

VRdirect: New software update (Studio - Version 2.5) opens up new possibilities for enterprises to better integrate Virtual Reality

Munich, GERMANY (August 9, 2021) - German software company VRdirect has released a new version of its platform "VRdirect Studio" – Version 2.5. This update contains numerous new features which allow companies and large enterprises to more effectively integrate Virtual Reality in their business processes.

The new version now supports WebHooks with individual session IDs, connecting existing VR environments to external applications more efficiently. Also, users of "VRdirect Studio" are now able to create deep links that directly target specific scenes and other VR apps. The update also includes new controls for video elements, user experience improvements, and various bug fixes.

This new version of VRdirect Studio is now available via a free trial at www.vrdirect.com.

New features enable better integration within and outside of virtual reality applications

The new version of VRdirect Studio allows enterprises to integrate VR applications even more effectively into existing IT infrastructure.

For example, the solution can now transfer individual session IDs via webhooks, i.e. URLs that are transmitted when certain events occur. This allows events triggered within a session to be flawlessly assigned to the respective user session and passed on to other applications, such as an analytics tool, a shopping cart or a support chat system.

Now large companies and corporations that have established a multitude of systems along their processes can use VR much more efficiently. Connecting different VR applications with one another has now also been made easier: via so-called deep links, users can now directly jump to individual scenes or other VR projects. This allows not only jumps between scenes within a VR application, but also switching to a completely different application.

For example, training applications in virtual reality can now link into already existing VR trainings without having to insert them into the new application again. Altogether, all these innovations help companies to harness synergy effects within their VR ecosystem and to use the technology across the board in their day-to-day business.

More controls for video elements, UX improvements & various bug fixes

Another part of the update is the possibility to activate controls for videos within the application. This means users can now independently start, pause or stop videos, giving them more control over their VR experience. The controls can be activated or deactivated directly in "VRdirect Studio" for background videos in scenes as well as for video objects.

Additionally, all settings for interaction and time events that can be triggered in an application have been reorganized and are now combined in a single view. This makes it easier for users to find all the necessary options. At the same time, VRdirect fixed numerous bugs in the new version.

Further enhancements announced throughout the year

The Munich-based start-up has also announced that it will improve its platform with additional major features in the coming months. These include 360° live streaming, support for 3D models, asset libraries and backups via the cloud.

All these features and more are expected to be released over the course of the year.

About VRdirect

With its "VRdirect Studio" platform, the Munich-based software company VRdirect enables companies to design and publish their own virtual reality content with no programming effort at all. Typical use cases for these VR apps range from company training and continuing education processes to recruiting and onboarding of personnel to application scenarios in sales, customer support or in the context of trade fairs. Once created, the content can be accessed on all common end devices. Users are thus brought particularly close to the action and have the feeling of really engaging with the simulated environment.

VRdirect is a technology partner of Deutsche Telekom.

Further information at www.vrdirect.com