

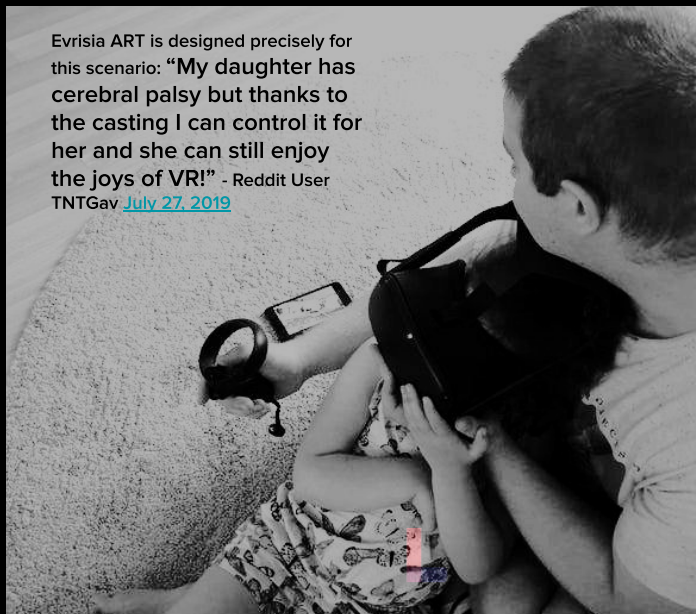
Electric Puppets



evrisia ART is designed for **consumers using the Oculus Quest Store** with physical or other disabilities.

IE Users with cerebral palsy, partial paralysis, the elderly population and others who wish to use VR but require assistance.

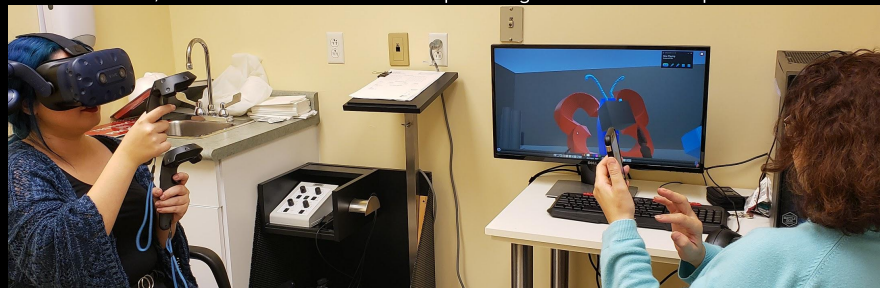
Evrisia ART is designed precisely for this scenario: **“My daughter has cerebral palsy but thanks to the casting I can control it for her and she can still enjoy the joys of VR!”** - Reddit User TNTGav [July 27, 2019](#)



evrisia ART

evrisia ART allows assisted drawing in Virtual Reality where a patient can draw simple shapes and colors in VR while being guided by a coach who is following along on a PC.

The coach can enable or disable certain features of the drawing tool, simulate clicking certain buttons, clear the screen and other helpful things that make the experience easier



A nurse guides a subject through the Evrisia Art experience at the IWK Children's Hospital in Halifax, NS

Virtual Reality in Practice™

Electric Puppets

The Subject in VR replaces the controller in VR with a virtual brush that “paints” objects in 3d. The user can use the thumb controller to pick a color, a brush shape, and one of three kinds of particle effects as they like. They can switch the controller back to the default controller shape and then “grab” what they painted previously and move it around the area. They can paint a limited number of shapes, once this limit is reached the first shapes they previously painted begin to disappear and are replaced with new ones. They can click the thumb controller to drop everything painted, then click it again to animate everything back to where it was.



evrisia ART

The Coach on the PC can press buttons to clear the scene, delete particle effects, toggle controller between brush and default, return dropped objects to their position or drop them, and disable particle or drop effects. They can also change the environment background and move the Subject around the scene and or reset their position. They can start recording and control playback of previous recordings as well.



Electric Puppets

Electric Puppets is a medical device company specializing in creating medical research and assessment software for VR. Our current pending Evrisia BV1 technology is currently enabling a research program at the IWK Children's hospital to establish whether common gold standard vision tests are reproducible in virtual reality, as well as other programs. Evrisia Art has been integrated into Evrisia BV1 and it also is a moderately popular app on the Steam Store. If the Oculus is able to provide eye tracking technology we anticipate launching a version of Evrisia BV1 on Oculus Quest as well.

Management and development team:

[Ryan Cameron](#) CEO / Designer and programmer

[Jonathan Gallant](#) President/CFO and Lead Investor

Kyle Ingalls CTO Unity Programmer

Quality Assurance - TBD

Maya/Unity/Substance Painter - TBD

[Gary Barlough](#) - Grammy award winning composer, Sound and Music producer

Advisory team:

[Dr G Robert Laroche](#) BSc, MD, FRCSC - Professor/ Key medical advisor

[Sandy Morrison](#) - Quality Management System / Medical Regulatory Advisor

Release Date: Q3 2020

Launch Plan: The program logic is largely complete (already released for the VIVE platform with over 1,500 downloads in 2-3 months) and needs to be transposed to the Quest platform. We have already begun this process and have established feasibility using sideloading technology to ensure it will function properly. For the Quest based experience, we'd like to add recording/playback functionality to the drawing, map more buttons to the pc coach client, and complete the network support so the coach can see the client on their PC and communicate with app on the Quest. The Quest offers a much more robust wireless experience that is cost effective but also the PC requirements would be minimal. Our target is a complete system for under \$1,000 USD.

Roadmap: We are planning to launch the product at 80 libraries throughout Nova Scotia by 2021, as well as several hospitals and clinics, and promote the project as a home/patient product parents or caregivers can access. Moving forward we'd like to drop the VIVE version and make this an exclusive QUEST with a successful application.

evrisia ART

The key to Evrisia Art is its simplicity and ease of use. Drawing simple, colorful shapes that have a solid, slightly reflective shape seem weighty in VR but there is elegance in simplicity. We've tested it and other VR art programs with thousands of users and we are confident we have a product that will prove useful as a gentle and sympathetic introduction to Virtual Reality for the non gamer or Persons with mobility other physical disabilities.

We plan to have this project complete within 6 months using our existing team. Initial hardware roll out will be to 80 libraries and 145 clinics approximately 5 systems each across Nova Scotia from Q3 2020 to Q3 2021, with simultaneous online national/global launch.



A sample environment to be added in the Quest version

...along with immersive music and ambient sound

Virtual Reality in Practice™