



Get to know the Durovis Dive and enter virtual reality

Let's talk about Virtual Reality

Virtual Reality is a recreational topic currently many talk about and deal with in order to provide groundbreaking new devices. Looking at the news coverage in computer magazines where tech editors and gaming writers look forward to the future development, it seems to be fact that it will be an important and widely-spread phenomenon. But at the same time it seems clear that it will still take some time until virtual reality is in working order and functions as a product on the market – to begin with full-immersive gaming.

To start with a first step: a new gaming experience

Actually the first step is done yet though. A start-up from Germany has recently launched the Durovis Dive – the world's first hands-free smartphone holder that allows you to get immersed into virtual reality. Wireless, comfortable and easy to use. Good value because buyers already have the expensive part in their pockets – their mobile phone. That is why a simple, ingeniously clever support construction is all you need to “dive into the game” – the Durovis Dive.

Everyone with a recent Android or iOS smartphone featuring a gyroscope and accelerometer (and not larger than 5 inch) can enjoy VR with the device. You just insert your smartphone, start the application and adjust the lenses exactly to your eyes. What follows, is a spectacular experience of new worlds.

Stefan Welker, a German software engineer and self-described VR enthusiast, has invented the Open Dive as an open source version for a 3D-Printer. Encouraged by the impressive feedback he got for his approach, he teamed up with Shoogee as company to bring Durovis Dive to market as a consumer product. After fifteen months of excessive work, by mid-November 2013 the team could announce sale would start on 25th November 2013.

How will the Durovis Dive story continue?

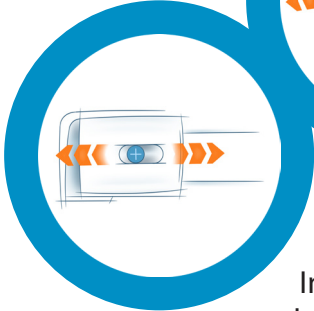
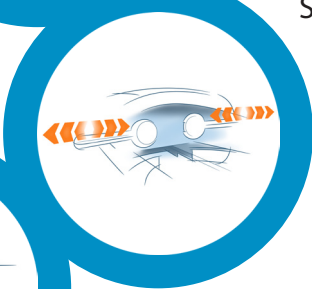
Well, we do not have a crystal ball. But one thing is certain from our point of view: VR applications will play a big role in the future – to begin with gaming. It is our aim to offer as many developers as possible the opportunity to participate in the Dive project. Therefore, we do not sell software development kits but offer developers an Open Dive for free together with the free-of-charge Unity plugin so that they can directly start to bring in their ideas to life. With the Durovis Dive, we hope to offer a new way how people experience interactive content.





How to use the Durovis Dive

Start the application and put the Durovis Dive on your head. You can move the lenses together or apart to fit them to your eye distance. You can also move the lenses towards or away from your eye to adjust the sharpness. So the lenses can be adjusted exactly for any user, short-sightedness included.



Games and more

In the future, new apps can be found in the Dive Launcher. To see what games are already available, have a look at the Durovis website (www.divegames.com) or check Google Play resp. the iTunes Store.



Product facts

- Consisting of a headset with optic lenses
- The head holder is made of plastic (foam plastic as cushioning material) and a belt strap made of elastic cloth
- Durovis Dive does not contain any electronics, but works with Dive-ready apps to be downloaded on the smartphone

Weight: 150 g (320 g package and appendage included)

Coverage: W 190 mm H 120 mm D 140 mm

Media contact

You need further information? There are particular questions you would like to ask us? You would like to interview the inventor of Durovis Dive or Shoogee's executive director? We look forward to helping you!

Please contact our press team:
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