WVS

Wevr Virtual Studio

The cloud platform for real-time 3D teams

UNREAL ENGINE

unity

GODOT
Game engine

Everything you need to build your project on game engines

Wevr Virtual Studio is an all-in-one cloud platform exclusively designed for interactive creators and teams developing real-time 3D apps and experiences.

Organize & Collaborate

A central workspace allows remote employees, contractors, and clients to access projects securely. Teams can use Git-based version control with a unified repo and workflow.

Build Automation

Creating quality RT3D apps requires early and frequent testing. By automating your builds using WVS Flows in the cloud, you can keep development moving fast.

Studio Efficiency

WVS provides fast setup of remote teams, a simple workflow for artists, easy deployment cross-platform, integrated feedback and reviews, and cost-effective scaling.

Case Study

Warner Bros Harry Potter VR powered by Wevr Virtual Studio (WVS).

Harry Potter WIZARDS TAKE FLIGHT

Harry Potter CHAOS AT HOGWARTS

The two state-of-the-art Harry Potter Unreal Engine VR experiences, located in the Harry Potter flagship store in New York, are securely maintained by the WVS cloud platform. The project source code, assets and build management are all accessible to remote teams, who can easily make required support updates. These updates trigger WVS Flows in the cloud, which automatically build and deploy to stakeholders for review.

Wevr Virtual Studio // Accelerating real-time 3D teams
wvs.io

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