SONAR - A Virtual Reality Experience Download] [cheat]



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About This Video

About the experience:

"Explore your surroundings and dive deep into an ancient cave system. Follow the drone and discover the horrific truth about the darkest of all places..."

SONAR is a new kind of cinematic entertainment, striking a balance between traditional movie making and interactive media. The short film is a fully immersive, slow paced, 3D-360° computer-generated virtual reality experience at 4k resolution and 60 fps.

About the production:

SONAR was created by Philipp Maas and Dominik Stockhausen at Filmakademie Baden-Wuerttemberg in Ludwigsburg, Germany, during the summer term of 2014. The original score was written by Alexander Maas, who also did the sounddesign and mixing. Production started in May and finished at the end of July 2014.

The initial concept of a classical scifi-horror short in the cinemascope screening format was turned upside down as we got our hands on the Oculus Rift DK1.

Immediately hooked by the technology and its creative potential, we were eager to produce the first VR short film at the Filmakademie.

Advancing our workflow for VR productions, we updated the project in 2015 to high-resolution, omni-directional stereoscopic 3D and 60fps as well as spatial audio.

It was released shortly after our Sundance premiere in february 2016 on the Oculus GearVR Store and it is now coming to Google Daydream and SteamVR.

Title: SONAR - A Virtual Reality Experience Production: Filmakademie Baden-Württemberg GmbH Distributor: Philipp Maas - SCOPE - Virtual Content Studio Release Date: 11 Feb, 2016 Country: Germany Video Resolution: 3840x1536(0.2GB) 360 Format: Stereo, Equirectangular Audio: Stereo Running Time: 6 minutes

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English, French, Italian, German, Arabic, Bulgarian, Traditional Chinese, Simplified Chinese, Danish, Finnish, Greek, Japanese, Korea n, Dutch, Norwegian, Polish, Portuguese, Romanian, Russian, Swedish, Thai, Czech, Turkish







sonar - a virtual reality experience

Its obvious the creators really cared about this product. Quality is top notch, graphics and sound are great. Really awesome experience with a cool storyline. Its short, but its worth the 6.00 dollars i paid for it. I will definitly share it with my kiddos.. Very gimmicky. Feels like a cheap mobile game. Game play wise, it's very drab. The graphics are nothing more than window dressing. This game is equivalent in the pizza world to Dominos. Stay away.. Awesome software. highly recommended.

need to click many time before able to access the software. This game is the Dark Souls of Remasters.

But seriously though, it's Dark Souls but it runs in 4K and at 60fps, what's not to love?. This game is hilarious!! Wasn't too sure it'd be good but was pleasantly surprised how funny and outrageous it was Love it!!. Remember Sensible Soccer?

ooh wee ooh i look just like buddy holly. LUMINES!!!!! ON STEAM!!!?!?!?!?? AM I DREAMING??????. Really disappointed with this. For a game made by Disney in 2010, I would expect it to the voices?! My 6 year old dyslexic daughter found it too frustrating to play and got fed up within a few minutes.

No worth it. Asking for a refund. I got this game expecting it to be exactly as I expected it to be. It reminds me of a game called "Build-A-Lot", and it plays almost the same exact way. I dunno if its a rip-off of that game or not, I do not care really, as this game is fun to play when bored, and its the best investment of a game I have gotten. It was worth it, Buy this game if you like casual building.

Someone wrote on here in another posts rating it bad and comparing it to SimCity... this is nothing like SimCity as the population does not go any higher than 1500, and SimCity you could have a population of 500,000 plus bigger maps. This is a different game type than SimCity, and is more of a planning zones and placing the proper buildings in the proper places to make them happy.

I like playing the sandbox game and setting my own goals, its fun to reach those goals and feel accomplished everytime I finished them. The game has replayability, and I keep coming back to play when I have time and not playing another game, or if I need a break from other games. It gives me something to do to kill the time with.. pretty particles....I think ill just stay here a while longer....like bake off with caster sugar everywhere!. I really do like this Software however is there any content I can add to this version of RPG Maker? I know like the VX series you can add stuff to it, but I am not that rich atm lols so I am trying to figure out alternatives to customizing my own game type thingy :), Like if I can get a very solid game going on maybe I can sell it on Steam and give the Creators/Company of RPG Maker a very good Royalty for every game I sell, I think not only would it support my meals and bills but it will also help the company develop more software and addons, which ultimately will be all around helping the community! I have allowed comments on here and if you have Character Sprites or Tiles for Maps that you can send my way then that will be of help! But yes I really like this Software and I am hooked I have over 75+ hours, I believe there is even like 5 or so hours that was a glitch that Steam never picked up but either way nomatter how you round up or down I got about 80 ish hours in! I wouldn't mind finding more sprites and stuff to add to this Software and make a more interesting game! All I know is I will keep a promise! The first game I make with this software will be free to play! That is my promise to you all! Everyone after that I will work a deal with giving Royalties to RPG Maker, if they accept the Royalties! And that would be my thanks for such good software but also I wanna help all of you out! Cheers! :). Fast and fun racer. Graphics are simple but they work. Challenging without being frustrating. Played on mouse and keyboard and felt that the controls were nice and responsive. Pretty good replay value, though it's missing that little addictive spark that keeps me coming back to games like this. All of that said it's the kind of game where you stop playing and don't really feel the need to come back it. It's actually a game that I wouldn't mind having on my mobile phone because of the pickup and play nature but I don't think it really provides enough value for the price.

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