



DCMA

WE CREATE VR GAMES

Unforgettable
adventures.

 **PICO**

STEAM® VR

DGMA VR

We invite you
to cooperation

Amusement
parks

Entertainment
centers

VR-clubs

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Our VR attractions are a way to stand out from the competition and offer visitors a deep and exciting immersion in virtual reality.

The games are developed by our studio, protected by patents and fully adapted to the branded equipment. We not only create unique scenarios and designs that stand out from everything on the market, but also have the full technical ability to refine and improve projects at the customer's request.

This approach offers individual solutions and guarantees a quick payback due to high audience involvement.

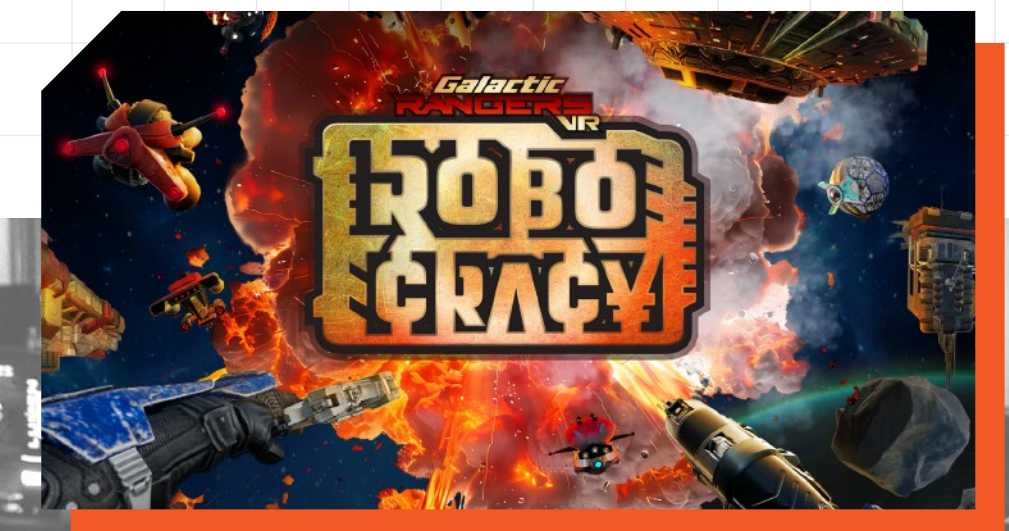


Founders of the VR games market

DGMA Studio was founded in May 2019 by a group of enthusiasts who explored virtual reality in industrial, educational and entertainment areas. The project participants worked in B2B industries, where VR is used as a tool for modeling and training specialists, as well as in the B2C segment.

DGMA is an active participant in the global VR market. The team has repeatedly acted as a contractor for major game releases, and also developed content for VR arenas in more than 15 countries around the world. The studio takes part in international exhibitions: VRAfair (Guangzhou 2019-2025), WhiteNights (Amsterdam 2020)

We design and create highly immersive attractions: from arcade games with multi-level gameplay to full-fledged immersive platforms that combine interactivity, entertainment and technological comfort.





SPACE VR

Game arena
sci-fi shooter

The studio developed and created a gaming attraction based on the classic shooter.

Fight against out-of-control artificial intelligence and save humanity from slavery to machines! Put on a VR headset, become a galactic ranger and go into deep space. Break through robot attacks using blasters, shot-guns, lasers and weapons not for everyone, like in classic arcade games!

The cooperative game mode offers a gaming session for both parents with children and friends. The leaderboard will make you compete for the championship in the "hall of fame", returning players to the arena. The device includes 15 games from two game series, with subsequent updates. The games are combined into a storyline with a total duration of ~ 3 hours of game time.

Game types: **Adventure, TowerDefence, Speed, BossFight**



15IN1

GAME SETS

Galactic
RANGERS
VR

Galactic
RANGERS
VR
ROBO
CRACY

Virtual Reality
Tech stack



Supported technologies



Game controllers - "Blasters*", stylized as space weapons, give the opportunity to feel like a real soldier of the Galaxy.

The games involve more than 10 types of weapons, any of which can be held independently in each hand, thereby creating individual combinations against enemies, making the gameplay exciting.

* The blasters use Pico Motion Tracker 2 and HTC Vive Ultimate Tracker technologies.



Computer configuration

CPU Intel i5 14400F
Motherboard ASUS TUF GAMING B760M-PLUS D4
RAM Sumsung DDR4 2x8GB
M2\SSD Sumsung 870 EVO 250G
VideoCard ASUS DUAL-RTX4060TI-08G-EVO
Power 650W





Full immersion effect in VR

Authentic technological solutions allow the player to immerse themselves in a virtual adventure:

The vibrating floor of the attraction is strictly synchronized with the game events, which creates the effect of deep perception of the game.

5.1-channel **Sound.Around** immerses players in a virtual world using sound and vibration vibrations.

Special equipment simulates the air flow in the gaming space, giving the player additional comfortable sensations.

The high level of work of the company's artists, the amazing depth, realistic depiction of objects and outer space in the game, the level detailing implemented using **Unreal Engine 5** technologies, give a huge advantage compared to most similar game projects implemented on the market recently.



Graphic
stack



Technical description of the device

Precautionary measures

During the game, move smoothly, avoid sharp turns and bends.

If you experience any discomfort, stop the session immediately and contact the staff.

For children aged 7 to 13, the game is recommended only when accompanied by an adult.

If you have chronic diseases, consult a doctor before using the VR headset.

Visitors with cardiovascular problems, as well as those experiencing dizziness or nausea, are not recommended to participate in the attraction.

Game session from 5 to 7 minutes

Options upon delivery

ServiceSubscription

Timer

Ramp

Blasters

One year of free maintenance and updates.

On/off by time

For people with physical disabilities

Special type of controllers



Total power consumption ~3.5 kW

Vibrating floor Power ~200W

Sound flow ~120W

Lighting design ~400W

Dimensions
Width 2.2m
Height 2.5m
Length 6m

Рекомендации для родителей using VR with children aged 7 to 13

- 1. Limit play time**
The recommended play time is no more than 20-30 minutes per day. Take breaks every 10-15 minutes.
 - 2. Accompany your child throughout the session**
Observe children to prevent sudden movements. Monitor the emotional and physical state of the child.
Stop the session if there are complaints of discomfort (nausea, dizziness, fear).
 - 3. Check technical safety**
Make sure the VR headset is correctly adjusted to the size of the child's head. Remove foreign objects from the play area.
 - 4. Monitor the child's physical condition**
After the session, help the child adapt to reality - it is recommended to take a walk in the fresh air and limit physical activity.
 - 5. Consider individual characteristics**
The game is not recommended for children with visual impairments, a predisposition to motion sickness, or cognitive disabilities.
- Remember:**
Virtual reality is a tool that should be used responsibly. Caring for the health and emotional well-being of the child should always be a priority!





10IN1

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Galactic
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DIMENSIONS

Width 2.5m

Height 2.5m

Length 2.9m

SPACE VR

COSMIC RACING

An impressive VR attraction, made in the style of science fiction, immerses players in the atmosphere of intergalactic high-speed racing. The futuristic design with bright light elements and a streamlined aerodynamic shape instantly attracts attention and evokes associations with a real starship.

An exclusive patented mechanical system provides realistic riding dynamics: powerful falls, rises, rolls and vibrations create the effect of real overload - this is how hyperdrive should feel!

Ultra-clear images with a high frame rate combined with six special effects (heat, wind, water droplets, air shock, aroma, vibration) immerse you in what is happening, turning a simple ride into an audiovisual adventure.

The device combines video format and interactive gameplay, providing children and teenagers with not just a show, but a real simulator of participation in a galactic race.

Innovation, spectacle and drive - all in one space device.



SPACE VR

ROBOT DEFENDER

A modern VR device in the form of a futuristic robot with an expressive angular design, illuminated panels and bright LED elements. It instantly attracts attention and becomes the center of attraction in any gaming space - from shopping centers to children's entertainment areas.

The main feature is a fully rotating platform with smooth rotation adjustment from 0 to 360 °. The robot "comes to life" thanks to dynamic lighting and animation accompanying the game-play, creating the effect of full presence.

The player finds himself in the role of a pilot of a protective combat robot and enters into exciting battles with enemies in the virtual world, shooting with 4K HD accuracy. Simple controls and adaptation to a children's audience make the device safe, understandable and at the same time exciting.

"Robot Defender" is not just a VR game, but a full-fledged children's attraction of the new generation, combining interactivity, entertainment and safety.

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GAME SETS

