Get the entertainment to the MAX!

COVID-19 and its disastrous impact

⬡ The global economy has been affected by the pandemic.
⬡ Too many companies have filed for bankruptcy, and this has affected large companies, not only small enterprises Smart businessmen has turned to out-of-the-box methods, those that appear when in trouble! Not as a solution but as a chance!

Netflix and other media companies are not alone in seeing the future of consumption in the convergence of content, gaming, and interactive services. In fact, we would go further to say that every company in the future will need to think and act like an entertainer.

Whoa!

Entertainment is the key!

ون كيوب

ONE CUBE

OneCube

A company for operating and developing entertainment projects

Build an entertaining aspect for your project

We provide you with the best, and most

- exclusive,
- modernistic,
- and trendy entaining solutions

With 4 of the best entertainment providers worldwide

DIGICOMM
DIGITAL COMMUNICATION

VR & AR

1st
Brand

2nd

Crafting Technonogy

WALLTOPIA

3nd

Brand

4th

Brand

PAUSA

5th Brand

Your client is going to live an unforgettable experience!

Virtual and Augmented Reality!

Give your experience a farther dimension!

VR

الأوركسترا الافتراضية

VR 360 Stereoscopic Video
Binaural Spatial Audio, Stereographer
London, 20167

We partnered up with the Philharmonia Orchestra to become the first major VR production from a UK symphony orchestra. The film allows viewers to experience the orchestra from ‘the best seat in the house’ – in the centre with the conductor.

MISSION 828

Interactive VR installation HTC Vive

The interactive experience captures key elements from the Burj Khalifa in a thrilling adventure that transforms users into mission operatives who need to foil an impending cyber attack. The experience was built for HTC Vive using the Unity game engine. Designed to be as realistic and visceral as possible, hi -end CG elements were overlaid within real world footage to maximise quality and visual accuracy!

ELFRIDGES AND GARETH PUGH Virtual Reality Experience

Custom Booth, Custom Oculus Rift London
Selfridges commissioned us to produce a virtual reality experience with leading British fashion designer, Gareth Pugh, to be showcased at their flagship Oxford Street Store as part of their Festival of Imagination. We worked closely with Pugh to produce a piece that reflected both his strong aesthetic and an original atmospheric soundtrack by artist Matthew Stone, delivering a multisensory experience

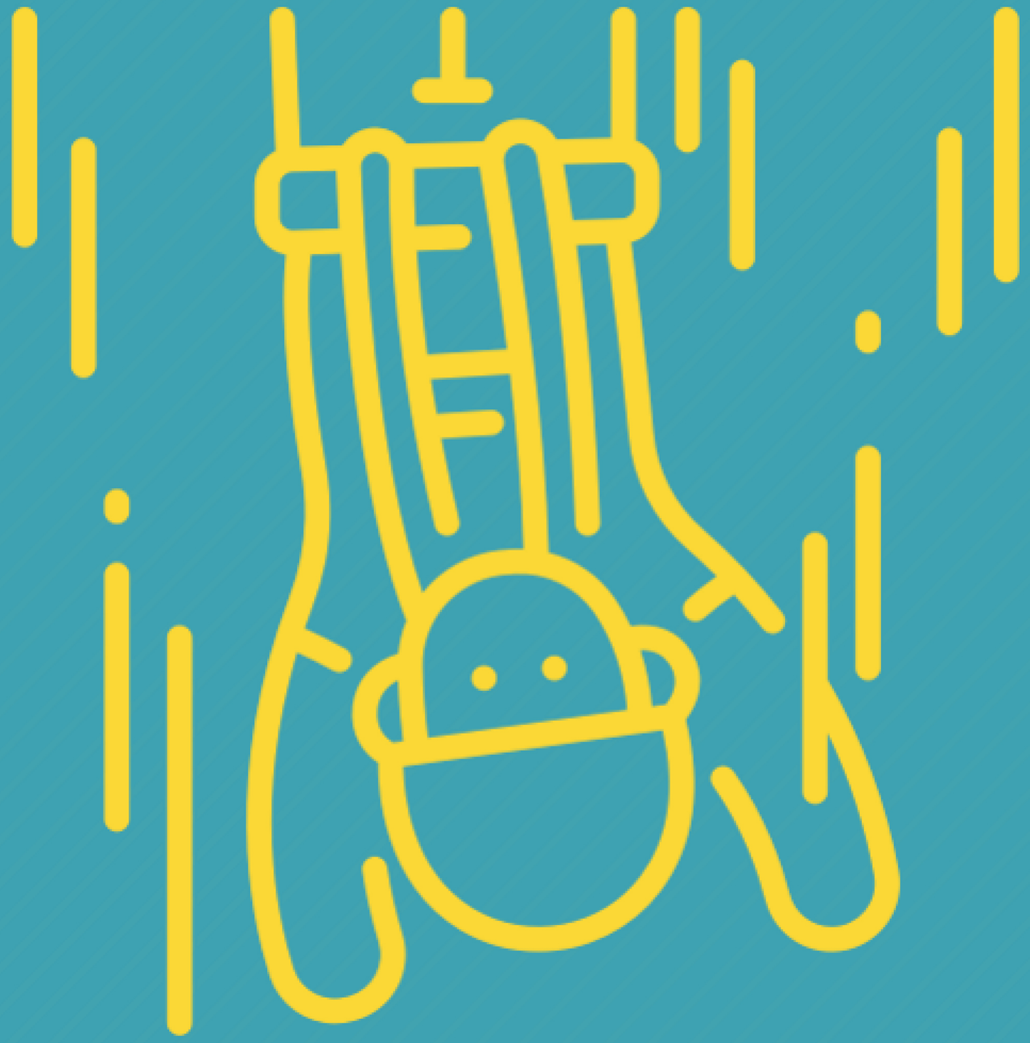
Virtual Reality Zoo (VRZoo)

Dubai Mall Virtual Reality, DigiComm have just completed the first ever Virtual Reality Zoo in the world. The VRZoo at Dubai mall, gives the users a chance to explore and see in their natural habitats, endangered species from around the world in 360. Everything from concept to design to content to execution and implementation was done by DigiComm

THE SHARD | VERTIGO
4D Sensory Electronics HTC Vive Room scale London

Visitors to the 72nd floor skydeck of The Shard are transported to a digitally reconstructed view of the building's original construction site. Suspended at 244 meters, users test their fears by balancing across a narrow steel girder. Beneath their feet they see a great 360 panorama of London's skyline. High- resolution 360 stereoscopic imagery, an ultra - realistic modelling of the building itself, animated models of different parts, DMX - controlled wind machines and 360 positional sounds all contribute to create a multisensory, multidimensional experience

AR



Unforgettable Free fly

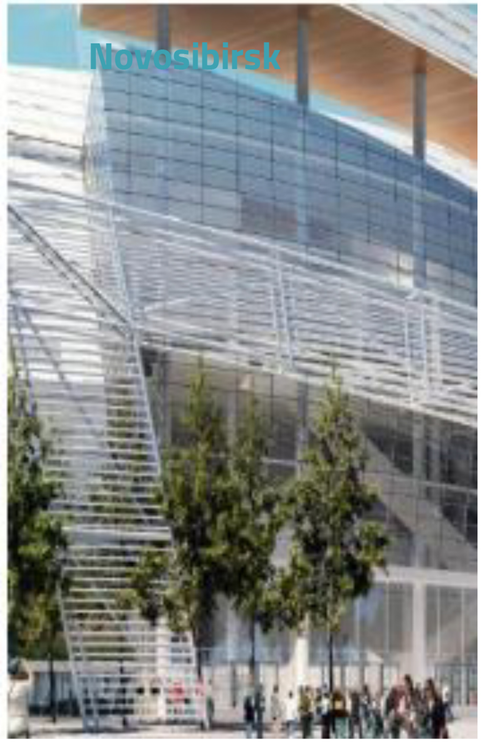
Have fun beyond logic!

U.S. ARMY
U.S. ARMY
TANDEM

FreeFly Technology projects

Kuwait

Novosibirsk



Portugal

Perm
Yekaterinburg

Challenge youreself .. climb

A journey of recklessness,

and enthusiasm!

Climbing walls

And much more ...

Cartoons production

Colors fight areas

Entertainment centers
with different themes

Ski rinks

Candyshops

Beauty spa

Interior design for entertainment centers

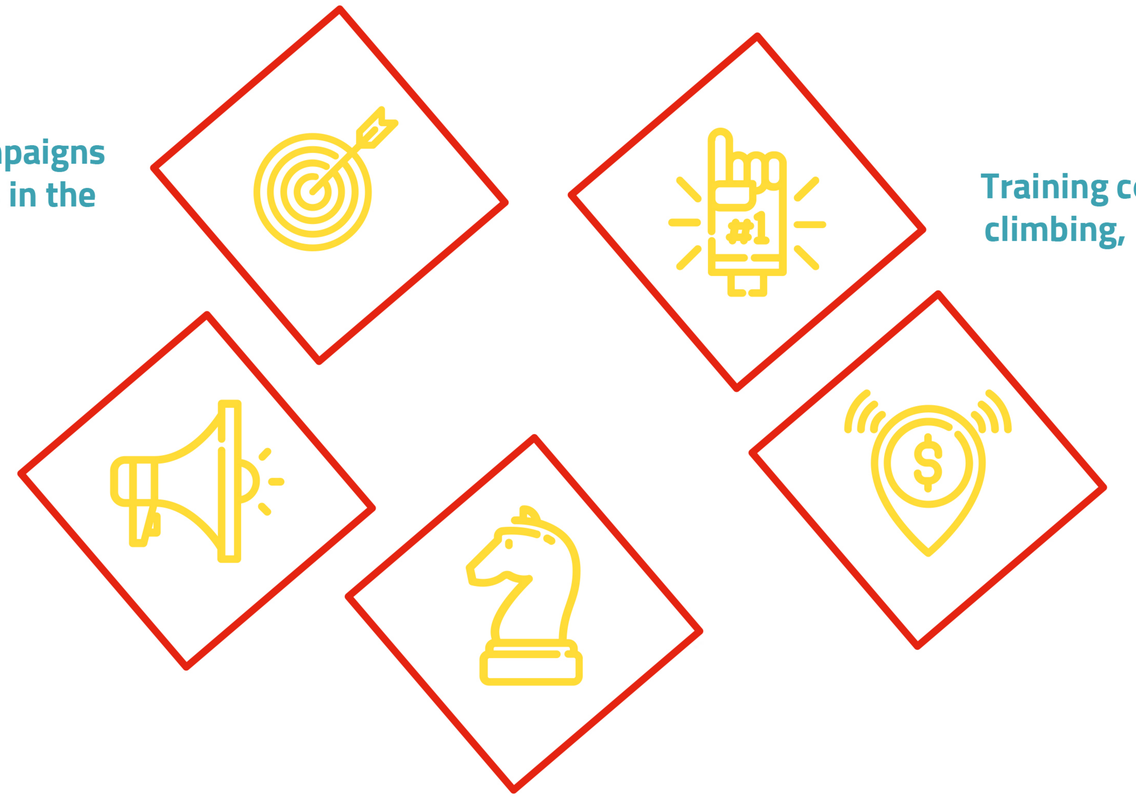
OneCube also provides you with marketing Solutions

large scale marketing campaigns
And engaging influencers in the marketing process

Training courses (ninja, climbing, parachute ...)

Defining your target audience A smart and strategic marketing plan

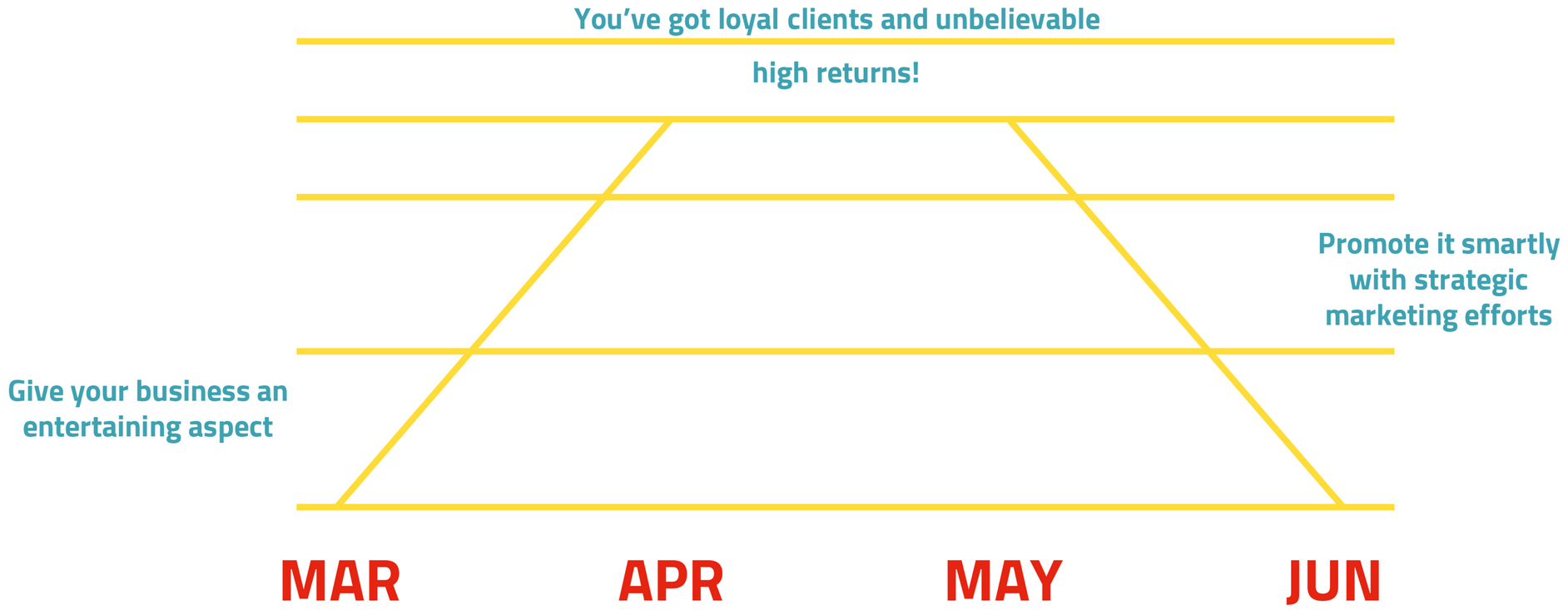
Hosting global events
Making contests
International shows (playing, singing, acting, comedies, dancing)



Promoting and teasing videos
Managing social media platforms

Your journey with OneCube

Poof!



Our strategy stands on three main factors

Entertaining

Giving your project a modern entertaining experience which attracts clients

Marketing

Building a relationship with your customers, expressing yourself more, and interact with them on social platforms

Analysing

Defining your target audience and studying the scene for your special project

Entertainment with marketing efforts can give you a competitive value

ون كيوب
ONE CUBE

Find what attracts your audience in one place

Do you have any questions?

Thanks!