

SVAIY ART VR



UNREAL
ENGINE



SPOTLIGHT



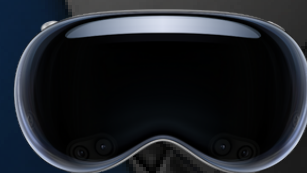
VR/AR
ASSOCIATION
MEMBER



VR & Game Development



Meta Quest 3



Vision Pro

Svaiy Art started its journey in **2020**

as a small 3D game assets development studio and quickly grew to become one of the leading VR game dev service providers ⚡

We specialize in **high-quality graphics and performance optimization**. Coupled with a professional attitude towards confidentiality and production deadlines, despite our growth, we've maintained our gamer roots and the cheerful spirit of a startup, swift to engage in projects, and committed to friendly communication.

Our company has proven to be a **bold Unreal Engine developer**; we are not afraid of "impossible" projects. We solved many atypical problems for Meta Quest, and the appearance of Vision Pro has opened up a world of new opportunities and challenges in the spatial computing era.

SALES MANAGERS
MARKETING MANAGERS
OPERATIONAL MANAGERS

UNREAL ENGINE DEVELOPERS
TECH ARTISTS & PROGRAMMERS
3D ARTISTS & ANIMATORS

Team of 20 Individuals who have passion, ambitions, professionalism, and creativity



Vadym Lorens

(Founder/CEO)

Guides the company's strategic vision and networking, diving into the operational aspects as necessary and can solve any problem



Nadiya Sipravska

(Operational Manager/HR)

The operational core, overseeing managerial tasks, analytics, staffing, and contributing to client communications.



Yevhen Kryvenko

(Head of Production)

A cornerstone of our creative endeavors for over three years, balancing technical and artistic direction while championing his team's needs.



Kseniya Taran

(Head of Business Development)

The engine of our client relations, driving sales, managing financial streams, and ensuring client satisfaction.

“WE HELP EACH ONE CREATE **THEIR OWN** REALITY”

Our core company background is not programming. But 3D Art and Computer graphics. It means that we are artists first of all: creators.

During the development process, we identify the vision of the customer. We are exploring what they need. After that, we create it via the prism of our perception. So that's how we help “them” create their vision: **their own** reality.

Who can get this new reality?

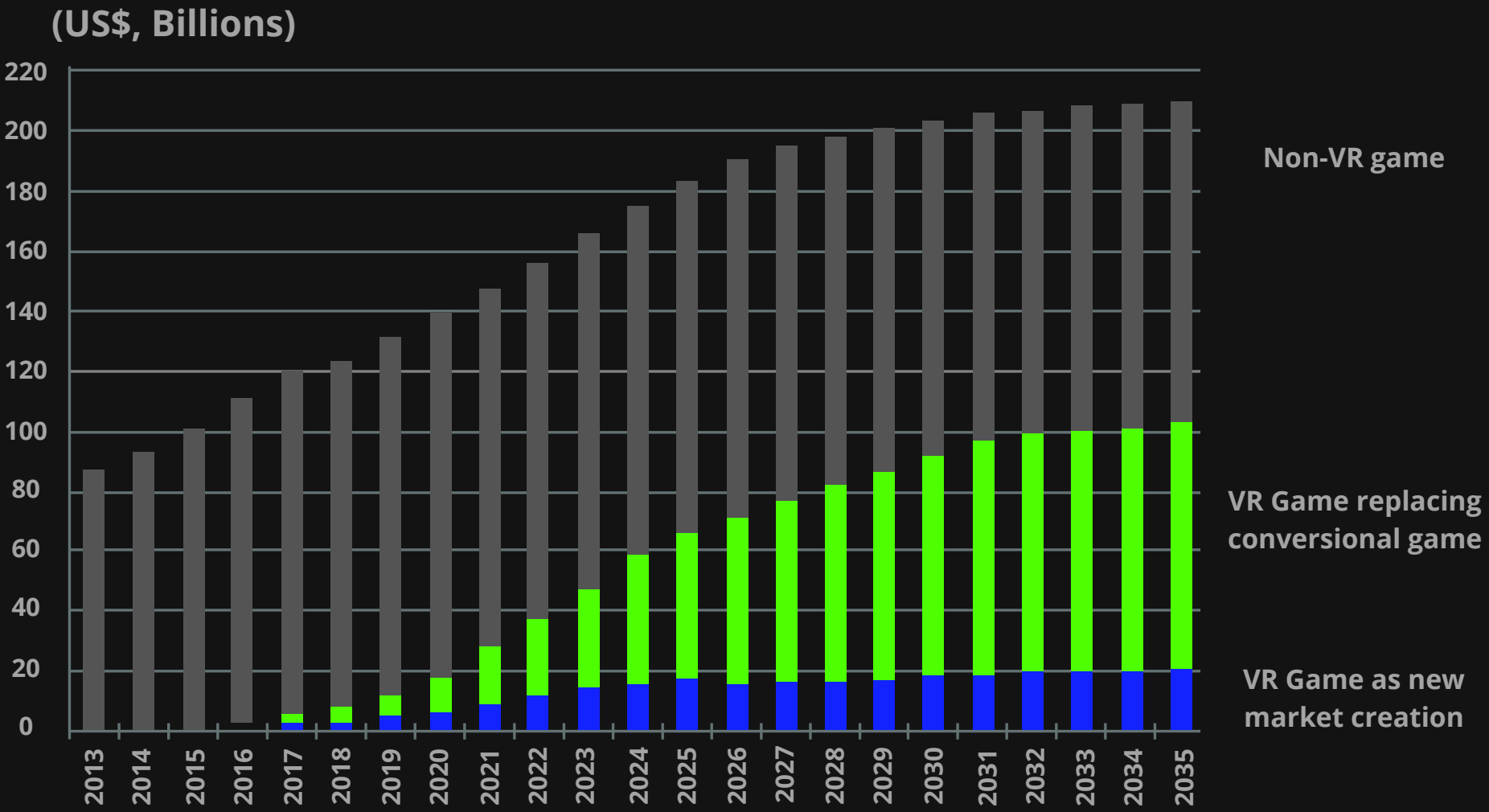
- **Anyone:** customers, partners, investors, our employees, family, etc., Yes this mission is universal - creating a good and positive Reality for everyone we launch the endless circle of better experiences and emotions in our industry.

AND THE BEST WAY TO CREATE ANY REALITY IS TO USE **VIRTUAL REALITY**

- **Do you** want to choose a hotel for a new trip? Not need a website, reviews, or even photos. With VR you are inside the actual hotel and see everything on your own.
- People should try on clothes from their favorite fashion brands, without leaving home
- Large digital hypermarkets. Customers will fly around and throw things into your cart like a superhero!
- Instead of reading a book about ancient Rome, children will walk inside ancient Rome, listening to the amazing stories from the teacher.
- The opportunities for people with disabilities, who will travel through the earth or take a walk on digital Mars with their family.
- Go back to your memories, and have a coffee with an old friend somewhere in Paris in the 80s.
- Visit the first World Cup or the last Rock & Roll King concert.

VR is the first technology where the user does not interact with the application from the screen but is actually inside the application.





Source: IDC, Gartner, VG Chartz, Citi Research

The VR gaming market will grow by \$53.44 billion in 2028 (*Fortune Business Insights*) and **\$74.61 billion in 2030** (*Market Research Future*)

Compared to **\$12 billion in 2023** and the largest Mobile game market with a size of \$89.25 billion (*Statista*)

According to (*Finance Online*), the biggest VR Adoption barrier is **a lack of content**

- Target audience priority:
- 1) Entertainment & VR Game market;
 - 2) Education market (schools, universities, courses, etc.);
 - 3) Industries that should implement VR in their business (Fashion, Real Estate, Horeca, FMCG, H&C)

- ① Today the VR industry is at the same stage of development as the film industry 100 years ago.
- ② VR is the first time humanity can interact with visual information in the usual dimension (3D) unlike getting the information from 2D (books, gadgets, TV, etc.)
- ③ It is a new fast-growing market with **a lack of content**

WE KNOW HOW TO CREATE
HIGH-QUALITY **CONTENT** THAT PEOPLE LOVE

p.s. we are doing it everyday: it is our job since 2020

IN 2024-2025 SVAIY ART WOULD LOVE TO GROW WITH CHINA



Description:

A 13 min VR adventure film, about the journey from Earth to Mars. The Svaivy Art team fully does it.

Our team was tasked with a challenging scope: to build a VR exploration of Mars' SuperRare NFT land plots, incorporate elements of Earthly experiences, introduce engaging games, and ensure that each NFT with VR becomes state-of-the-art. The experience was 15-30 minutes long, explicitly focusing on Dubai and the Newton Crater, aptly named "New Dubai."



FULL 13 MINUTES FILM
VIRTUAL REALITY EXPERIENCE



SHORT 1 MIN TRAILER ABOUT
SHOWCASING THE VR FILM

[!\[\]\(cf531ed27e91483460120fcc057b3901_img.jpg\) DETAILED CASE STUDY](#)



UE CHALLENGE WINNERS,
HABITAT 67 REALIZED, NEW
HEIGHTS WITH VP, AND MORE

WEEK OF MAY 18

NEWS & COMMUNITY



Description:

The main goal was to create a VR game / Metaverse with a blockchain ecosystem. The idea is a digital market where people can buy goods and track birge in real-time. Fully developed by Svaiy Art team.

We have created an engaging and interactive metaverse that provides users with new experiences with digital content. This project promotes the development of virtual spaces and public interfaces.

The user interface and experience of using the metaverse have been improved, including adaptation to various platforms (Oculus Quest 2, winOS, iOS, Android mobile). Users can trade and track assets in real-time, purchase goods and services, etc.



DEMO METADEX SHOWCASING
THE MAIN METAVERSE FEATURES

FULL SHOWCASE WILL BE
OFFICIALLY PRESENTED
29 MARCH 2024

SUBSCRIBE AND DON'T MISS



BlueZilla



Description:

The main goal is to create a VR app for education and schools

Comming soon...

PROJECT IN DEVELOPMENT
OFFICIALLY RELEASED

APRIL 2024

SUBSCRIBE AND DON'T MISS

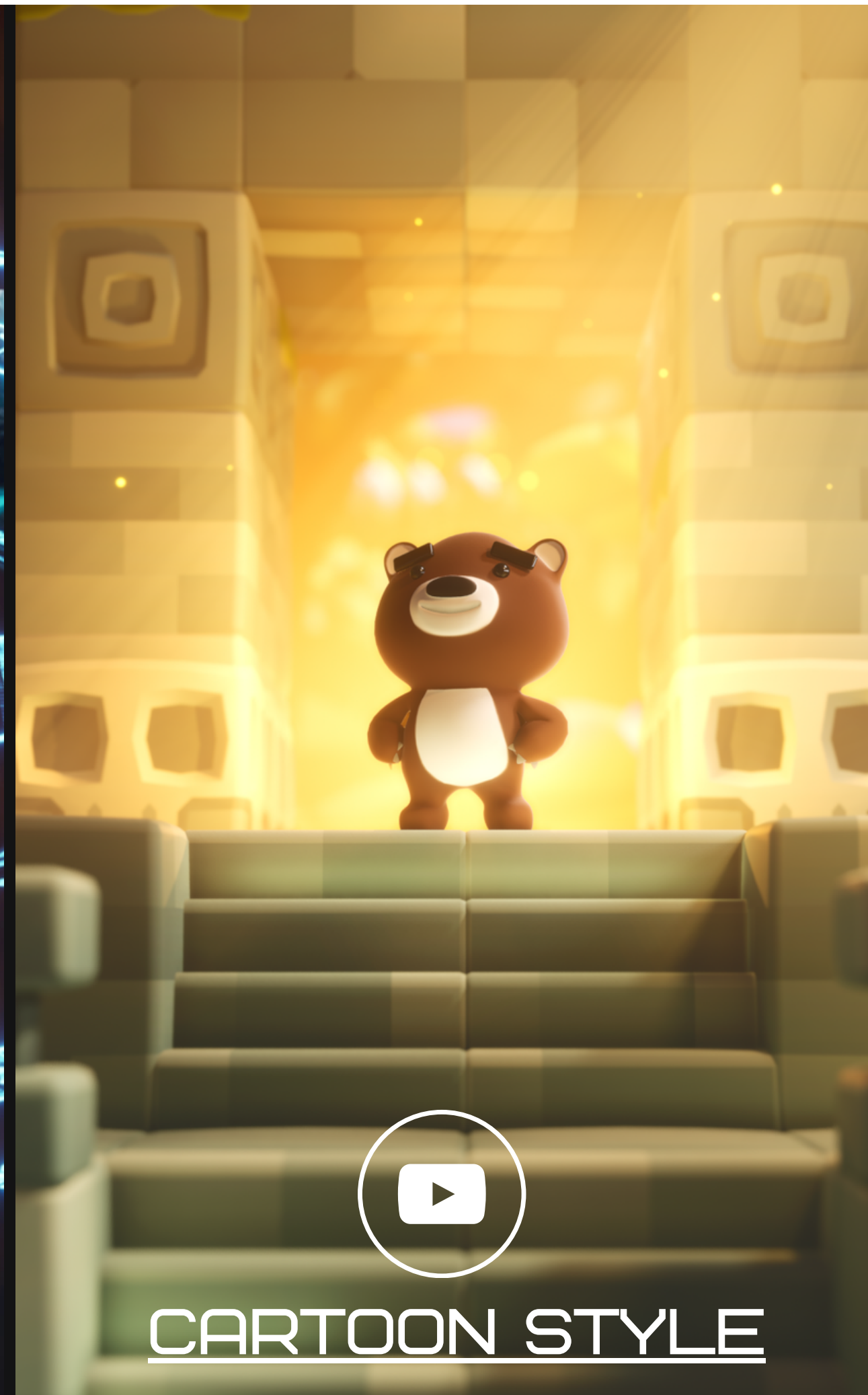




FILM / TV SHOW



GAME TRAILERS



CARTOON STYLE



LEVEL DESIGN



3D CHARACTERS



GAME WEAPONS

COMPETITIVE ADVANTAGE

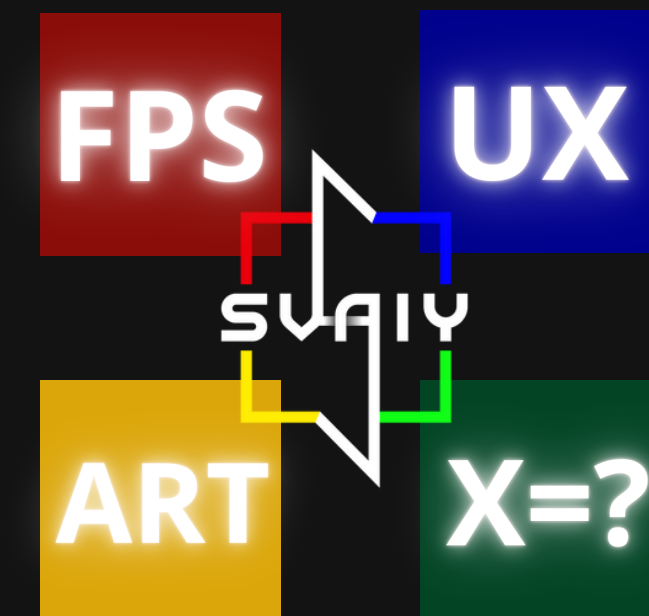
What sets SVAIY ART apart from the competition is not just our unique blend of technical prowess, creative vision, and operational resilience, but also our deeply ingrained company ideology.

- **Technical Excellence and Creativity:** Our ability to combine technical excellence with creative vision allows us to create VR experiences that are not only technologically advanced but also deeply engaging and emotionally resonant.
- **Resilience and Growth Under Pressure:** Our history of navigating through the pandemic and geopolitical challenges without layoffs, while even increasing salaries, speaks volumes about our operational resilience and commitment to our team.
- **Core Philosophy:** The cornerstone of our success lies in our intra-economic model, which places the company at the heart of every decision. This focus on our internal ecosystem, including employee competencies, team cohesion, importance of learning and expertise growth, and high support standards, enables us to adapt and thrive regardless of market trends or external economic and political conditions. Our rigorous selection and continuous collaboration process ensure that, out of hundreds of specialists, only the most aligned with our values and vision remain, creating a powerhouse team capable of navigating any challenge.
- **Recognition and Reputation:** Our achievements, spotlighted by Unreal Engine, membership in the VR/AR Association, and our Top Rated Plus status on Upwork, underline our industry-leading position and reliability as a VR development partner.

INNOVATION AND CHARACTERISTICS

At SVAIY ART, innovation is at the core of what we do. We leverage the latest in Unreal Engine technology to push the boundaries of what's possible in VR.

- **High-Quality Graphics**
- **Performance**
- **Custom Solutions**
- **User-Centric Design**



CONCLUSION

From a startup to a lead game vendor in VR development.
From zero investments to **250 000 USD / Yearly revenue**

Now we are experienced enough to enlarge our PR & Marketing
Now we are **Looking for new partners** to create a new reality

2020
SINCE



1 THE COMPANY WAS FOUNDED DURING COVID19 PANDEMIC

2 WE ARE 3% OF BEST FREELANCE COMPANIES ON UPWORK
(LARGEST WORLDWIDE FREELANCE PLATFORM)

3 WE DID NOT CLOSE DUE TO THE WAR IN UKRAINE
INSTEAD, WE WORK EVEN HARDER AND DEVELOPED
(WE ARE FROM UKRAINE)

4 WINNER OF EPIC GAMES SPOTLIGHT

5 WE JOINED VRARA - THE BIGGEST XR ASSOCIATION

SVAIY ART INDUSTRIES
A COMPANY THAT WAS
FORGED IN FIRE

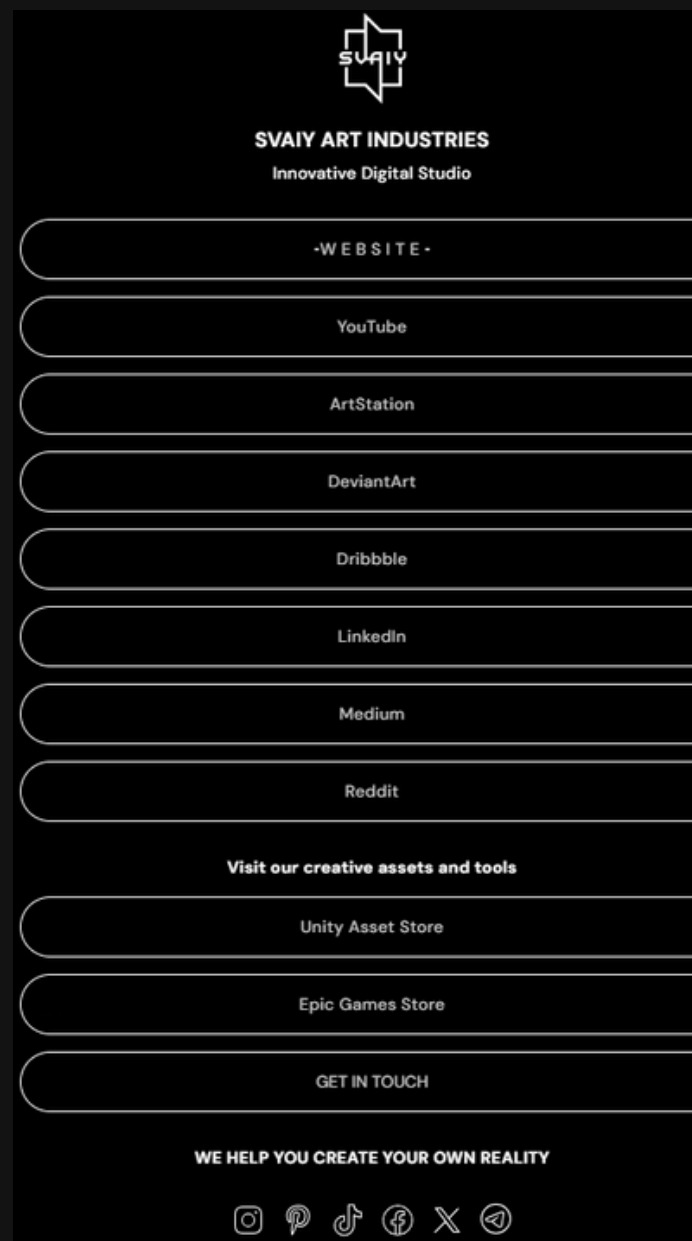


SVAIY ART
HAS GREAT

REPUTATION

Upwork
TOP RATED PLUSClutch
★★★★★

Linktree*



Clutch

Development IT Services Marketing Design Business Services Pricing & Packages Resources My Tools

2024 Reviews Top VR Companies & AR Companies in London

Home > AR/VR > United Kingdom > London

165 Firms

Reviews Leaders Matrix Pricing

Sort by Sponsored

London, United Kin... Services Client Budget Hourly Rate Industry Reviews All Filters Clear All

Country: United Kingdom City: London

List of the Top London AR & VR Developers

Featured Providers

What are Featured Providers?

SVAIY ART
VR/AR Gamedev Company | 3D Services ⚡❤️
5.0 ★★★★★ 4 REVIEWS

Visit Website

View Profile

Send Message

VERIFIED

\$10,000+
\$50 - \$99 / hr
10 - 49
Convalle, Italy

Service Focus

100% AR/VR Development

"Their team excelled at taking my vision and making it a reality very quickly and with high quality."
Founder, Solo Development Shop

Vadym L.
Lucca, Italy ~ 12:41 pm local time
Available now
100% Job Success Top Rated Plus

See public view Profile settings

View profile

3D Animation
AR/VR Development
All work

Head of VR Gamedev Company | 3D Services \$69.96/hr

Svaiy Art started its journey in 2020 as a small 3D game assets development studio and quickly grew to become one of the leading VR game dev service providers ⚡❤️

We specialize in high-quality graphics and performance optimization. Coupled with a professional attitude towards confidentiality and production deadlines, despite our growth, we've maintained our gamer roots and the cheerful spirit of a startup, swift to engage in projects, and committed to friendly communication.

\$100K+ Total earnings 111 Total jobs 126 Total hours

SVAIY ART

608 followers

+ Create

View as member

Feed

Activity

Analytics

Inbox

Edit page

Settings

Analytics

Content Visitors Followers Leads Competitors Employee advocacy

Jan 28, 2024 - Feb 26, 2024

Export

Follower highlights

608 Total followers

28 New followers in the last 30 days
▲300%

Follower metrics

Channel analytics

Overview Content Audience Research

Your channel got 3,441 views in the last 28 days

Views 3.4K
2.1K more than usual

Watch time (hours) 22.2
2.2 more than usual

Subscribers +25
733% more than previous 28 days

Realtime

201 Subscribers
SEE LIVE COUNT

113 Views - Last 48 hours

Top content

DRONE SELECTOR 3D CHA... 21

Metadex demo 11

DUBAI ON MARS | TRAILERS... 10



VR Expierence Design & Dev for Immersive Experiences Co

Share

THE PROJECT

AR/VR Development, Custom Software Development, Other Design

\$10,000 to \$49,999

Sep. - Oct. 2022

PROJECT SUMMARY

SVAIY ART designed and developed a VR experience for an immersive experiences company's end client. The team built a VR experience in a video game environment and was responsible for 3D design.

5.0 ★★★★★

Quality 5.0

Schedule 5.0

Cost 5.0

Willing to Refer 5.0

THE REVIEW

"SVAIY ART delivered a VR experience that met the vision we had imagined."

Feb 22, 2024

FEEDBACK SUMMARY

SVAIY ART's work met the end client's expectations and requirements. The product received positive feedback from users, and the team was proactive and talented. SVAIY ART delivered work on time and on budget, shared files via Google Drive, and was communicative via Google Meet and WhatsApp.

THE REVIEWER

Executive Director, cFire

Peter Sapienza

Information technology

Mill Valley, California

1-10 Employees

Phone Interview

Verified

Read Full Review

3D Modeler / Texture Artist & Animator for Gaming

★★★★★ 5.00 | Jul 11, 2023 - Sep 24, 2023

"It was a pleasure for us working with Vadym and Kseniya and their company SVAIY.ART for this project. The quality they produced over the contract rivaled many Triple-A studios in quality and we are extremely pleased with the result of the work done by them for us and believe this is the start of a great business relationship that will last many more contracts. We highly recommend working with this extremely skilled studio." less

Create Video Game Trailer for Advertising.

★★★★★ 5.00 | May 3, 2023 - Jul 18, 2023

"he and his team work and deliver the work on time, quickly communicate, and are easy to coordinate. they are very creative and full of imagination in creating works that meet the needs of the employer.

We recommend!" less

LET'S GROW SVAIY ART!

We want to collaborate with YOU!

*«Our key strengths include courage, honesty, pride, and the spirit of friendship.
We're committed to hard work, technological excellence, and confidently forging ahead into the future»*



- CONTACT US -



WE WILL HELP YOU CREATE YOUR OWN REALITY!



vr@svaivy.art



www.svaivy.art



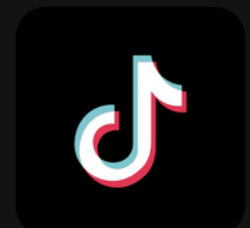
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<https://www.linkedin.com/company/svaiy-art>



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<https://tiktok.com/@svaiyart>



https://twitter.com/svaiy_art

United Kingdom

Sheffield

311 Shoreham Street

S24FA

p:+44 114 706 9987

Italy, Toscana

Convalle LU

Via di Mezzo, 8

55064

p: +39 327 633 9534

Ukraine,

Kyiv

Heroiv Sevastopolya, 16

03065

p: +380 97 343 93 33

