



Powered by Unity Future Optimizer (UFO)

We Develop Customized VR/AR/MR Content and Applications for All Purposes.

Go VR Immersive has the capability to develop your desired Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR) experience for a wide variety of industries and business purposes.

Our VR/AR/MR solutions may help revolutionize your business process in ways you have not imagined before.





VR/MR/AR GAME DESIGN & DEVELOPMENT



VR/MR/AR CUSTOMIZED BUSINESS SOLUTION



CINEMATIC VR TRAINING



2D VIDEO PRODUCTION



360 VR VIDEO PRODUCTION

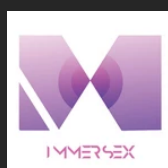


SITE VISITS, SEMINARS & HARDWARE RENTAL

Government Institutions & NGOs:

Educational Institutions:

Commercial Clients:



Go VR Immersive is now Microsoft's only Mixed Reality Partner (MRPP) and the only Authorized Device Reseller (ADR) for the Microsoft's HoloLens 2 mixed reality device in Hong Kong.

We offer different packages with different customized business solution, software development, training and interactive content in conjunction with the Microsoft HoloLens 2 Mixed Reality device.

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Microsoft
Partner

Mixed
Reality

Microsoft
Authorized
HoloLens 2 Reseller

HOWARD TIAN

- Media Business Strategist
- Award-winning Content Creator
- BA Media
– Royal Holloway, University of London
- Post-graduate Degree in Finance
– University of Hong Kong
- Master of Business
– The Chinese University of
- 2013, Newcomer Award
HKWebFest
- 2014, Best Creativity Award
– “Unleash Your Creativity” Program hosted by TVB
- 2016, Special Mention Award
– The HKICT Best Digital Entertainment Awards
- Technical Director
– Kaleidoscope VR Hong Kong Community



Administration



HONG KONG ICT AWARDS
2016 香港資訊及通訊科技獎
AWARDS PRESENTATION CEREMONY 頒獎典禮





Asia Gets up to Speed With VR

MAY 31, 2017



VR 实况视频



Storytelling in the virtual age

Go VR Immersive co-founder Howard Tian shares his experience creating content for the technology and where its headed next

APRIL 28, 2017



Howard Tian, co-founder of start-up Go VR Immersive. Photo: Howard Tian



Hong Kong set for its first virtual-reality film festival

Local creators get chance to see offerings from around the world as city joins growing list of VR events

MARCH 15, 2017



Tian and Sophie Chui of Kaleidoscope VR, Hong Kong. Photo: Sophie Chui



Howard Tian Wants to Revolutionize the Entertainment Industry with His Virtual Reality Startup

June 09, 2017



Howard Tian wants to revolutionize the entertainment industry with his virtual reality startup



CUHK MBA Launches Disruptive Virtual Reality Startup

Howard Tian wants to revolutionize the entertainment industry with his virtual reality startup

June 01, 2017



Howard is an MBA student at Hong Kong's CUHK Business School

影視專題: 虛擬實境電影的可行性



文: Mana

虛擬實境電影的可行性

2016年丹麥電影節: 香港於上週四(22日)正式開幕。除了邀請一眾美國電影人與香港影視界面對面交流外, 上週六更設了一場座談會, 暢談今年最熱門的話題——虛擬實境(VR), 並邀請了VR業內人士及專家分享對VR市場、內容、技術及未來潛力的見解。



黃國恩攝 攝報攝攝

座間, 高視維創傳媒有限公司創辦人田浩洋指出現時虛擬實境市場仍然以視聽遊戲(video games)為主導, 其次才到電影及電視、教育、旅遊、零售等方面亦有涉及。他提到VR電影的發展最大的阻力, 一是成本高昂, 導致內容不夠豐富, 從而也在「內容為皇」的電影市場上欠缺競爭力; 二是VR是新興技術, 在技術層面上仍有很多要面對的難題, 如拍攝的方法、演員走位、打燈等等都與傳統電影不同, 需要時間去熟悉、不過, 他對於VR電影的發展前景抱有正面看法, 認為在不久的將來, 加十年、二十年後, 觀眾在戲院裡觀看VR頭盔看電影不是夢想。

另一方面, 樂視虛擬現實電影院及海外BD增值院線就全球佈局、營運及國際合作等作出闡述。她特別提到在視像設計上賺取收益, 更重要的是把品牌建立好, 讓觀眾產生歸屬感。她亦透露未來計劃在香港設置VR中心, 並邀請香港業界人士攜手合作。而在會場外, 亦設有VR體驗專區, 讓觀眾可親身體驗樂視VR獨家自製的VR影片。現場所見, 有不少觀眾踴躍參加。



黃國恩攝 攝報攝攝

INTRODUCING: HOLOLENS 2

The Ultimate Mixed Reality Device

Holographic technology enables the blending of physical world with digital contents to build a new Mixed Reality environment.

Microsoft HoloLens allow you to interact with virtual holograms and real objects in physical world which offer a unique Mixed Reality experience.

The latest HoloLens 2 offers the most comfortable and immersive mixed reality experience available, with industry-leading solutions that deliver value in minutes — all enhanced by the reliability, security, and scalability of cloud and AI services from Microsoft.



Experience 3D with **instinctual controls** & **without compromise.**

Touch, grasp, and move holograms in ways that feel natural. Log in to HoloLens 2 instantly and securely using just your eyes with Windows Hello. And voice commands work even in noisy industrial environments through smart microphones and natural language speech processing. Bring incredibly detailed 3D models to the devices you use to work and collaborate, without any decimation or sacrifice on visual quality. Remote Rendering Preview renders high-polygon content on HoloLens 2.

We can offer customized business solution and application development to wide-ranging of uses of HoloLens 2 in different industries.



■ TOGETHER WE CAN BUILD THE 3RD WAVE OF COMPUTING



| Immersive & Interactive | S.T.E.M. Education |

VR/AR/MR is set to revolutionize education and can be used in more ways than just opening the horizons of students. Sometimes, the best way to train a trainee or educate students is to simulate them into actual environments to prepare them for the unforeseeable or the worst.

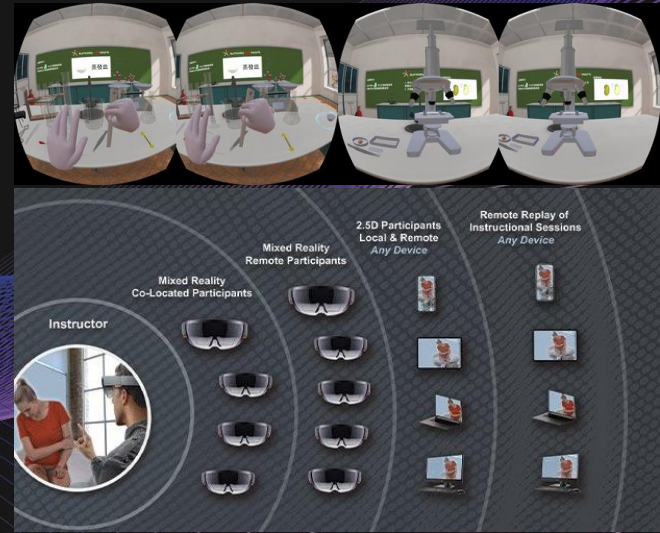


MIXED REALITY ENABLES ENHANCED LEARNING

Virtual reality (VR) is usually fully immersive and takes place in a computer-generated environment, whereas augmented reality (AR) is where digital elements are placed into the real world. MR merges both the real and virtual worlds. It means we place a digital hologram into the learning environment, where students can still see their peers and walk safely around the digital models. This is not possible with VR.

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"Visualizing a scenario helps create a longer lasting impression in the mind of a learner."



Mixed Reality STEM Education Content

We have a catalogue of Mixed Reality STEM Education Content that delivers immersive learning experience via Azure and HoloLens 2 to increase student engagement and improve learning outcomes.

Bringing lessons to life in 3D, students can download a wide variety of content ranging from Chemistry, Physics, Biology, Astronomy to Language onto the device, and dive deeper into every subject with the immersive and engaging power of Mixed Reality.

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The short and informative experiences would help enhance students' understanding of the subject, without the need of a physical laboratory.

VR 實驗課程		
01. 實驗儀器	27. 電流的測量	53. 蛋白質的檢測
02. 置換反應	28. 電壓的測量	54. 維生素 C 的檢測
03. 酒精燈用法	29. 滑動變阻器改變電流	55. 尿液成分測定
04. 燃香木條	30. 用電流錶和電壓表測電阻	56. 木炭還原氧化銅
05. 醋泡雞蛋	31. 導體中電流與電壓的關係	57. 一氧化碳還原氧化銅
06. 變色瓶子	32. 擴散現象	58. 鐵製品銹蝕的條件
07. 氧氣體積	33. 摩擦起電實驗	59. 彈簧測力計測力
08. 分子運動	34. 在顯微鏡下觀察花粉粒	60. 二力平衡的條件
09. 區分儀器	35. 觀察草履蟲	61. 液體內部壓強的有關因素
10. 粗鹽提純	36. 製作孢子印	62. 杠杆平衡的條件
11. 大豆種子	37. 肥皂水區分軟水和硬水	63. 驗證阿基米德原理
12. 葉片結構	38. 濃硫酸的腐蝕性	64. 石蕊試液分別與酸、堿的反應
13. 表皮細胞	39. 蔗糖在水中溶解	65. 氫氧化鈉的物理性質
14. 花的結構	40. 覆杯實驗	66. 塑膠的熱塑性
15. 口腔細胞	41. 瓶子各雞蛋	67. 二氧化碳與水的反應
16. 元件符號	42. 氨水的漂白實驗	68. 活性炭的吸附性
17. 電壓對小燈泡亮度的影響	43. 乾燥氯氣是否有漂白性	69. 鐵絲與稀鹽酸的反應
18. 並聯電路的特點	44. 食物含有豐富的澱粉和脂肪	70. 乙醇的氧化反應
19. 心臟的結構	45. 真空是否能傳聲	71. 鋁熱反應
20. 人體骨骼	46. 平面鏡成像的特點	72. 過氧化鈉與二氧化碳的反應
21. 託盤天平的使用	47. 凸透鏡成像的規律	73. 滴水生火實驗
22. 測定物質的密度	48. 沸騰實驗	74. 氯離子的檢驗
23. 物質品質&體積的有關因素	49. 碘的昇華和凝華	75. 葡萄糖的特徵反應
24. 焰色反應	50. 種子萌發時釋放二氧化碳	76. 鈉與水的反應
25. 電亮小燈泡	51. 光合作用需要葉綠素	77. 乙酸和乙醇的酯化反應
26. 並聯電路的電流規律	52. 蒸騰作用	78. 銀鏡反應
		79. 苯分別與酸性高錳酸鉀溶液、溴水的反應
		80. 氯化銀沉澱轉化

表示課程正在製作中

STRONTIUM
 Sr^{2+}

BARIUM
 Ba^{2+}

RADIUM
 Ra^{2+}

COPPER
 Cu^{2+}

IRON
 $\text{Fe}^{2+}/\text{Fe}^{3+}$

BORON
 B^{3+}



INDIUM
 In^{3+}



LEAD
 Pb^{2+}



ARSENIC
 As^{3+}



ANTIMONY
 $\text{Sb}^{3+}/\text{Sb}^{5+}$



SELENIUM
 $\text{Se}^{2-}/\text{Se}^{4-}$



ZINC
 Zn^{2+}

纏有鉑絲的玻璃棒

請加熱鉑絲至保持紅熱，
然後點燃煙花，觀察火焰顏色

Se 硒 (SELENIUM)

Ca 鈣 (CALCIUM)

功能表 Function Menu

三維實景 3D Photo-realistic



三維實景模型
3D Photo-realistic
Model



添加圖層
分區計劃大綱圖
Add Layer
Outline Zoning Plan



18F
發展計劃(一)
Development
Scheme(1)



40F
發展計劃(二)
Development
Scheme(2)



84 BP | 20 R
86 P
8.4 CO₂ | 94 % SpO₂

Pathologies

Jerry Reeves	Jerry1
Sandra Burke	Jerry2
Susan Ferguson	Jerry3
Darrell Jones	

session manager | pathologies | labels | download | calibration

show



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