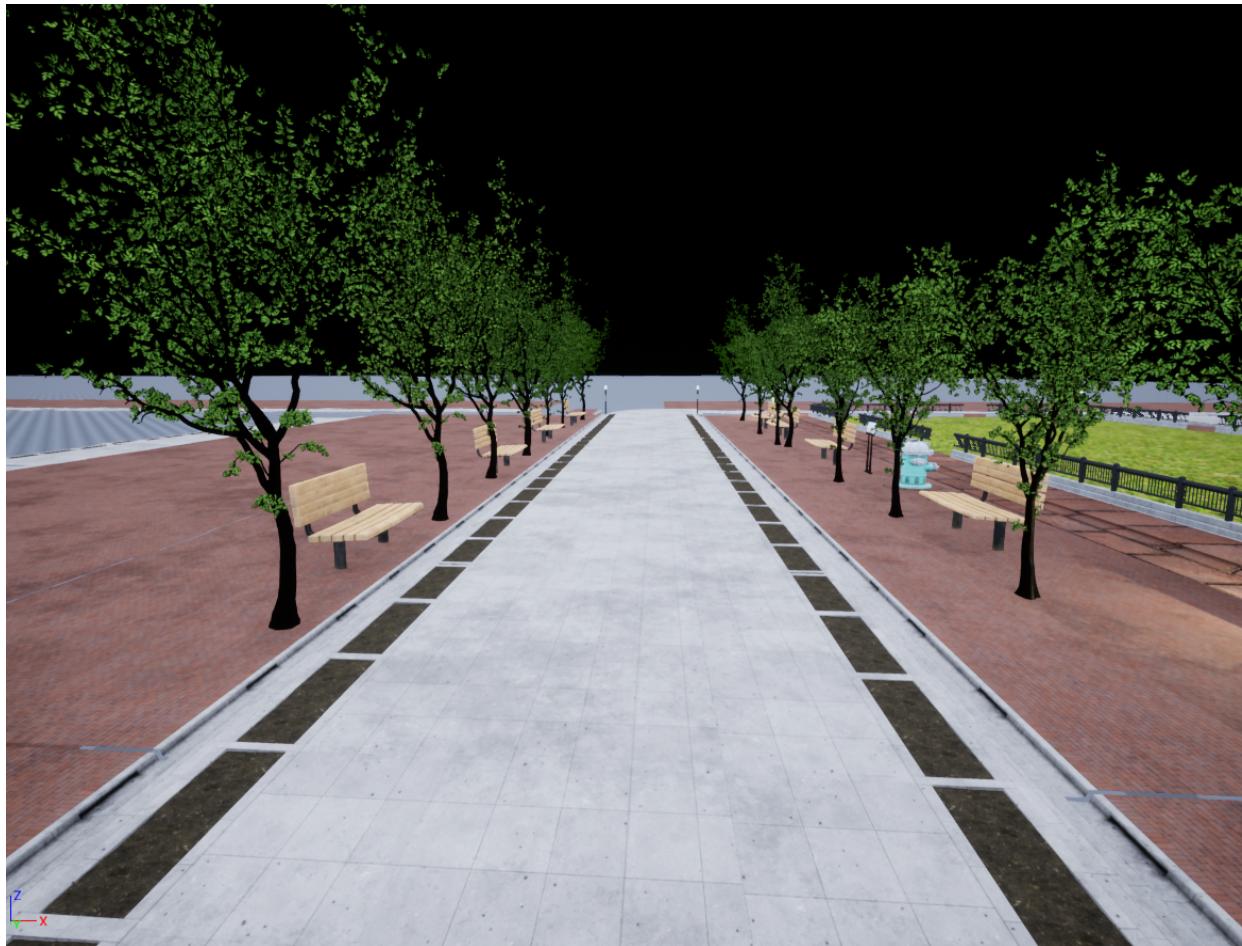


VIRTUAL REALITY SKATEBOARD EXTENDING METAVERSE

FRONTEND PICTURES

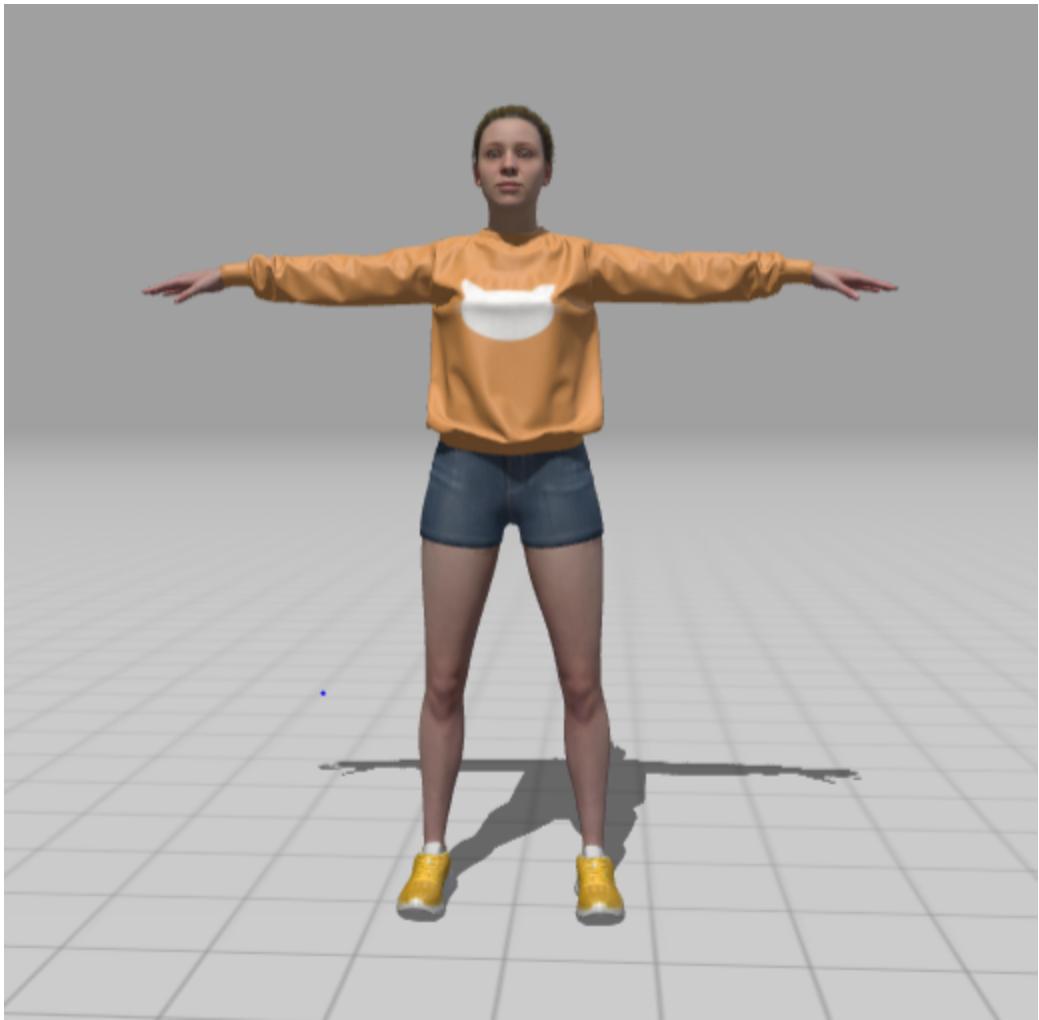








TERRAIN



Character Skeletal mesh with skin in T-Pose

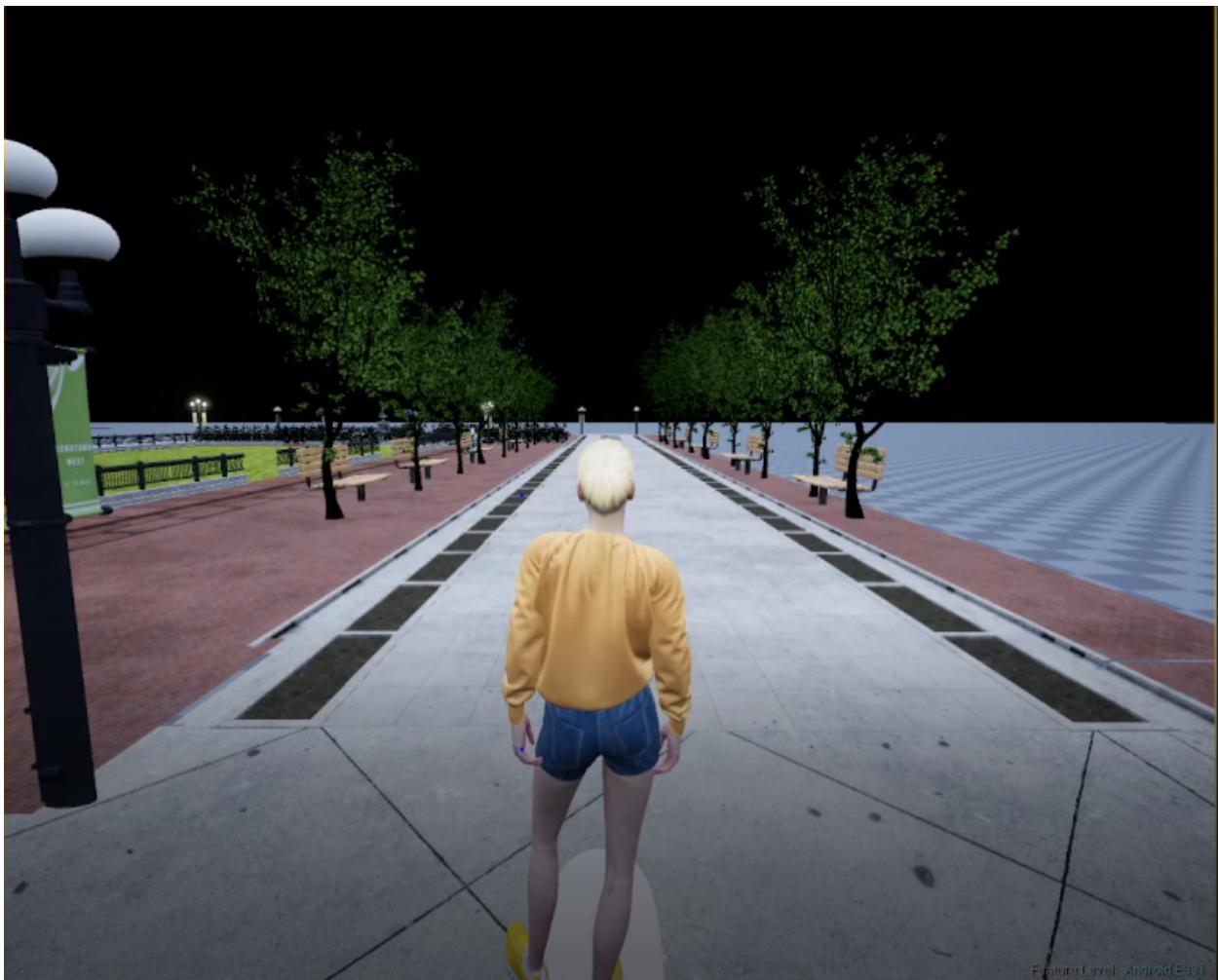


Character animation in skateboarding idle state



Character animation in skateboarding state

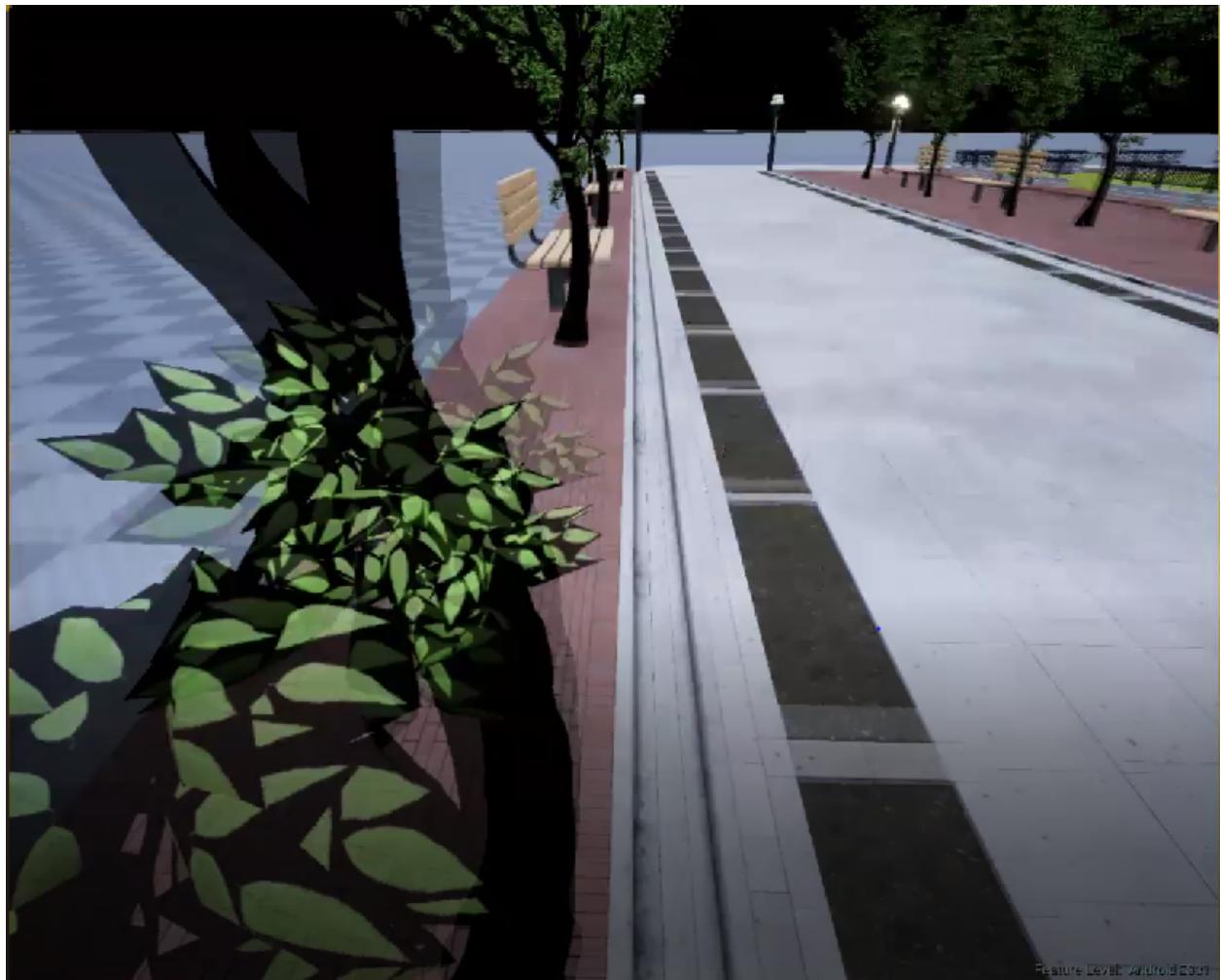
The game from third person perspective :





Third person perspective

The game from first person perspective :







First person perspective