



Universal's Bourne Stuntacular



U.S. Marine Corps' Wave Warrior XR Trainer



Blobkin Blaster

Creative Technologists

- Visual Media for Theme Park Rides at **Chimelong Spaceship**, China
- Intro Media for Universal Studios Orlando's **Bourne Stuntacular**
- Developed a new themed experience with **Vinpearl**, Vietnam
- Experts on Omniverse and Synthetic Data generation



Build the Impossible

An award-winning (THEA, VES, Emmy-nominated) studio focused on the intersection of creativity and technology. Our ten-year old business has built theme park rides, training simulators, games, and even creates digital robots.

We build the impossible.

• 25 Employees • Orlando & Calgary based

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Experiential Designers

- Shipped 2 Virtual Reality Games (**Blobkin Blaster**, **Airborne Explorers**)
- Actively Producing a Mixed Reality Game (**Buster Bots**)
- Working with the **U.S. Marine Corps** on an **XR Trainer** to revolutionize their outdated training equipment (**Wave Warrior**)