

REVERA



EMPOWERING REAL LIFE



**Who
we
are**

SCIENCE, CULTURE AND AN ADDICTION TO THE VISUAL PERFECTION OF EXPERIENCES

REVERA is a young start-up born from the world university of research in the field of Extended Reality (Virtual, Augmented and Mixed Reality), with roots methodologies in the fields of psychology of perception and of the Sociology of cultural and communicative processes. REVERA's goal is to bring in the products of scientific and cultural communication and dissemination immersive experiences with an approach to visual quality and narrative currently practiced only in the world of gaming. The experiences that we design arise from analysis and study of the target markets, also with reference to the development of action research processes linked to products and processes of cultural enjoyment and scientific and technological literacy through immersive technologies. The search for perfection in photorealism goes hand in hand the objective of excellence in terms of the proposal artistic-narrative of entertainment products, thanks to the involvement of qualified partners in the audiovisual and art production.



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MULTIDISCIPLINARITY, RESEARCH AND MANAGEMENT BY PROJECT

REVERA doesn't just produce immersive experiences. Thanks to heterogeneous origins of professionals and researchers who collaborate with the team, REVERA presents itself as the leader of integrated projects taking care of both the design and application part and the supply of technologies and the organization of processes implementation of experiences in various contexts of use. Specifically, we are able to produce projects with values multiple communicative and experiential ones, taking care of:

- the planning, design and implementation of experiences;
- the creation of narrative products related to experiences immersive thanks to the collaboration with authors and directors established nationally and internationally;
- the production of audiovisual materials of the highest level qualitative for communication and dissemination of each project;
- the conception and project management of events related to productions of immersive experiences;
- the organization of service and device supply processes for the use of virtual, augmented and virtual reality experiences mixed.



The team

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VIRTUAL REALITY PRODUCTION

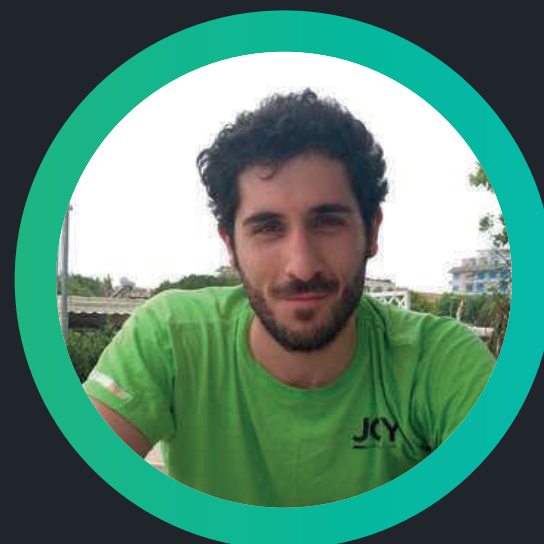
CONCEPTION AND DIRECTION OF THE EXPERIENCE AND OF THE FORMAT

CONCEPT AND PROJECT MANAGEMENT OF DISSEMINATION EVENTS AND CULTURAL COMMUNICATION AND SCIENTIFIC



MATTEO SIRIZZOTTI

Founding member of REVERA, he is a computer engineer expert in Embedded Machines Learning, and specializes in the field of digital manufacturing with a direct master's degree from MIT. Head of the Virtual Reality laboratory of the University of Siena, thanks to combination of the skills of a unity developer and digital manufacturing expert and embedded programming, he is among the few professionals in Italy capable of designing and create custom hardware to integrate into virtual reality simulations.



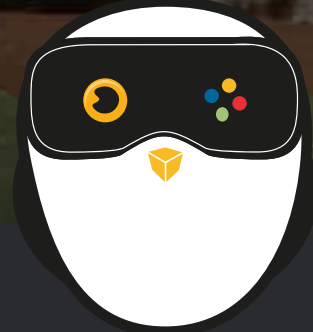
GIANLUCA ROTONDI

Co-founder of REVERA, graduated in Sound Technologies, active in the world of sound for years multimedia with an extreme passion for physical computing, he is an expert in graphics 3D, audio, video, VFX and software development. After working for several productions cinematographic, he dedicates himself to 3D and virtual reality by applying his skills acquired in the cinema to the virtual world. From 2021 he will join the research center of the University of Siena at the DISPOC.



FIAMMETTA PILOZZI

Sociologist of communication, she teaches Sociology of cultural and communicative processes at the University for Foreigners of Reggio Calabria and since 2007 she has been involved in research and production of projects and events in the field of cultural and scientific communication. She was an expert for the MATTM in the field of communication and organization of events for the scientific dissemination and ecological literacy. She direct the Research Center of Magna Grecia Foundation, where she coordinate action-research on the development of the South of Italy and communication and promotion of the cultural heritage of Magna Graecia. In the 2019 she was project manager of the health literacy event Stop Ictus, with which she won the FORUM PA SANITÀ 2019 award. She is the creator of the ALLCONTROCOVID project.



our projects

THE MAGICAL DESERT ALULA



Revera

Alula is the first declared archaeological site in Saudi Arabia UNESCO heritage. REVERA, on behalf of the Government Saudi, has produced a VR experience to visit the part most important of the site, using a narrative model inspired by the literary forms of magical realism. The objective is to lead the visitor into a dual dimension: discovering and coming into contact with concreteness and the material consistency of the place and experience the sense of magical, thanks to the viaticum of guiding characters.

ALULA



Rocks, sand, water, engravings and indoor spaces which depict local homes. Everything yes manifests and transforms, enriching the experience of the visitor's avatar in the various areas of the site. The perfection of photorealism is been brought to its maximum yield.

ALULA



ALULA





ALULA

HISTORIC VILLAS OF ITALY VILLA DI GEGGIANO



Revera

The Villa of Geggiano, included in the Residences circuit historians of Italy, belongs to the Bianchi family Bandinelli since 1527. Just 6 km from Siena, the villa it dominates the Chianti hills and hosts an extraordinary Italian garden and ancient cellars that can be visited. The villa is it was the summer home of Vittorio Alfieri. Here the poet he staged his works, in an extraordinary way natural amphitheater, a valuable element of the park, still working perfectly. Revera made the site visitable in VR, reconstructing with fidelity and precision the main environments, allowing visitors to enjoy the beauty and atmosphere unique to the place, to live a very high experience emotional level.

VILLA DI GEGGIANO



VR MODEL

PHOTO

WIREFRAME



VILLA DI GEGGIANO

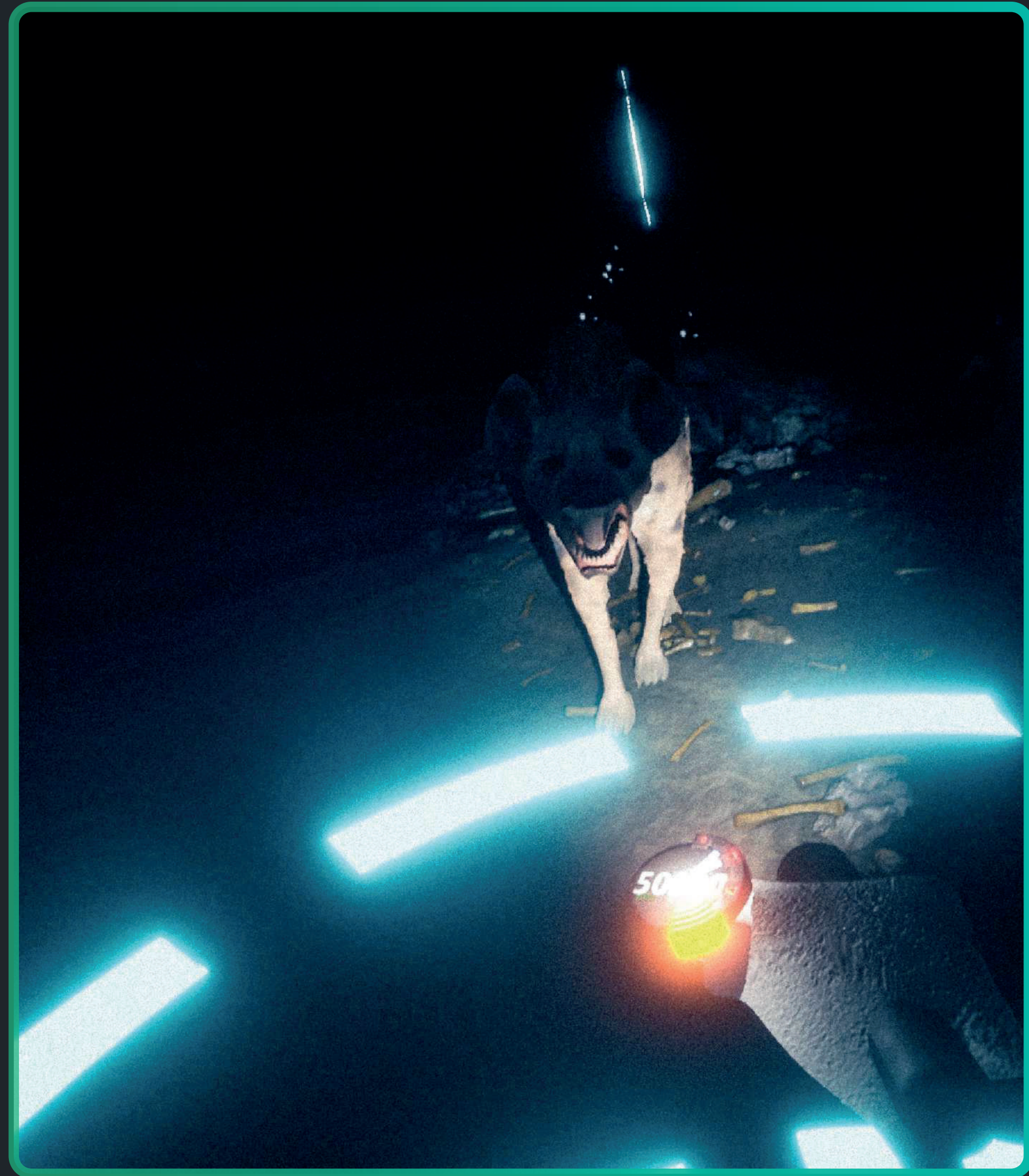


A NEANDERTHAL MAN'S CAVE GROTTA GUATTARI



Revera

On February 24, 1939, some workers hired by Mr. Guattari to perform work on his land, they found the skull and some remains of a man of Neanderthal, perfectly preserved. In the following years the remains of 9 other men, dating back to the current period 50,000 to 100,000 years ago, and of numerous animals: deer, roe deer, fallow deer. REVERA has built an experience immersive in VR through which the user has the opportunity to visit the cave, observe the remains and meet some animals that, in the virtual experience, they come back to life.



GROTTA GUATTARI

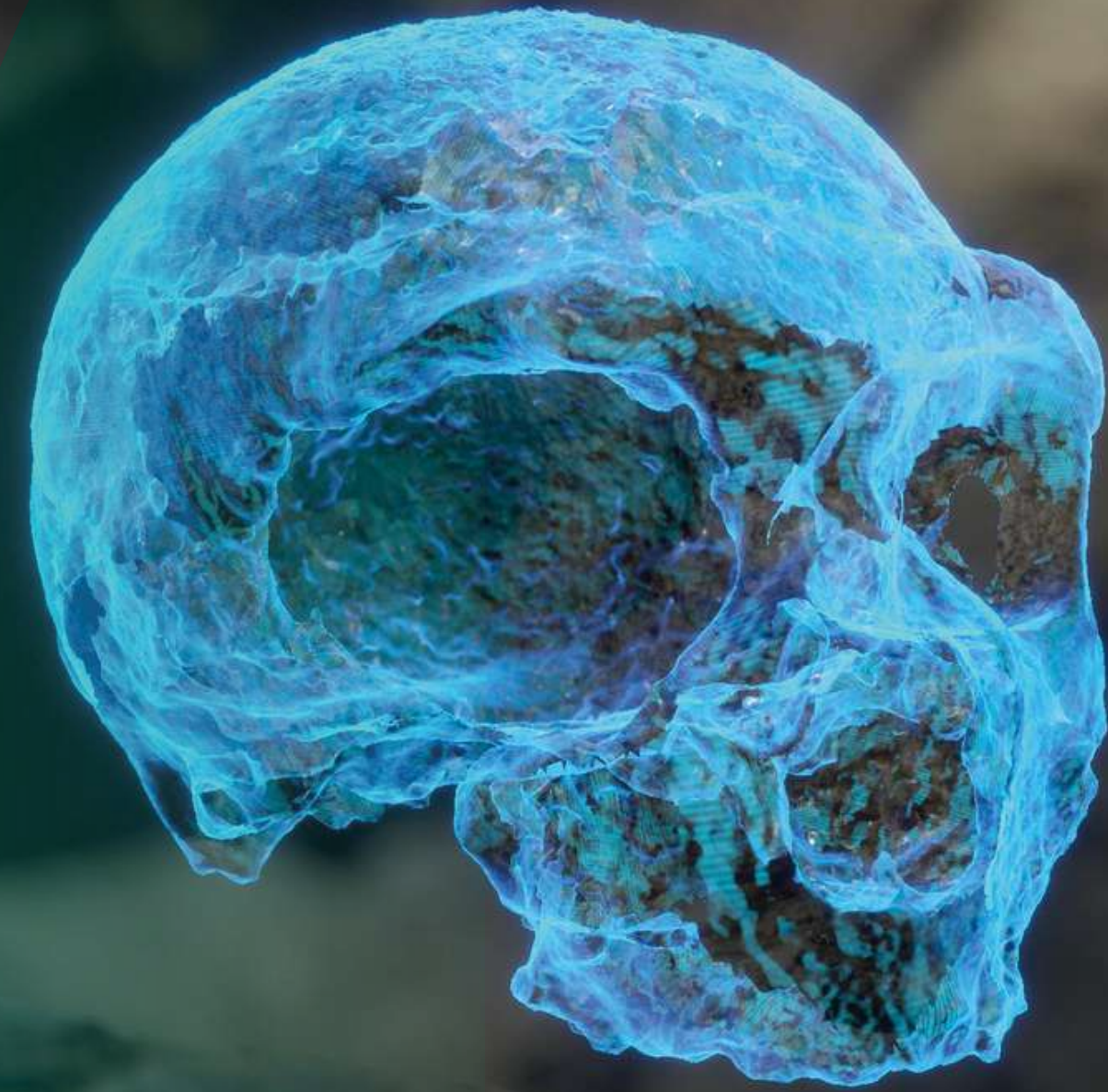
GROTTA GUATTARI

GUARDATI
ATTORNO E
CERCA LE AREE
IN EVIDENZA PER
SCANSIONARE IL
PALEOSUOLO





GROTTA GUATTARI



The reconstruction of virtual environments, carried out punctually and faithfully, represents a valid pearl test final configuration of the routes intended for users.

In addition to representing a tool communication, the product of reality virtual represented an element useful for designers busy with work to secure the site archaeological, in order to verify lighting, feasibility and effectiveness of the solutions identified, to guarantee a completely safe route and accessible to visitors and operators.

THE VIRTUAL EXHIBITION ARTURO CIACELLI



Revera

Arturo Ciacelli, together with Balla, Boccioni, Dottori, Severini, Marinetti, it is among the greatest exponents of Futurism Italian. REVERA designed and implemented a virtual exhibition, parallel to the actual exhibition, hosted at Palazzo Gottifredo, in Alatri. The VR experience has allowed the visitors to experience a double emotion: admiring the paintings and, at the same time, visit a palace medieval outside the tourist circuits anymore consolidated, rich in history and extraordinary beauty.

A virtual fair environment with various booths and a character. In the center, a tall, white, stylized figure holds a circular sign with the FISAR logo (a cluster of yellow circles) and the text 'FISAR MIANO DUOMO'. To the right, a character with dark hair, wearing a black top and a green skirt, stands looking at a booth. The booth has a large sign that says 'LE CORGNE' and 'V-EXPO' with a large pink 'VE' logo. Below the logo, there is text: 'The best VR events platform. We create 3D virtual spaces for B2B and B2C trade fairs, conferences and events. Create something unique, transform your live events into a new experience made of virtual pavilions, booths, conference and webinar halls and much more.' The background features a ceiling with several bright, oval-shaped lights and other booths with various displays and signs, including one for 'ICARPINI' and another for 'dior'.

THE VIRTUAL FAIR V-EXPO



Revera

V-Expo is a platform for enjoyment of virtual trade fair. A virtual fair it works like a real fair: it allows users to visit the stands of exhibitors, to interact with them, to get to know them new people and attend live events of speakers and guests. The multiplayer platform developed by REVERA allows organizers to configure the fair according to your own needs and, to the exhibitors, of customize your stand. The collected information is processed in runtime, to generate the visitable world as if it were a real thing metaverse.

V-EXPO



The system allows data tracking relating to the behaviors and interactions of users at the fair, to provide useful information to event organizers and exhibitors who participated in the event by purchasing your own virtual stand.

ACQUIRING KNOWLEDGE THROUGH EXPERIENCE CONCRETE OF SPACES AND PROCESSES VR TRAINING



Revera

Together with partner SIMULA, REVERA designs and develops VR training courses regarding safety at work and professional training, designed based on specific needs of individual customers. Spaces working, process workflow, dynamics of interaction: everything can be learned with greater effectiveness and efficiency through VR experiences, which, moreover, allow measurement and constant process monitoring learning, both in progress and as output.

VR TRAINING





VR TRAINING

**GAMIFICATION AND REALITY
INCREASED FOR EDUCATIONAL**

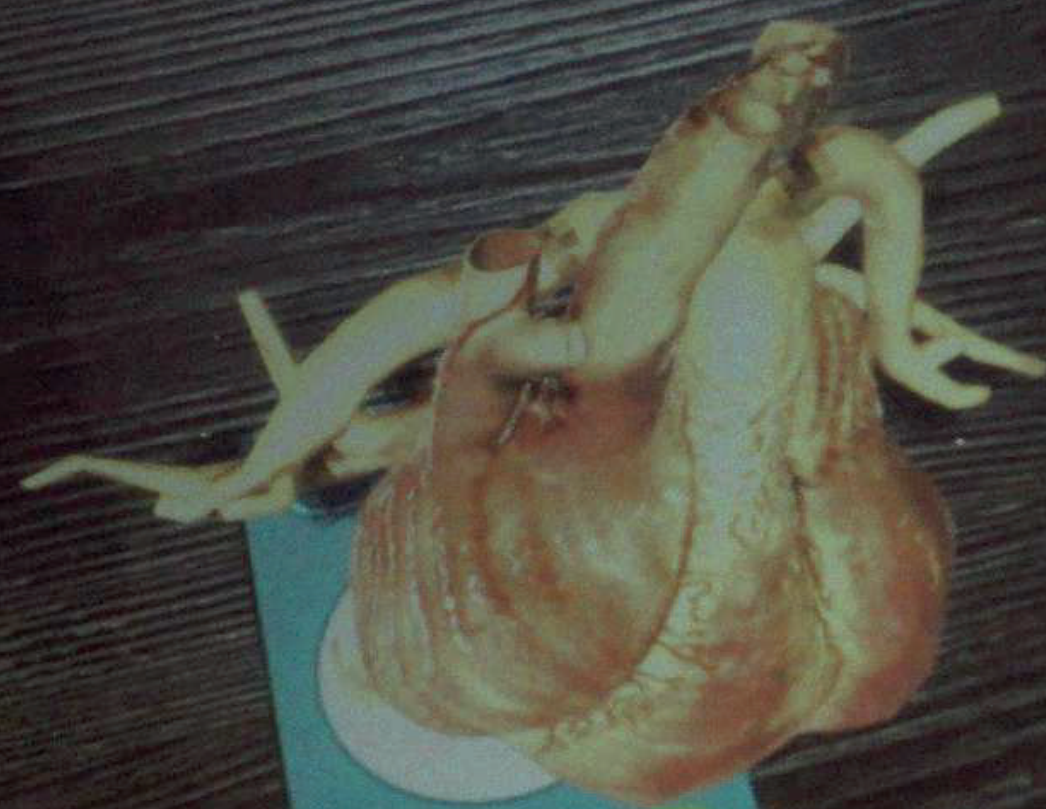
IL MUSEO DEI BAMBINI



Revera

You learn by playing. In collaboration with the Children's Museum of Rome, REVERA produced an Augmented Reality experience connected to a special card game, created to guide children to discover the body human. Organs, cells, antibodies and viruses come to life, framing the playing card with your smartphone. This mode of learning allows you to excite and surprise, resulting in great fun.

Revera



Battito cardiaco



Battito cardiaco



BATTITO CARDIACO

IL MUSEO DEI BAMBINI

IL MUSEO DEI BAMBINI



MIXED REALITY USE REAL OBJECTS IN VIRTUAL SIMULATIONS



Revera

We are building a prototype of VR micromanipulator for the laboratory assisted reproduction of the University of Siena. The most expensive machines are difficult to access for operators they require training phases and succeed to simulate the learning process through a mixed reality experience trains the operator without making him miss the manual training required by instrument.

CARING TREES La natura si fa arte

Ospedale Isola Tiberina



Revera

Revera took care of the creation of the tree-lined walls covered with antibacterial films on which the figures were printed which depict the skyline of the trees along the Tiber. The graphic patterns were created by designers experts, and will therefore not be standardized graphic elements. The drawings were then digitized and made available for the print. Loudspeakers have been positioned in the CTMRI area and in the Radiotherapy and Diagnostic Imaging waiting room. sounds of nature. everything was accompanied by a complete reconstruction of the environments and experiences that can be visited via VR headset.

CARING TREES





ISOMETRIC HACK AND SLASH VIDEO GAME PARTYCLES



Revera

We are developing "Partycles", an isometric hack and slash video game based on quantum mechanics in which the gamer will follow the events of the sub-atomic world by impersonating the protagonist (a neutrino) between clashes and wars against the Gluon and Boson factions, in their race to conquer the universe. In the game, the characteristics of quantum mechanics and the particles themselves provide the foundation for innovative gameplay mechanics for the genre and provide explanations of lore related to story developments, settings and the powers in the hands of the particles.



PARTYCLLES

PARTYICLES





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