. Fully Spatial tracking enabled. (You can lean, move around a space of 3MX3M)
5. Few more technical and graphic improvements.
6. We will try to load the entire factory in 1 scene so the user can walk around anywhere and interact with anything they want.

The PC version will be done on HTC VIVE , But if you need we will develop it with Oculus Rift as well.

The additional cost of production of the PC version will be 3.25 L + GST 18% where we will use Scenarios , UI , Voiceovers etc from the old version.