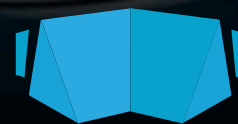
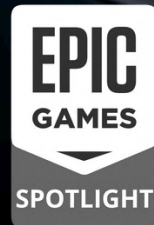




SVAIY ART VR

2020
SINCE



VR/AR
ASSOCIATION
MEMBER



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.

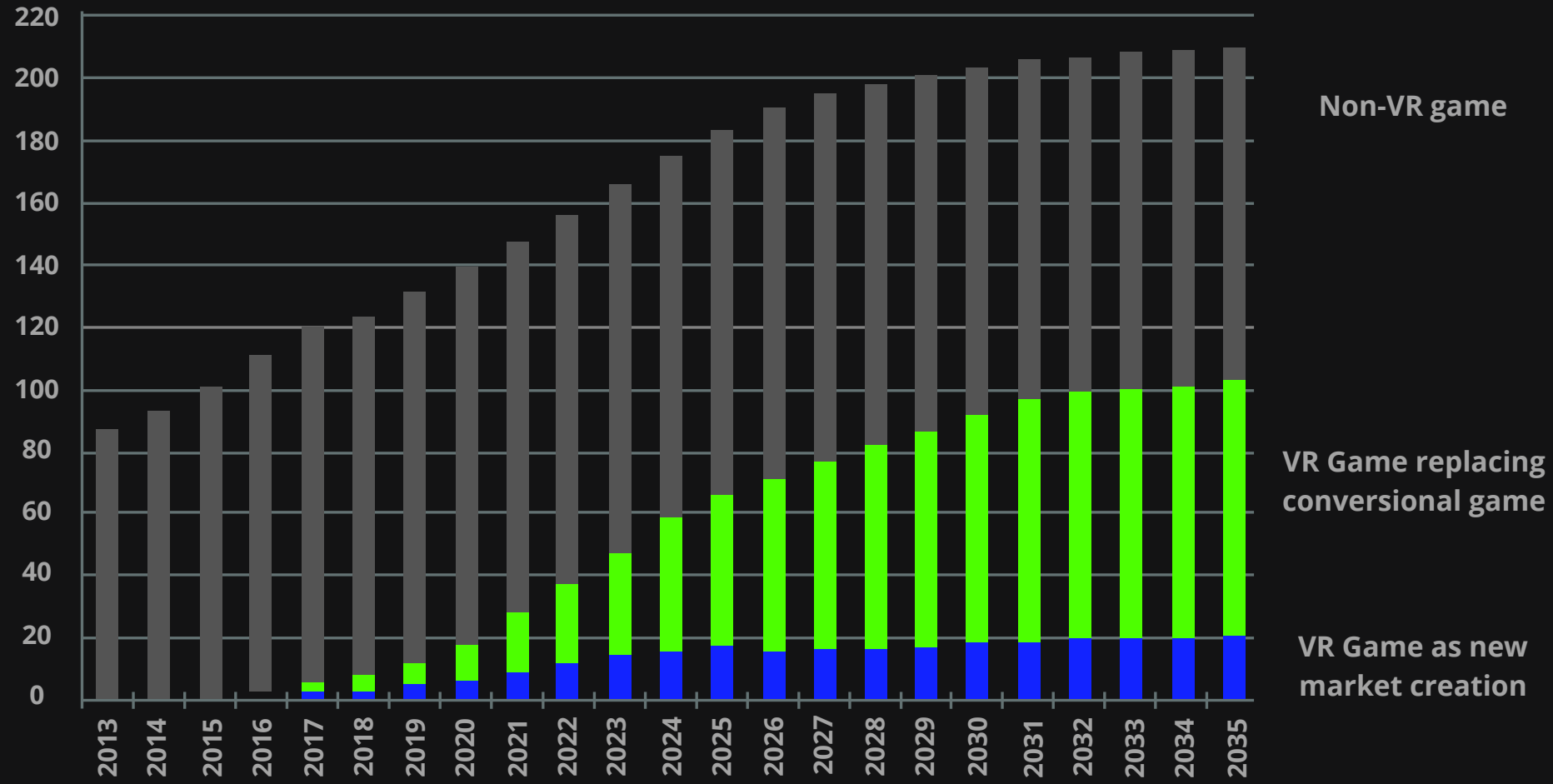
AND THE BEST WAY TO CREATE ANY REALITY IS TO USE **VIRTUAL REALITY**

- **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.



(US\$, Billions)



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 Svaiy 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

 [DETAILED CASE STUDY](#)



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

WEEK OF MAY 18

NEWS & COMMUNITY



Description:

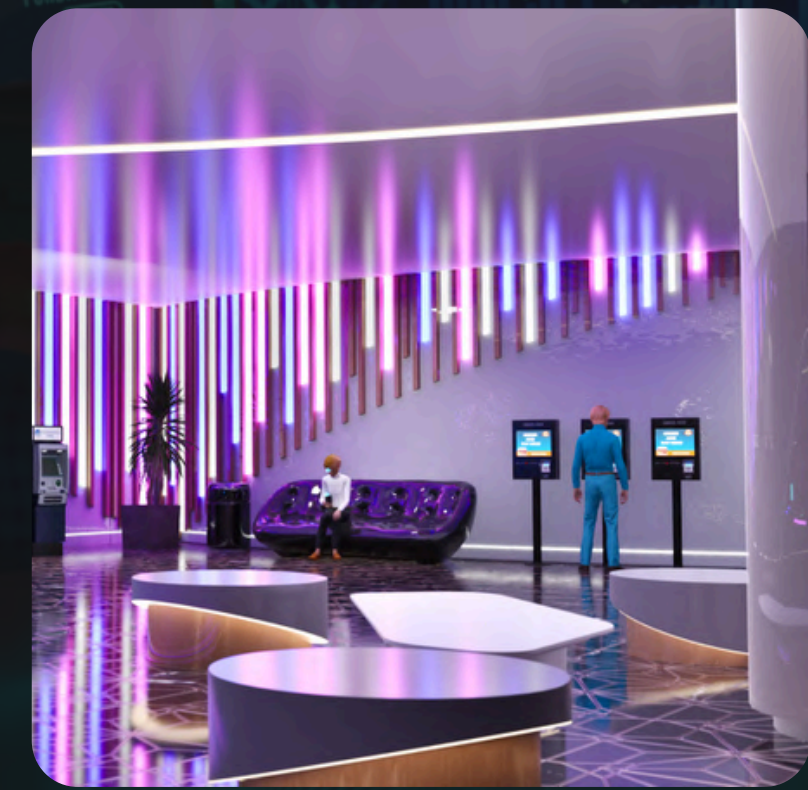
The main goal was to create a VR game / Metaverse with a blockchain ecosystem. A digital market where people can buy goods and track birge in real-time.

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.

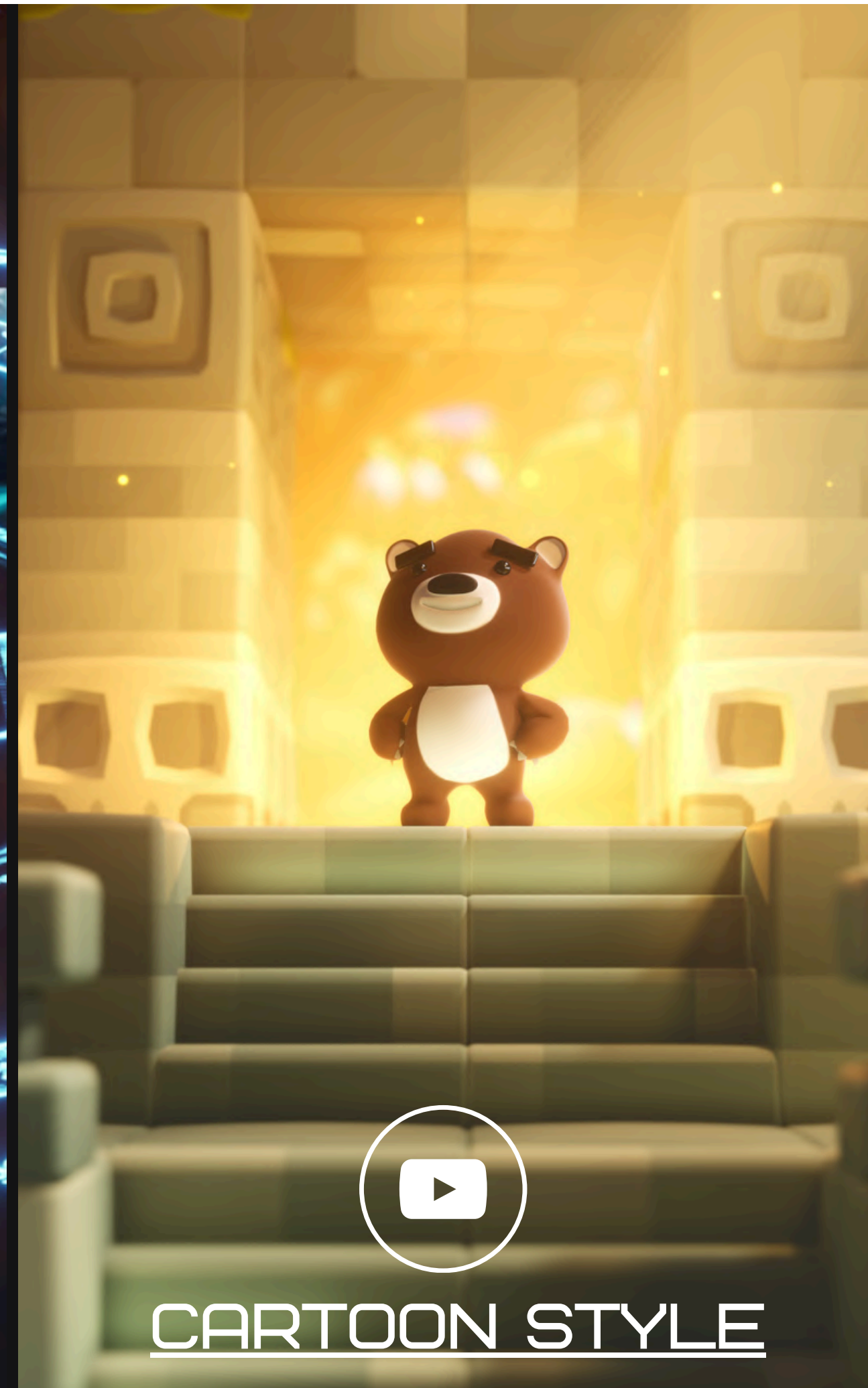


PROJECT DEMO VIDEO



360 VR VIDEO



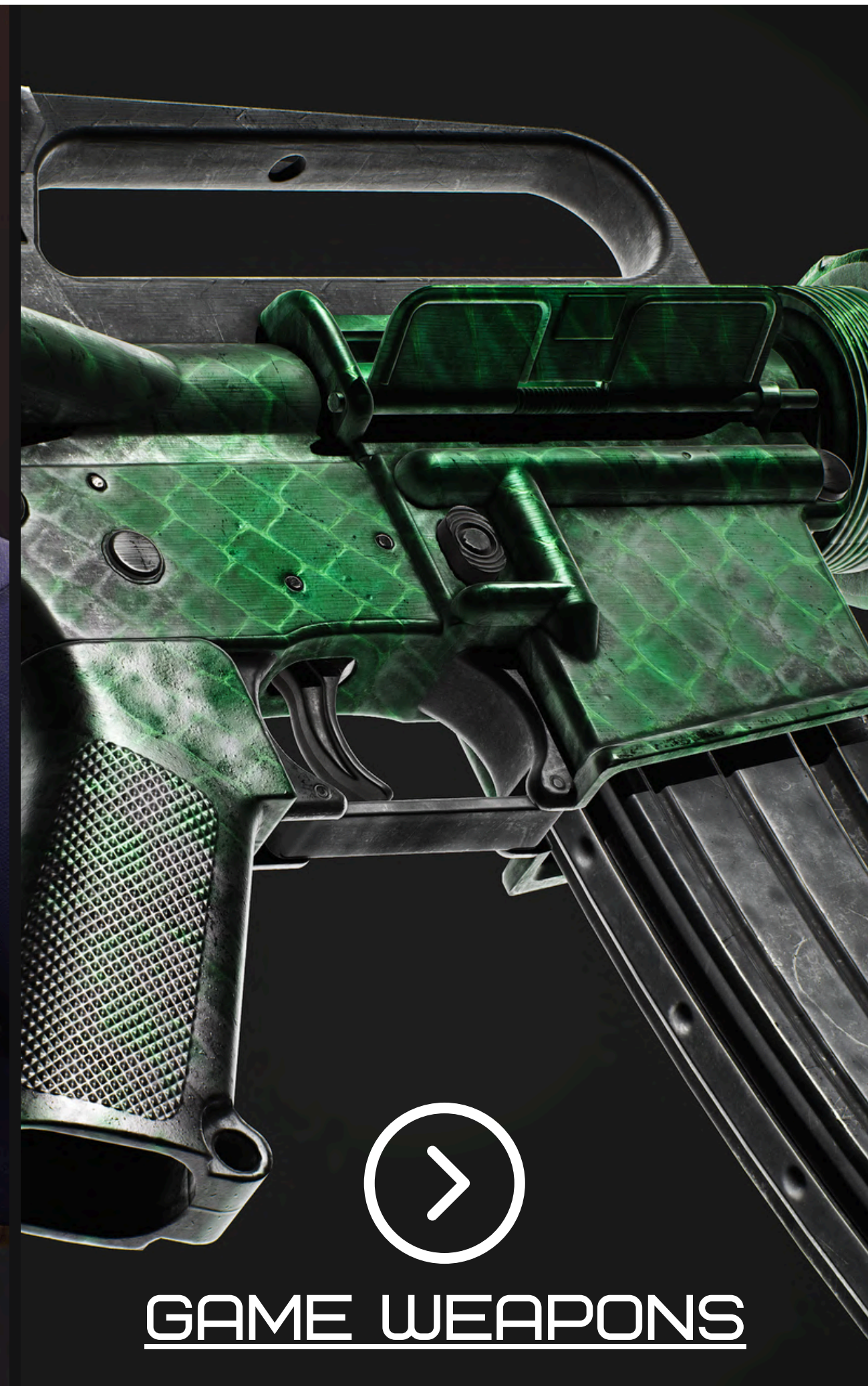




LEVEL DESIGN



3D CHARACTERS



GAME WEAPONS

COMPETITIVE ADVANTAGE

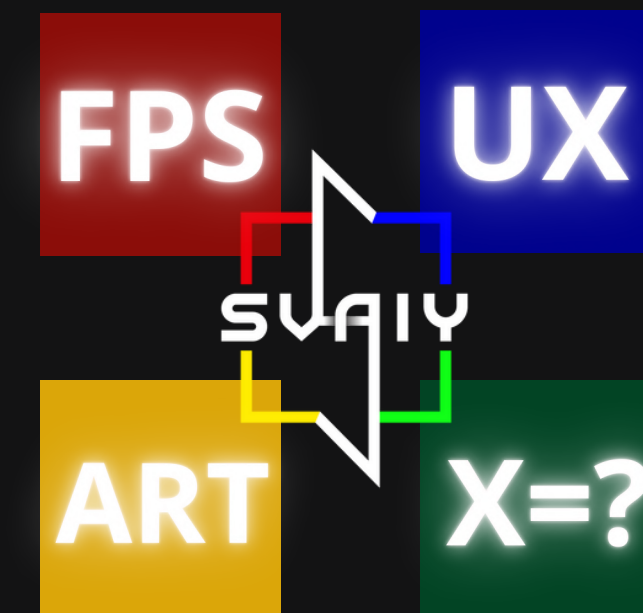
What sets SVAIY ART apart from the competition is not just our unique blend of technical prowess, creative vision, and operational resilience, but also our deeply ingrained company ideology.

- **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

Linktree*

REPUTATION



SVAIY ART INDUSTRIES
Innovative Digital Studio

-WEBSITE-

YouTube

ArtStation

DeviantArt

Dribbble

LinkedIn

Medium

Reddit

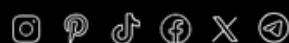
Visit our creative assets and tools

Unity Asset Store

Epic Games Store

GET IN TOUCH

WE HELP YOU CREATE YOUR OWN REALITY



Upwork
TOP RATED PLUS

Clutch
★★★★★

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

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

SVAIY ART VR/AR Gamedev Company | 3D Services ⚡❤️

5.0 ★★★★★ 4 REVIEWS

VERIFIED

Service Focus

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

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

Visit Website View Profile Send Message

Vadym L.

Lucca, Italy - 12:41 pm local time

Available now

100% Job Success Top Rated Plus

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 Watch time (hours) 22.2 Subscribers +25

201 Subscribers 113 Views - Last 48 hours

Dashboard Content Analytics Comments Subtitles Copyright Earn Customisation Audio library

Realtime

201 Subscribers SEE LIVE COUNT

113 Views - Last 48 hours

DRONE SELECTOR | 3D CHA... 21

Metadex demo 11

DUBAI ON MARS | TRAILERS... 10



VR Experience Design & Dev for Immersive Experiences Co

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@svaiy.art



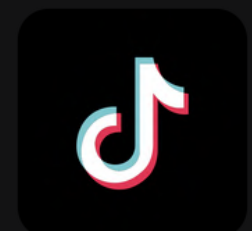
www.svaiy.art



<https://www.youtube.com/@svaiyart>



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



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



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