Touchcast Metaverse-as-a-service Enterprise

Touchcast Metaverse-as-a-Service offers a complete framework for the build and run of large-scale client metaverse deployments. Whether you are looking to reimagine sales, education or communications and whether you're trying to reach 100s or 100,000s of people, Touchcast makes it possible to launch immersive metaverse experiences at lightning speed.

Touchcast Metaverse-as-a-service Enterprise includes two main components:

- Build and customize immersive products and experiences
- Run your metaverse environment and deliver an interactive, hyper-personalized experience to your audience

You can bring your Unreal project into our platform, add functional components to your environments such as lighting, camera movements and audience actions, and add a multitude of custom scripting events to meet any customer interaction.

Build

A Windows application supporting Unreal Plugin architecture that facilitates the creation of photorealistic, realtime 3D interactive metaverse environments. MaaS Studio enables you to:

1. Create your world, animations, and behaviors inside Unreal Engine
2. Export your project with a single click inside Unreal IDE to a .tcup format
3. Open the .tcup project file inside MaaS Studio, program camera and camera sequence behaviors, add your branding and video assets and configure interactable widgets
4. Preview and test locally on the developer's PC.
5. Upload to MaaS Cloud Testing Sandbox for online testing.
6. Publish Project to MaaS Cloud for end-user consumption.

Run

Powered by Azure and fully integrated with Microsoft Teams, our platform offers cloud rendering of AAA metaverse experiences where your product geniuses, sales agents or employees are placed inside your environments - all from a Teams session. Stream your metaverse experience to the browser in 4K, multi-bit-rate video and scale it as needed.

Support

Our professional services and support organization is always available to help partners and customers plan and implement the project as well as help troubleshoot any challenges in the run stage.

For more information: partners@touchcast.com   www.touchcast.com