

# Revolv Augmented Reality

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*Herbard VIII von Auersperg 1528-1575  
Part of an exhibit for the Ljubljana city museum*

At revolv-ar we believe it is now possible to revolutionize the museum and heritage site experience. Through the implementation of seamless object and location based augmented reality, these institutions can reclaim their leading role not only in the field of educational experience but in the field of entertainment as a whole. This will manifest both in terms of sheer visitor numbers as well as a leading presence in public discourse for years to come.

Looking at the user experience as the heart of the matter, it is time to start offering a level of engagement that can equal and surpass high budget blockbusters and games. Mobile and wearable technologies offer truly amazing opportunities, and we are rapidly approaching the point where the only limits are our imagination, creative vision, and the ability to tell a moving story.

Our approach is to create truly immersive interactive experiences, seamlessly woven into and around real places and objects, bringing them to life, and allowing the visitor to partake in key historical events, on site, from a personal point of view. The visitor is then able to share these experiences across various social networks etc.

Accessibility and a correct grasp of future developments are also key factors. These are inherent in our creation of interactive object and location based content which is dynamic, both in its ability to scale in complexity between different devices as well as being economically adaptable to any platform or engine, while retaining all valuable user data. The result is a powerful solution ensuring maximum accessibility now with a level of content and user experience that will be maintainable as groundbreaking and influential for many years.