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The Enterprise Virtual Reality Solution

Basic Guide for a Virtual Reality Project

3 steps

to create and publish a Virtual Reality project

Step 01

Use any 360° camera to shoot and film new 360° content or use existing 360° material.

Content specifications: Equirectangular monoscopic / stereoscopic
Side-by-side or top-bottom; JPG, PNG or MP4



Step 02

Create and preview the Virtual Reality projects using the VRdirect Studio. Easily add interactions, text, sound, images and videos.

To download the VRdirect Studio, sign-up for free on www.vrdirect.com



Step 03

Publish the Virtual Reality project and share it with your audience via the VRdirect app and/or directly via any website.



The VRdirect platform is available for all devices!



Available on all devices



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