monsarrat

AR vs. VR

Virtual Reality

In Virtual Reality, your view is completely covered by a VR headset, and you're presented with a 3D virtual world. VR devices have many pixels, a stunning resolution, which gives an "immersive" feel, like you're really there.

There's definitely a place for VR in entertainment, but it's impossible for your body not to notice the truth: you're sitting idle in a chair, in a dark basement, and can't even see your mom when she comes down to bring you cookies. It's graphically spectacular, but incredibly isolating.

Augmented Reality: Phone

In AR, you don't need to buy a headset. Our games just run on your phone. Check out some people who called it the "best innovation at the show" at Augmented World Expo.

It's true that your phone has less resolution (fewer pixels) than a VR headset, and graphics quality is important to video games. But it's not like graphics resolution is *the only* or even *the most important* factor in games. What about gameplay, player interaction, and storytelling?

Our games don't separate you from life. They connect you to life. They also have immersion, but of a kind that's better than VR: *you're walking in the real world*! Wow, it feels really real that you're surrounded by sunlight, open sky, trees, grass, and birds. You could pet a stranger's dog, buy your mom a gift, take photos of the sunset, or make a friend who could change your life. Your real life.

There's nothing wrong with VR. Just don't tell us that AR is inferior. In fact, even though AR is a newer technology, Pokémon Go and other AR walking games have already earned $10 billion, not to mention all other AR apps. VR apps don't earn as much.

Augmented Reality: Glasses

You don't need AR glasses to play our game, but Landing Party is now available on XREAL AURA wired XR glasses, on Android XR! See video.

XREAL co-founder PJ Jin called us "the best AR game I've ever seen."

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