VR Snowboards Incorportated

123 Fake Street

Victoria BC V8R 111

September 27, 2016

Anita Bord

Whistler and Blackcomb Mountains  
4545 Blackcomb Way  
Whistler BC V0N 1B4  
Canada

Dear Anita Bord

**Re: Virtual Snowboarding Promotional Venue**

You would be pleased to know that the virtual snowboarding simulator is nearing completion and undergoing final tests with various individuals of varying snowboarding ability.

In collaboration with the computer animation company, Pixar Inc., we have been able to adhere to your requests about wanting the simulation to be as realistic as possible. We accomplished this by placing a “stationary” snowboard, which an individual must physically strap into, in the center of a room and surrounding it by screens depicting the mountain run.

While running simulations with varying volunteers it was found that a less experienced snowboarder can become physically disoriented and overwhelmed by the experience.

One volunteer fell off the snowboard with their feet still strapped in. Fortunately, we had spotters to catch him which prevented injury. Furthermore, because our target audience is snowboarders of all skill levels the aforementioned health risk requires our attention.

We suggest that we reduce the realism of the simulator and to no longer require the person to strap-in to the snowboard. This will work two-fold because not only does it take away the risk to the person but it also will make the experience more enjoyable. This will likely result in a higher likelihood the person will return to try the real snowboarding experience. We hope that these are suitable alternatives that will address the setbacks that arose.

It has been a pleasure to work with such an accomplished snowboarder and skier such as yourself. Your knowledge has greatly influenced the way we understand VR snowboarding. We are excited to see where our collaboration will take us next.

Sincerely

Manny Pasquale

CEO VR Snowboards Incorporated

250-589-0947

manpeezy@vrsnow.ca