Revulet Oleg

Game technolgies, tools, specialists that can be helpful for others



REVI Outsourcing

- Chisinau, Moldova 2009-2015
- Tallin, Estonia from 2015
- Working on different 3D Projects, usually big and long term 2-3+ years for customers and parteners from USA, UK, Scandinavians, Thailand.

Some of our customers are from Gaming, like **Life of Rome**, we are working now (will be released in **February 2016**) www.lifeofrome.com



Industries which are Pioneers in developing, adopting, supporting new Technologies



If you are in a situation like:



Or just want to share your Knowledge, Tools, Expertise obtained in Game Industry with others

Look for new Oportunities, Clients, Industries



Often they even don't know that somebody from Games can help them and bring something new to them



Architecture, Interior Design, Real Estate Agencies





Bring them Unity and Oculus, which will enhance they customer experience with a real time walk-through and interaction.

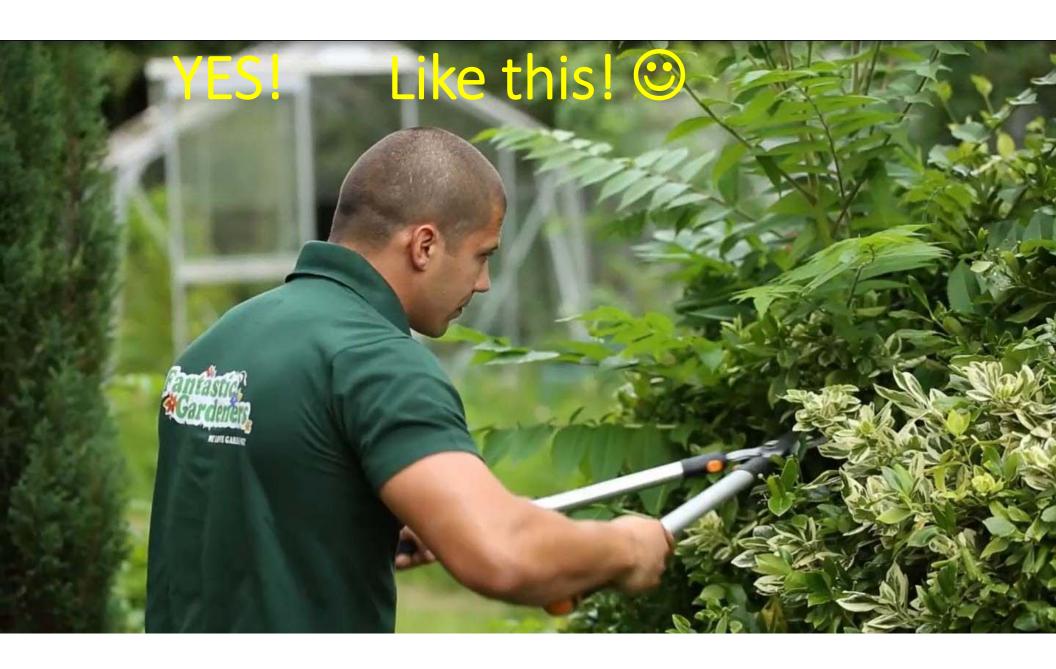




Landshaft Designers



How can somebody from Gaming help them?



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But also:

SpeedTree 3d Software, used for long time in Games and Cinematography, specialised in Vegetation modeling, with Growth, Wind, Seasoning Simulations

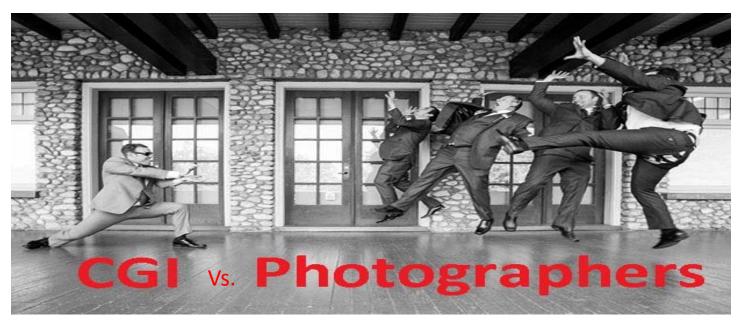
And other tools that can be used to make some usefull Apps creation

Fashion, On-line Stores, Tailoring and Slava Zaitsev ©



You know that Fashion Photographers are VERY \$\$\$ Expensive!





Let's Fight Photographers with CGI, using tools like Marvelous, specialized in Fashion, Cloth, Garment 3d Modeling



Anyway, this profession is very dangerous ©



This is real Amsterdam, done for local Tourism
Administration, for an Oculus





And many others

- Car Tuning
- Construction
- Plant reorganization
- Etc

What non-gaming specialists can be used in a Gaming project

- With Architectural backgroud

if the environment, buildings need to be real looking, or to copy real buildings use them, they have a good eye for how buildings are.

- Cartography background

if you need tha your maps to be close to real ones (ex. World of Wars)

- Tailoring backgroud

if your game require to copy real cloths (Ex. Life Of Rome / www.lifeofrome.com)

- Painters

they are very good visual QC stuff! You'll hate them quick ©

Oleg Revulet REVI Outsourcing

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