VR MUSEUM

Where Art and History Go Digital

WE MAKE MUSEUMS VIRTUAL!

VRM is studio for production and digitalisation with strong accent on art and culture

vrmuseum.art

VISION

Our vision is to create a groundbreaking virtual museum experience that transcends physical boundaries, offering a dynamic and immersive platform to explore art, history, and culture.

This project leverages cutting-edge technology to provide global audiences with access to curated collections and innovative exhibitions in a fully interactive, digital environment.

STATEMENT

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VR MUSEUM

Online VR enabled space

PROJECT OVERVIEW

The Virtual Museum is an online platform and **VR—enabled space** where users can navigate through uniquely designed virtual galleries.

These **galleries** showcase curated exhibits, featuring specific themes, contemporary art, historical artifacts and digital installations.

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VR MUSEUM

IMMERSIVE DESIGN:

Virtual spaces are inspired by modern architecture, surreal concepts, and audience interaction.

INTERACTIVE STORYTELLING:

Users can explore artifacts and artworks with multimedia content, including 3D models, animations, and audio guides.

GLOBAL ACCESSIBILITY:

Available on web browsers, PC, mobile devices, and VR headsets, ensuring inclusivity and accessibility for audiences worldwide.

KEY FEATURES:

Customizable Galleries.
Visitors can personalize their journey by selecting different themed galleries or curated paths tailored to their interests.

PROJECT OVERVIEW

Immersive design accessible to all

VR MUSEUM

PROJECT OVERVIEW

Content integration with real life

3D AND AR ARTIFACTS:
High-resolution 3D models of historical items or digital artworks allow users to rotate, zoom and explore in detail.

LIVE EVENTS & EXHIBITIONS:
Host live talks, panel discussions, and collaborative art installations with guest creators and curators.

CLICKABLE CONTENT:
Learn about the history, significance, and details of exhibits host. Quizzes, scavenger hunts, or puzzles tied to exhibit themes.

COLLABORATIVE SPACE:
Artists, educators, and historians can contribute content to enrich the museum's collection, creating a global cultural hub.

INTEGRATION WITH EDUCATION:
A dedicated section for schools and institutions to access educational material, virtual tours, and workshops.

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⬡ VR MUSEUM

- Art enthusiasts and collectors.

- Educators, students, and researchers.

- Gamers and VR/AR technology enthusiasts.

- General audiences seeking cultural experiences from the comfort of their homes.

TARGET AUDIENCE

VR MUSEUM

TECHNOLOGICAL FOUNDATION

Platform:

Unreal Engine 5 for PC, VR environments,
WebXR for web-based interactions.

AR/VR Compatibility:

Oculus, HTC Vive, and mobile platforms.

3D Modeling Tools:

Blender, Z brush, or photogrammetry for artifact
digitization.

Technology Stack:

Cloud servers with dedicated hardware optimized
for VR streaming experience.

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REVENUE STREAMS

Funnel of revenue integration

Memberships and Subscriptions:
Access to premium content and exclusive exhibitions.

Event Ticket Sales:
Virtual tours, workshops, and live events.

Sponsorships and Partnerships:
Collaboration with brands, institutions, and artists.

E-commerce:
Virtual gift shops selling digital art, NFTs, and merchandise.

Educational Licensing:
Schools and universities subscribing for content access.

VR MUSEUM

Join us in bringing this vision to life!

Whether as an investor, collaborator, or supporter, your contribution will help build a virtual space where art, culture, and technology converge.

Together, we can redefine how the world experiences museums.

CALL
TO
ACTION

CONTACT

For inquiries or to support this project, please contact:

office@vrmuseum.art

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Thank you!