

The VRDC logo is positioned at the top center of the slide. It consists of the letters 'VRDC' in a bold, white, sans-serif font. The letters are set against a dark blue background that forms a diamond shape, which is itself centered within a larger red diamond. The overall background of the slide is red, with thin white lines forming a grid pattern. There are also small white square icons in the corners of the slide.

VRDC

Larger Than Home, Larger Than Life

ESCAPE THE LOST PYRAMID

Cyril Voiron – Thorsten Leimann
Ubisoft Blue Byte

VIRTUAL REALITY DEVELOPERS CONFERENCE

MARCH 18–19, 2019 | #GDC19

Cyril Voiron
Executive Producer



Thorsten Leimann
Game Designer



UBISOFT BLUE BYTE

30+ year old - @Ubi since 2001

PC ; Codev ; Innovations

450 people in Germany

3 Studios

- Berlin
- Mainz
- Düsseldorf (270 people)

ANNO
1800

FOR
HONOR



BEYOND
GOOD
AND
EVIL 2

FARCRY

THE
SETTLERS

ASSASSIN'S
CREED
IDENTITY

Starting VR in June 2017


2017

- March Escape Room Concept
- May Building the team
- June Start Prototype (8 dev)
- Oct. GO for project (10 dev)

2018

- June Release (16 dev)





ESCAPE THE LOST PYRAMID



AN ESCAPE GAME SET IN THE WORLD
OF ASSASSIN'S CREED ORIGINS



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UBISOFT
BLUE  BYTE

Ubisoft Escape Games

WE CREATE VIRTUAL REALITY ESCAPE GAMES

IN THE BEST GAMING WORLDS OF UBISOFT

Ubisoft Escape Games

Our experiences are

SOCIAL
EXPERIENCES

THE BEST
VR TECHNO



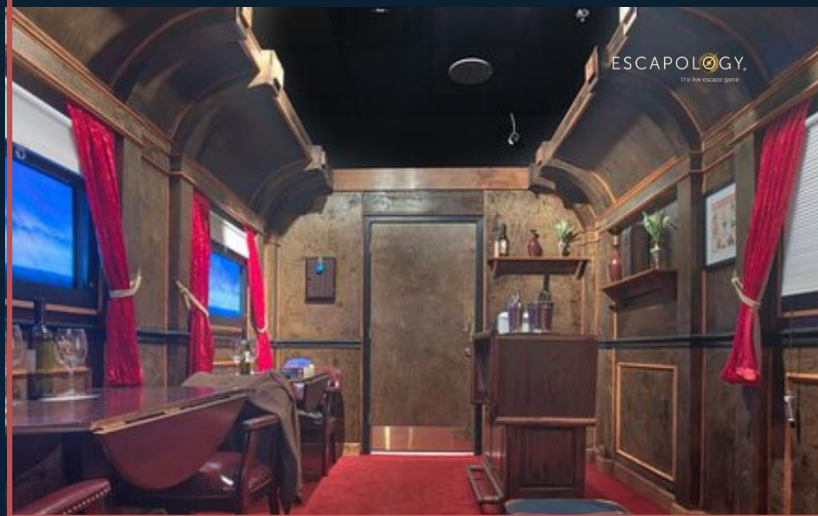
2 PLAYERS
ROOMSCALE

4 PLAYERS
ROOMSCALE

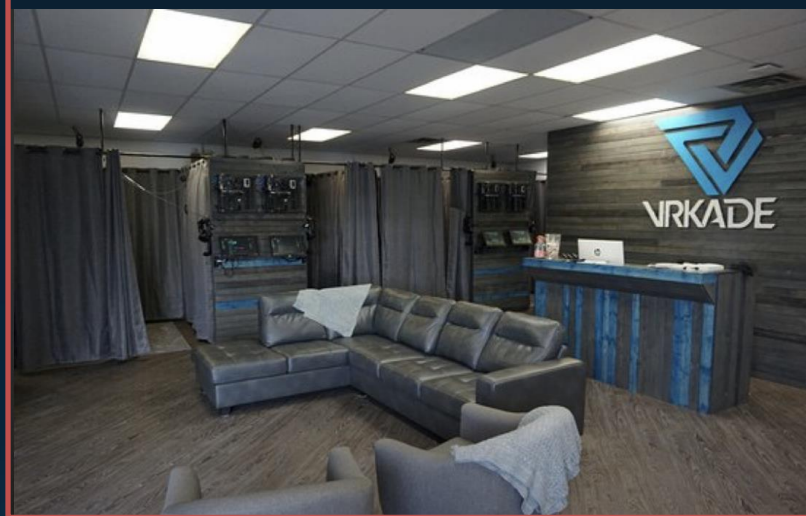
Ubisoft Escape Games

Exclusively for location base entertainment

ESCAPE ROOMS



VR ARCADES



FEC, LASER TAG...



Made for a mainstream audience



For all age categories ; female & male, with or without VR experience

Our audience

THEY HAVE NEVER PLAYED VR BEFORE

THEY DO NOT NECESSARILY PLAY VIDEOGAMES

THEY HAVE TO GO OUT TO PLAY THE GAME

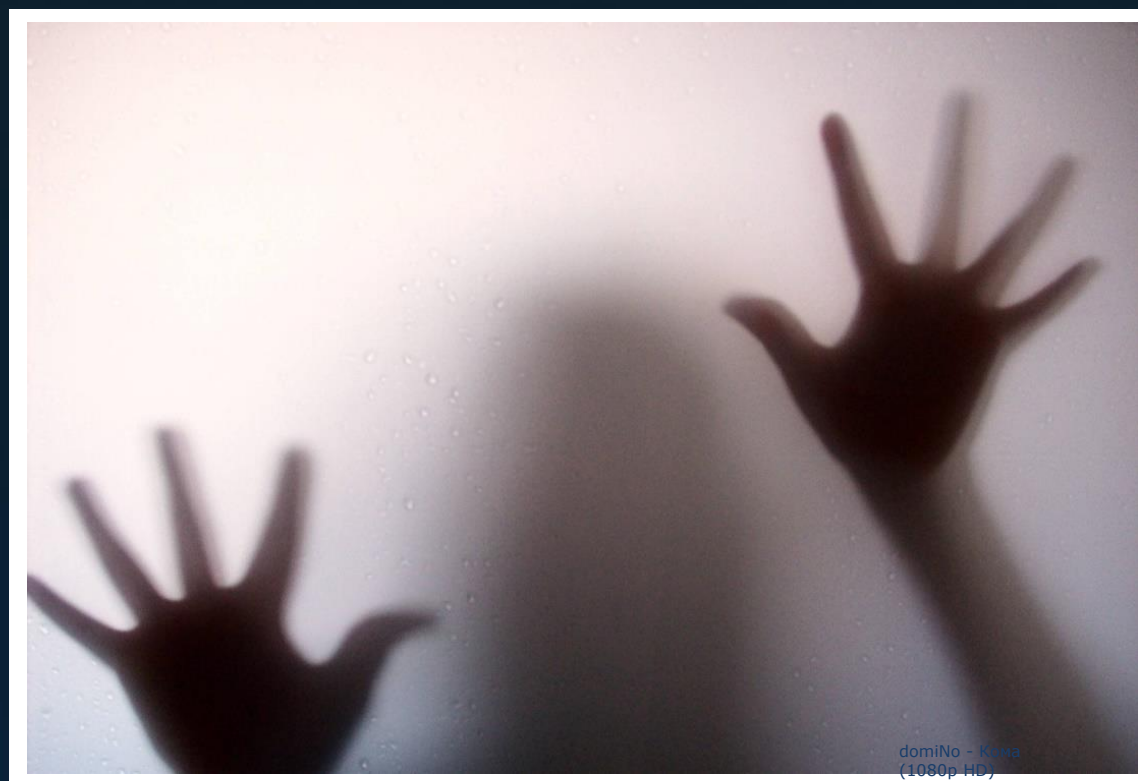
THEY HAVE 60 MN INTO THE GAME

Experience

Mainstream & Corporate
= no combat!



We need to be TRAPPED!



Scale





Larger than life !



Do what you cannot
Do in real life!!

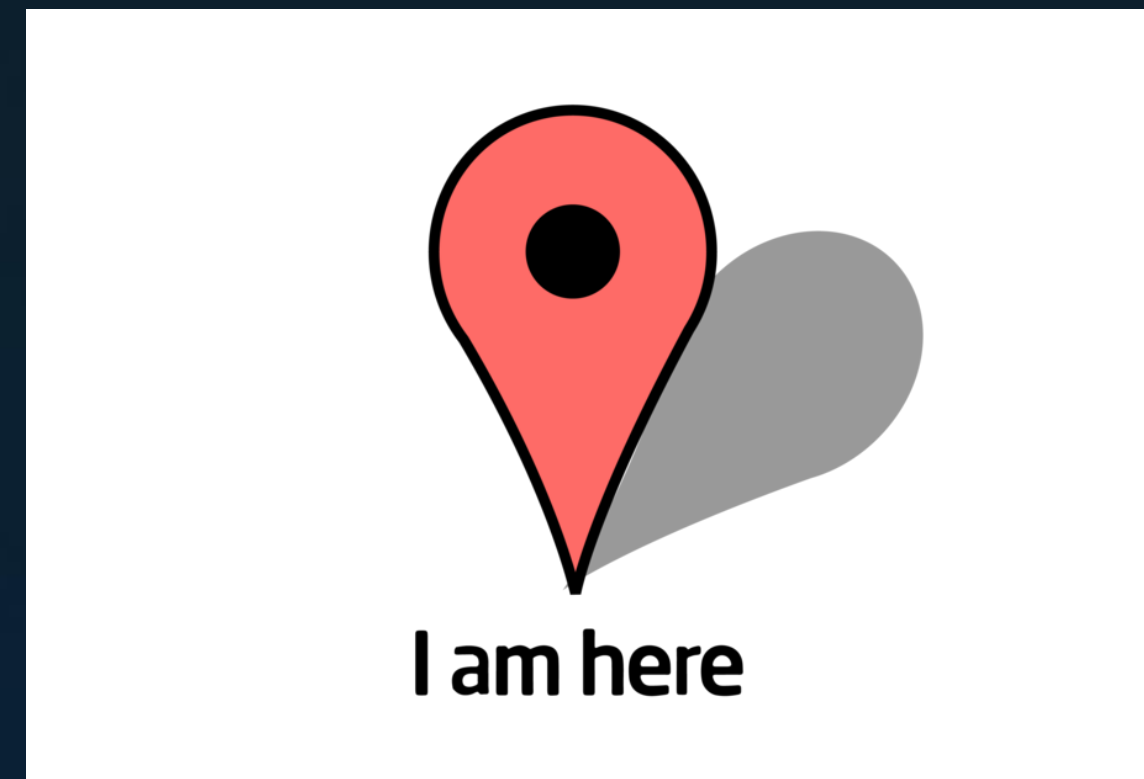


Break everything!



Gameplay

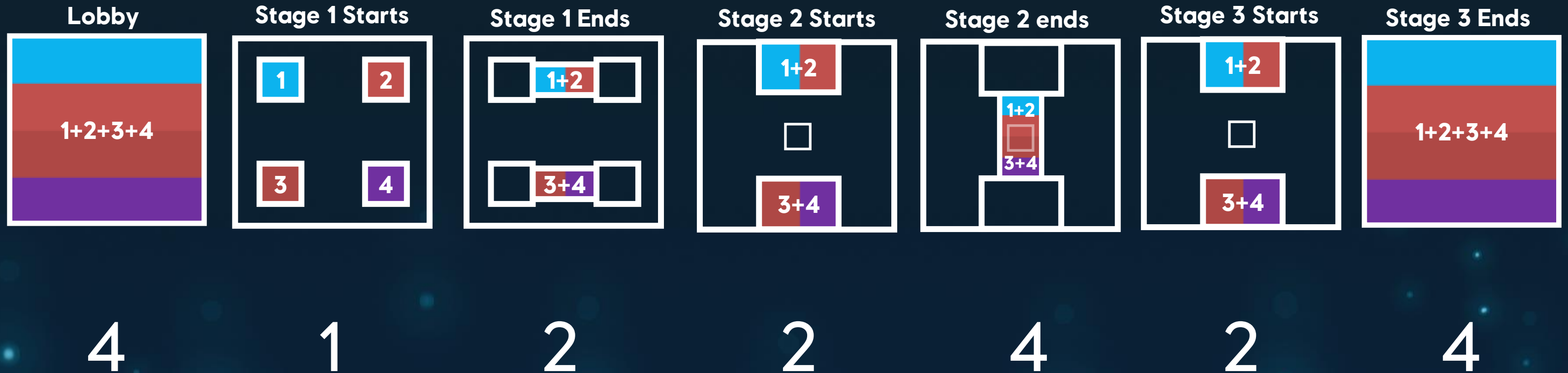
Presence is not enough!
Interactivity is key.



Multiplayer only !



Staging the multiplayer

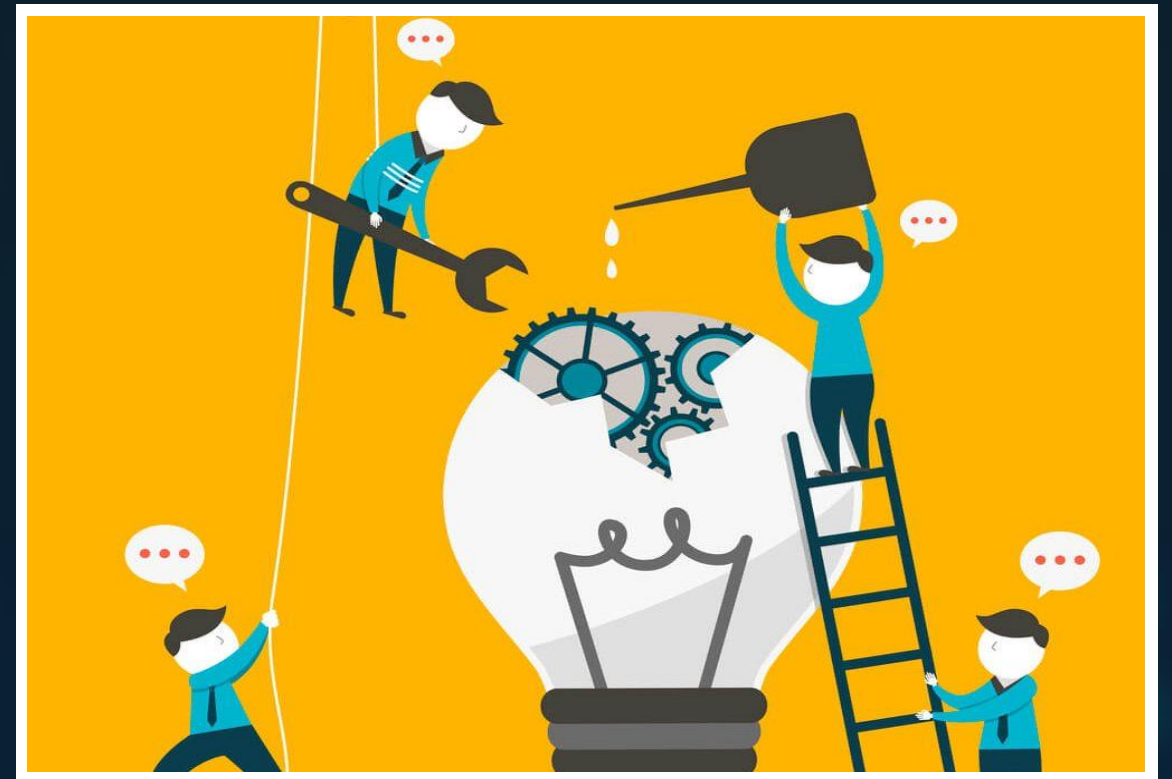


Players together

Rule:
Keep line of sight



Strong collaboration



Rule:
You cannot solve
the game on your own



You have to talk to one
another



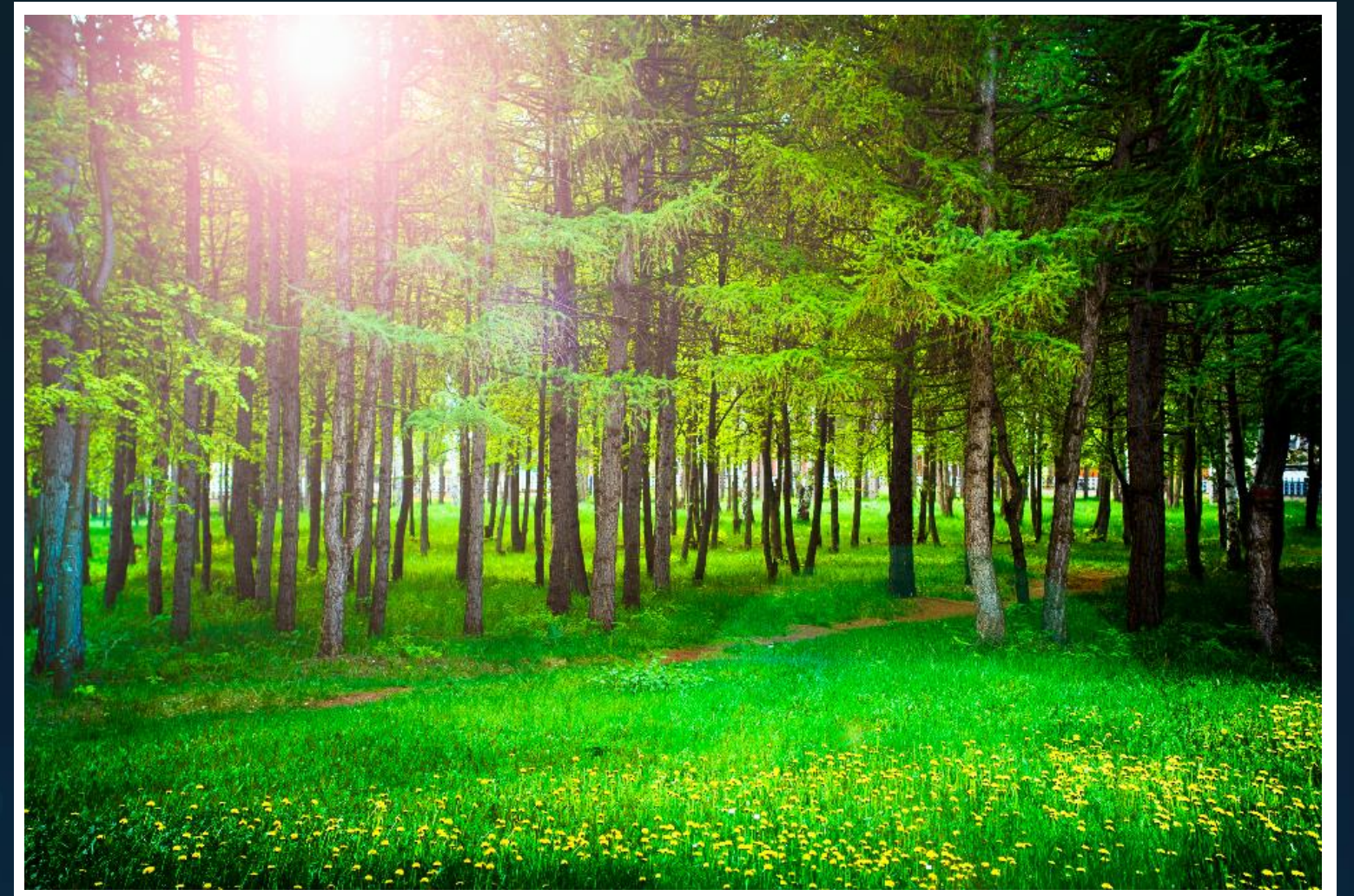
Accessibility

You have
a full body avatar





We want to be as natural
as possible



Tutorial for grabbing

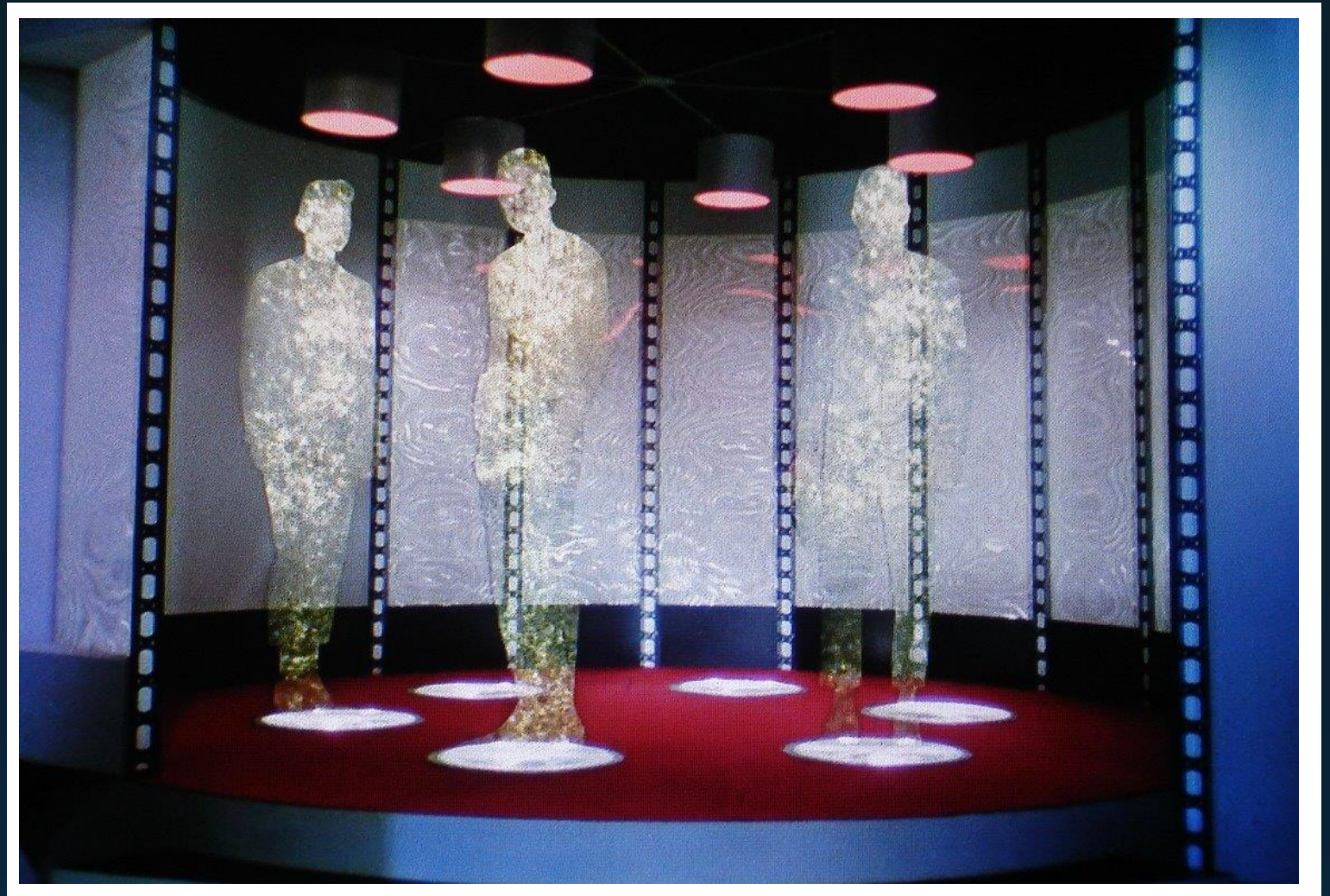
Talking, Walking, Bow Shooting, Climbing

No need for tutorial!

A moving platform which
travels with you



You can teleport



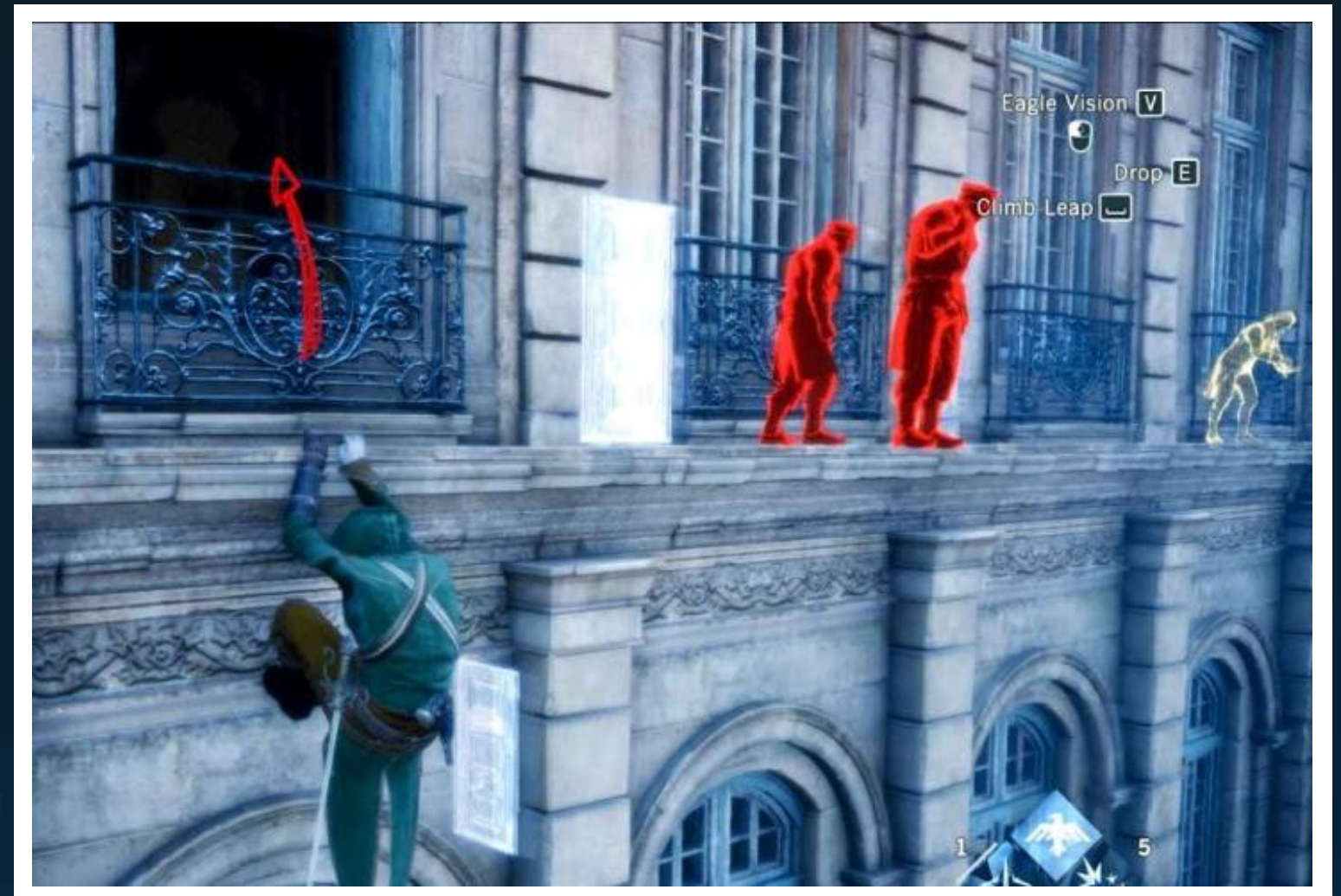
1 button controls vs standard VR controls



60 minutes



Help System Eagle Vision



Development

Playtest & Measure





Iterate !



MAINSTREAM

Room Scale
Natural movements
One Button Controls
In-game help system

IMMERSIVE

More than Presence
Scale! Larger Than Life
Avatars - Dress Up before you play



MULTI-PLAYER

You cannot resolve it on your own
Always seeing each other
Staging the multiplayer

SCOPE

60 mn Max

TECH

High-end devices
Operator & tools

Questions ?

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We are recruiting jobs.ubisoft.com
@Ubisoft and @Ubisoft Blue Byte for VR!!
Come to our booth **West Hall Floor 2**



Düsseldorf



 **MERCER**
#6 Best City in
the world for
quality of life



#2 Biggest
Japanese
community in
Europe



#1 Karneval
& Bier in
Germany

