

**BREAK
POINT
ONE**

Latest Projects - Virtual Reality



VR Plant Journey
LBE VR Edutainment for
Kids
Plant Research & Biology

SARATOGA MAYDAY
LBE VR Entertainment
Teamwork & Science
Fiction

KOLOSS
LBE VR Entertainment
Medieval-Fantasy

Plane on Fire
VR Firefighter Training

AVATARS
Science/Research
VR Data Visualization



Interactive 3D viewer in browser on desktop and mobile devices

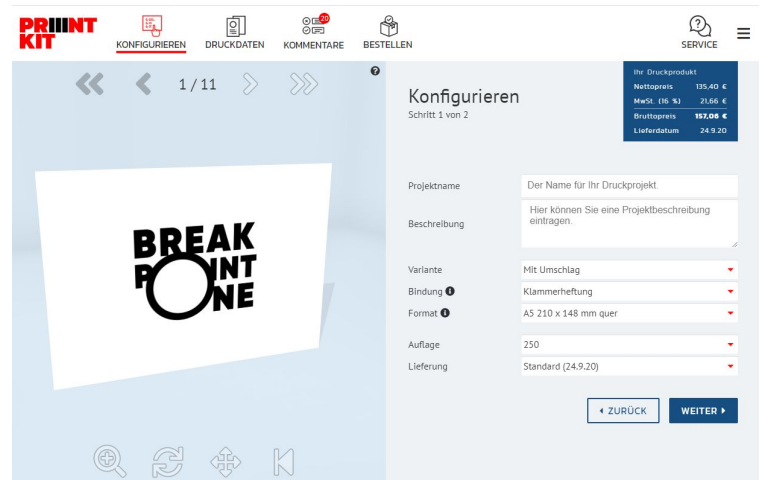
Immediate generation of 3D models according to customer specifications.

Complete shop integration.
Immediate data check of the Customer's uploaded print data.

REFERENCE PROJECT

Product Configurator

3D product configurator for print products. The 3D models are created and displayed live depending on the customer configuration. The customer sees his product immediately and can better decide whether the chosen settings are correct by means of the interactive visual representation in the 3D viewer.





Edutainment for Kids to raise awareness for Plant Research and Biology

15 min long experience with 3 different games and more than 20 min audio

Award Nominee for

- VR Now Award 2019
- Laval Virtual Award 2020
- Auggie Award 2020

REFERENCE PROJECT

VR Development

Together with plant researchers of the Leibniz Institute of Plant Genetics and Crop Plant Research we created a high quality educational experience that will teach children biology while playing and experiencing a journey through a plant.

The image shows a promotional poster for "VR Plant Journey" on the left and an information panel on the right. The poster features a vibrant, stylized illustration of a plant's internal structure, with roots, stems, and leaves in shades of green and yellow. The text on the poster includes "VR PLANT JOURNEY", "learning by experience", "Go on a journey", "Help the plant grow", "Become a plant researcher!", and the logos for "BREAK POINT ONE" and "SIMOVSKI ANIMATION".

VR PLANT JOURNEY

We take you on a journey through a plant! Get to know the processes in the plant cells, help the plant grow and become a plant researcher. VR Plant Journey was developed along a science and research project sponsored by the Federal Ministry of Education and Research. Together with plant researchers of the Leibniz Institute of Plant Genetics and Crop Plant Research we created a high quality educational experience that will teach children biology while playing and experiencing a journey through a plant.

Well balanced education and entertainment.
Highly immersive, explorer mode, 3 different games, German and English, Single player 10x10 feet, 15 minutes fun and learning
Multiplayer coming soon!

BREAK POINT ONE **SIMOVSKI ANIMATION**

www.breakpoint.one contact@breakpoint.one



Interactive Augmented Reality
Experiences

Full Body and Facial Tracking with
latency free transmission via 5G or
Wifi

User generated content: photos
directly and virally distributed on
social media for cross-marketing

REFERENCE PROJECT

AR + 5G Development

Motion capture studio booth for Huawei 2019 Argentina Game Show Avatars with body and face tracking were delivered and set up including transmission of the actor's voice. Photos of the virtual photo shoot could be digitally and virally distributed on social media for cross-marketing.

LIVE VIRTUAL AVATARS

Turnkey Solution for Shows and Exhibitions

- 5G
- LIVE MOTION CAPTURE
- AUGMENTED REALITY
- ACTOR VOICE
- FACIAL TRACKING
- SOCIAL MEDIA IMAGE TOOL
- WIFI

LIVE VIRTUAL AVATARS

Our Turnkey Solution for Events, Exhibitions and Live TV Shows.

Interactive Augmented Reality Experiences
Fully Immersive and Interactive Virtual Reality Experiences
Live Shows with Virtual Avatars and Moderators

A complete motion capture studio: two avatars with body and face tracking is delivered and set up including transmission of the actor's voice.
PLUS: An extensive image tool - Photos of the virtual photo shoot can be digitally and virally distributed on social media for cross-marketing -> From the trade fair to user-generated content to the distribution of photos and videos via social media.

Features	Our Offer
o Full body tracking down to every single finger	o Individual Planning of Booth and Tech
o Facial tracking (facial movements of the actor)	o Project Management
o Actor's voice for digital moderators	o 2 Ready Avatars
o Image tool for user cross-marketing / social media channels	o Branding of Booth Photos and Integration in your social media channels
o latency free transmission via 5G or WIFI	o Assembly and Disassembly in Germany included
	o Onsite Tech Support for 3 Days
	o Onsite Training of Actors and Staff
	o Hardware and Software for your Event

Contact:
Sven Schreiber
+49 1515 1620642



Browser-based, cross-platform,
multilingual Massive Multiplayer
Online
Game

4 years development from scratch
plus
product maintenance

Based on Adobe Flash 11 working
closely with Adobe engineers to
improve 3D rendering

REFERENCE PROJECT

Web Development

This project ran from 2010 to 2014. Sebastian had the role of CTO/Technical Director and was responsible for the whole technical aspect of the project. While overseeing up to 10 developers in his team he designed the software architecture and ensured the software quality of each component.





—
Highly Precise < 0.1 mm

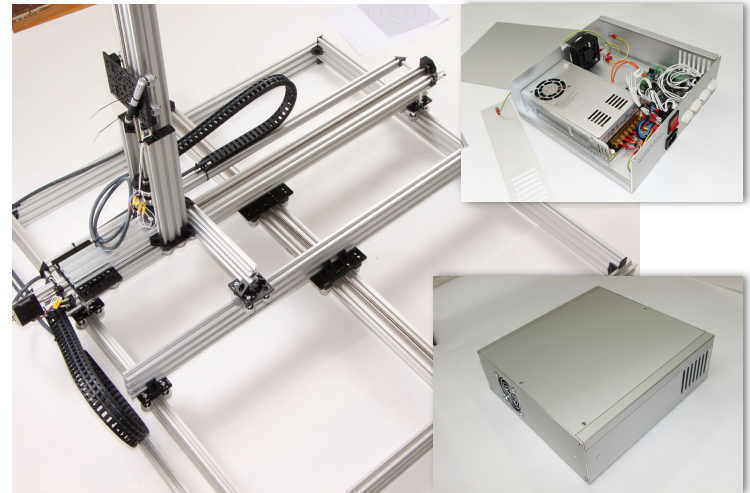
—
Device allows pre-programmed and
repeatable 5-axis movements

—
Size and working space 1x1x1 m

REFERENCE PROJECT

Hardware Development

A device for highly precise (< 0.1mm) movements was designed and implemented. This device is used to test a VR positional tracking system. To facilitate this test device must allow pre-programmed and repeatable 5-axis movements (XYZ + Pan + Tilt) at a precision an order better than the VR positional tracking system.



Clients & Partners



Let's Create Something Amazing!



T: +49 30 233 242 99
www.breakpoint.one
contact@breakpoint.one

Find Us on

