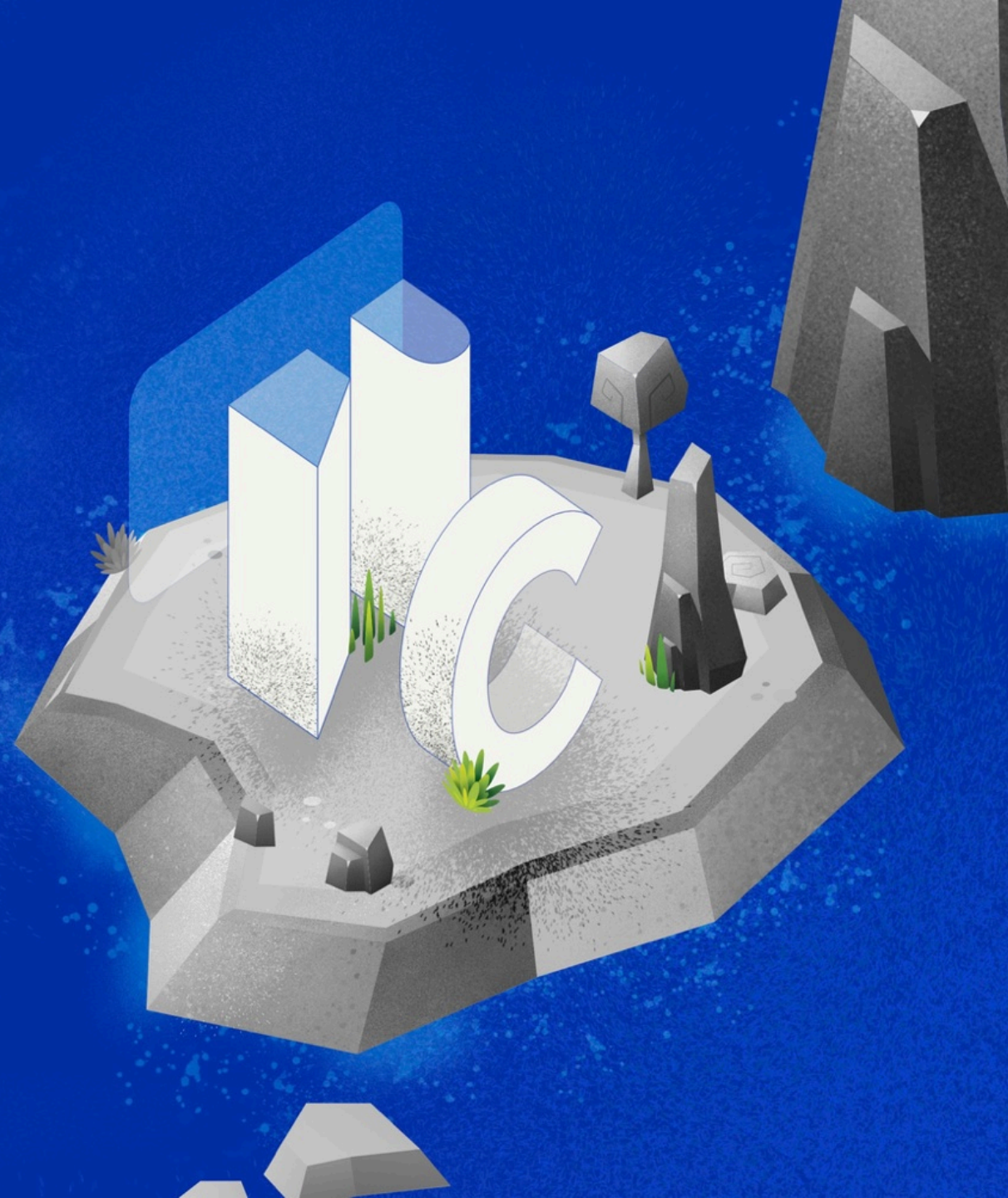


# A peek into the process

Reality check x The Green Spurt





# Roxana Nagy

Co-Founder & Creative Technologist



# Cristian Díaz

Co-Founder & Creative Technologist



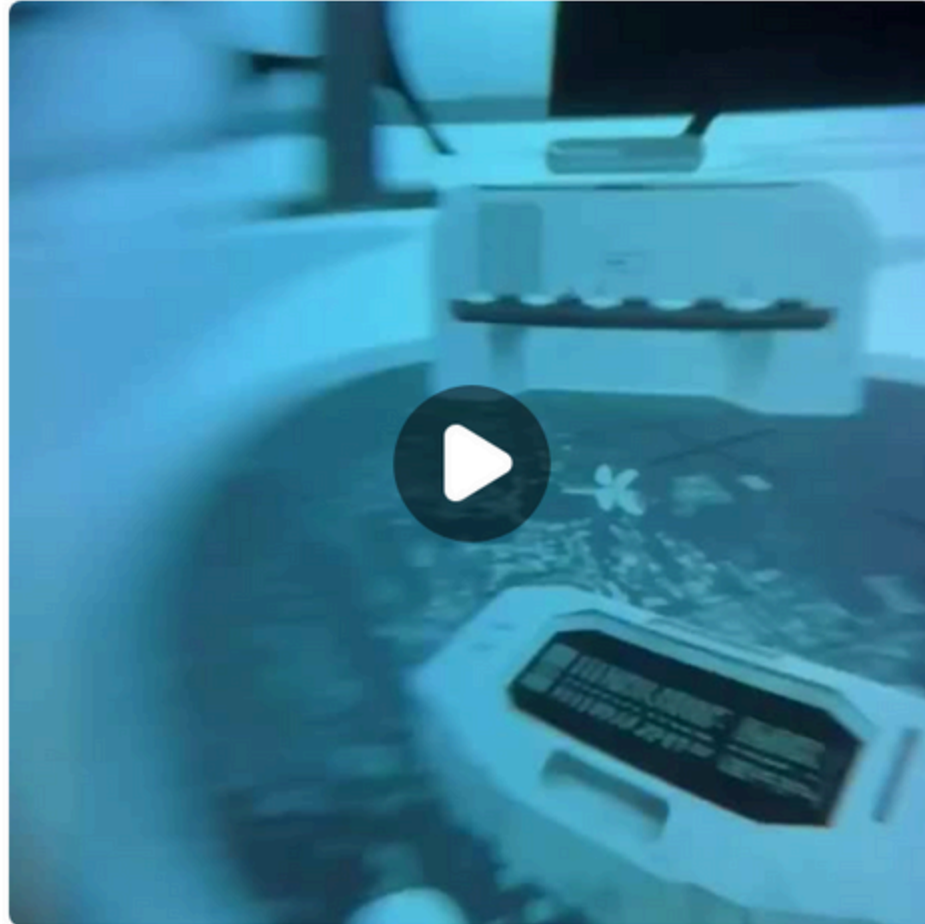
Specializing in immersive content innovation for Apple Vision Pro, we create magical moments through spatial computing. Our mission is to deliver accessible, engaging and inspiring experiences that redefine what's possible.



**Roxana Nagy**  
@coderox.bsky.social



New Apple Vision Pro game in development with  
[@elkraneo.bsky.social](#) [#TheGreenSpurt](#) [#AppleVisionPro](#)  
[@reality2713.bsky.social](#)



Dec 16, 2024 at 6:38 PM

♥ 9 ↻ 5 💬 Reply

[Read 1 reply on Bluesky](#)



**An immersive escape room-style experience for Apple Vision Pro**, that spotlights humanity's endless capacity for innovation and adaptation.

## Collaborative Puzzle-Solving

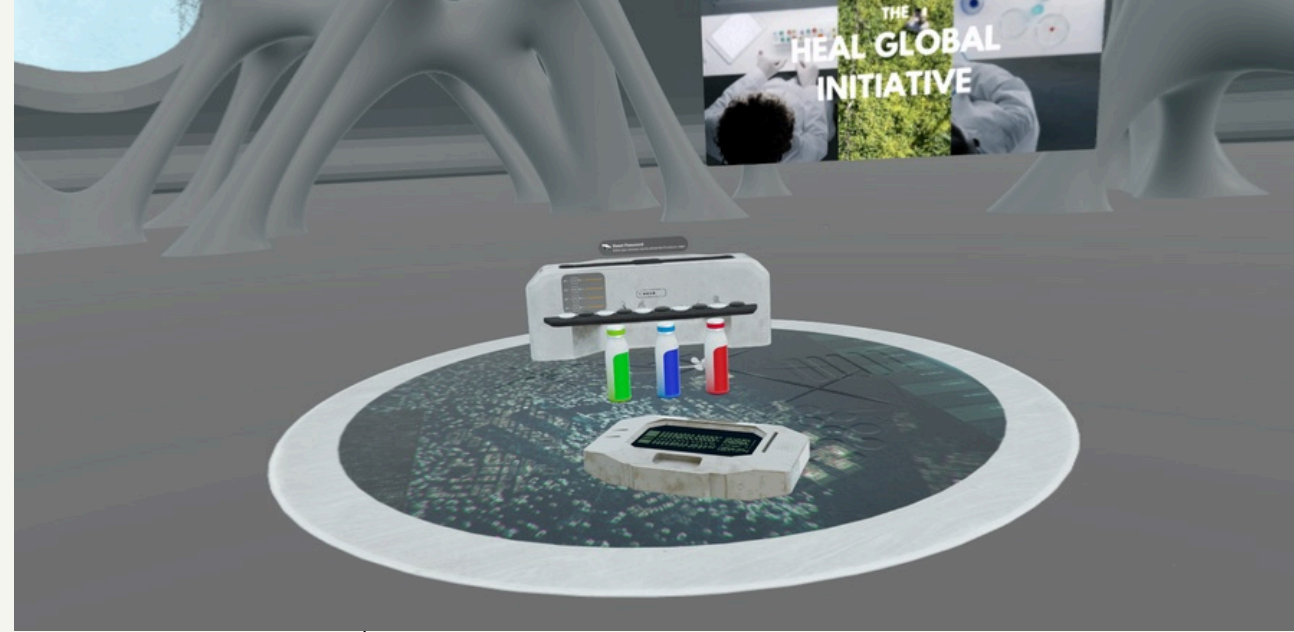
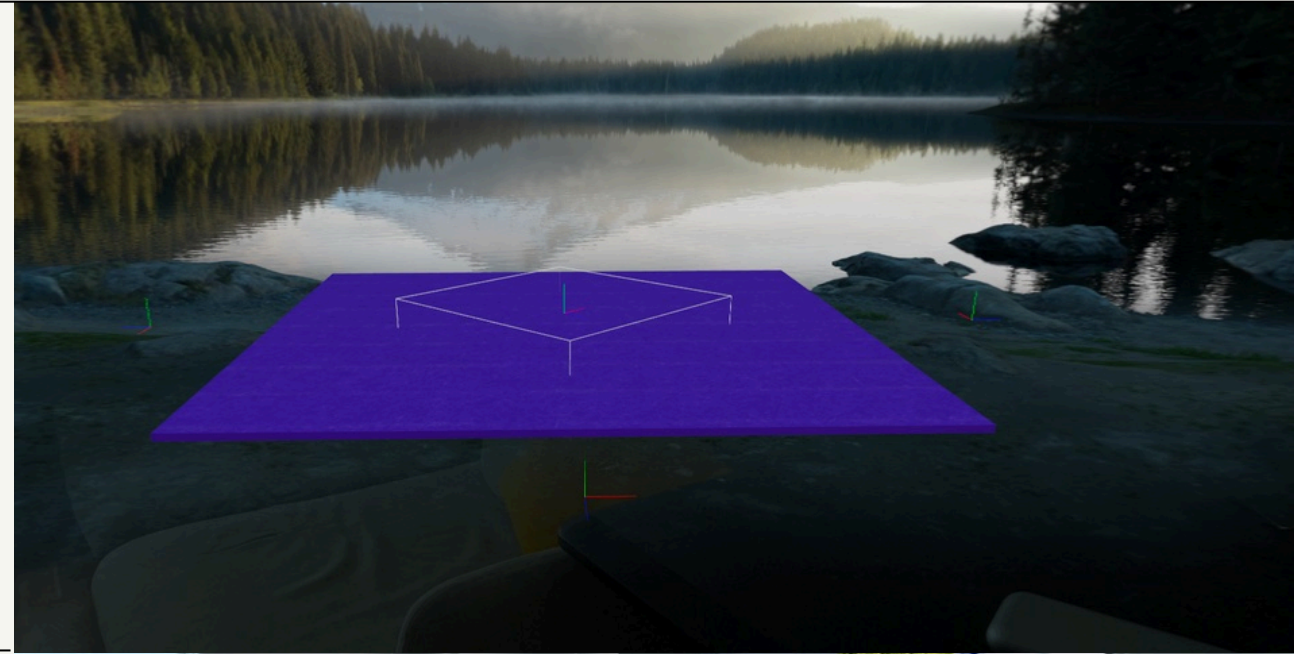
Join forces in real time, no matter where you are, to tackle puzzles and riddles that encourage teamwork and ingenuity.

## Intuitive and Accessible Controls

Engage with the world around you. Use any technology at your disposal to interact with objects.

## Immersive Spatial Audio

A 360° soundscape enhances both tension and excitement, guiding you through the story.





# Our Approach to Immersive Storytelling Through Design Fiction

Design fiction is about creating tangible “artifacts from the future”—like a cereal box or an IKEA catalog—from possible near-future worlds.

Developed by Near Future Laboratory.



Images credits: Near Future Laboratory



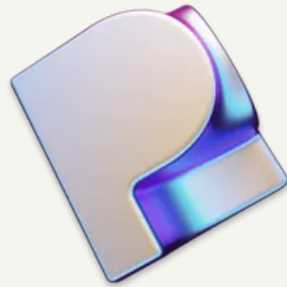
MIDJOURNEY



BLENDER



HOUDINI



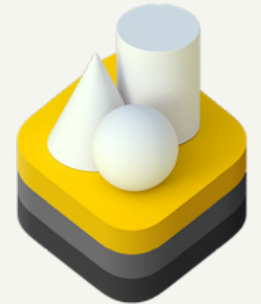
PLASTICITY



ADOBE SUBSTANCE  
3D PAINTER



REALITY  
COMPOSER PRO



OBJECT CAPTURE

MODELING



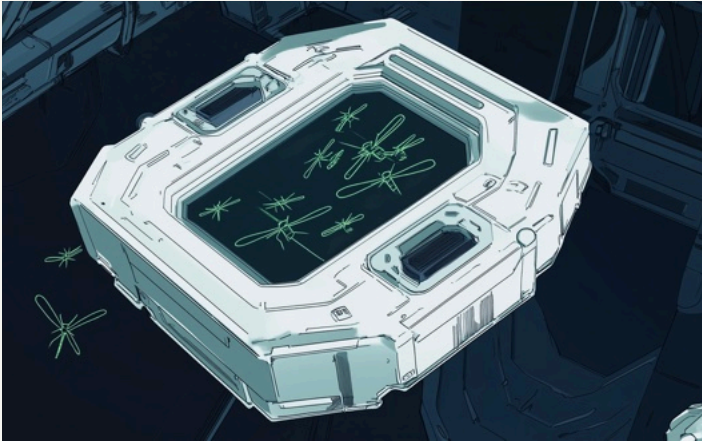
# LADAPAD

/ˈlə-də-pad/

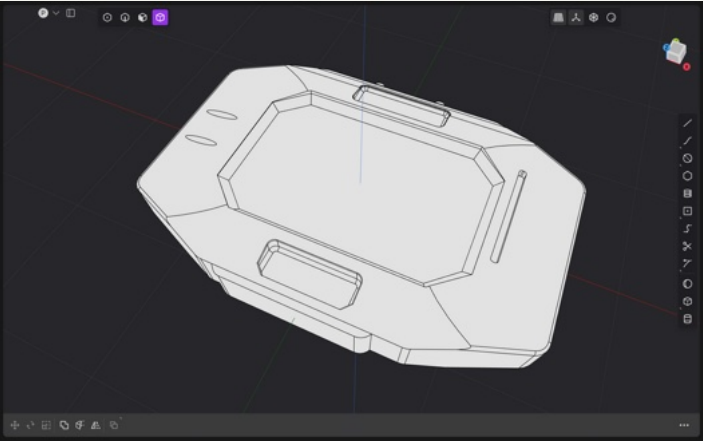
A durable, portable computing device with a sleek white carbon fiber shell, engineered for use in extreme environments. Characterized by its bulky, reinforced design, the LadaPad is resistant to physical damage, environmental hazards, and electromagnetic interference. Ideal for research facilities, engineering sites, and other high-risk settings.



**GOLDEN COMPASS  
ILLUSTRATION**  
MIDJOURNEY

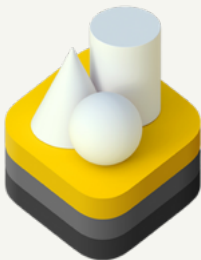


**MODELLING**  
PLASTICITY



**TEXTURING**  
ADOBE SUBSTANCE 3D PAINTER





REALITYKIT



TABLETOPKIT



SWIFTUI



XCODE



ACCESSIBILITY



ELEVENLABS



CANVA

DEVELOPMENT



**The Framework Next Door**  
TL;DR: If you are interested in building a spatial game (or just about any  
interactive experience), you'll probably want to implement an  
architecture like TabletopKit. Create multiplayer spatial games on a...  
Published: Dec 26, 2024



**Embracing the journey of early adoption**

**Wearing all hats is not a problem, but bandwidth is**

**We need better presentations**

[FB16078151: Async loading equipment](#)

[FB16078162: Transform order issues in the Reality Composer Pro inspector](#)

[FB16078201: Silent error in multiple tabletop games](#)

[FB16078200: TabletopShape custom geometry](#)

[FB16078193: Free placement of equipment](#)

[FB16078186: Rendering issues with visible baseplate and attachments](#)

[FB16078184: Localization issues in the Reality Composer Pro inspector](#)

[FB16078179: Accessibility of gameplay actions by default](#)

[FB16078178: Optional physics sorting for held equipment](#)

[FB16078175: PortalComponent does not honor system font size](#)

[FB16078171: Resizing plate reports incorrect limits back](#)

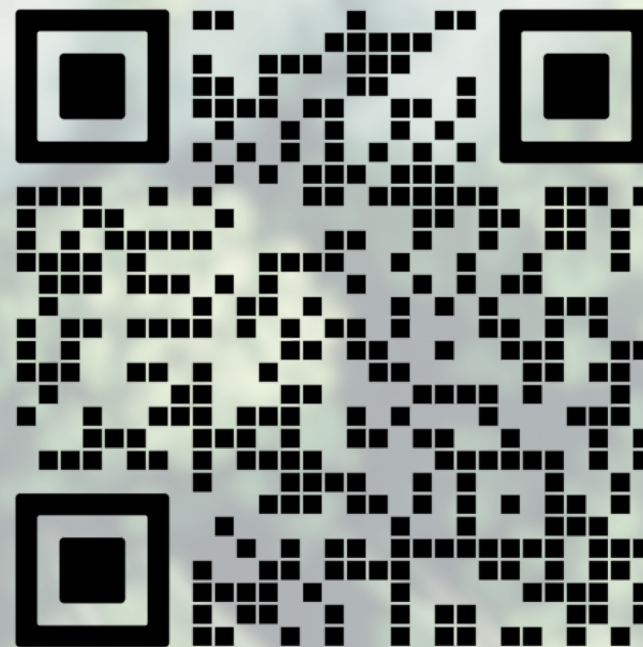
```
func layoutChildren(for: TableSnapshot, visualState: TableVisualState) -> any Equipment  
Layout
```

This function provides the layout of the direct children of this equipment and is called whenever the snapshot changes. Override it to provide a custom layout. The output of this function is considered to be only a function of its inputs. Reaching out to data outside what is provided might result in undefined behavior.



**Beta coming soon!**

[Register for early access](#)



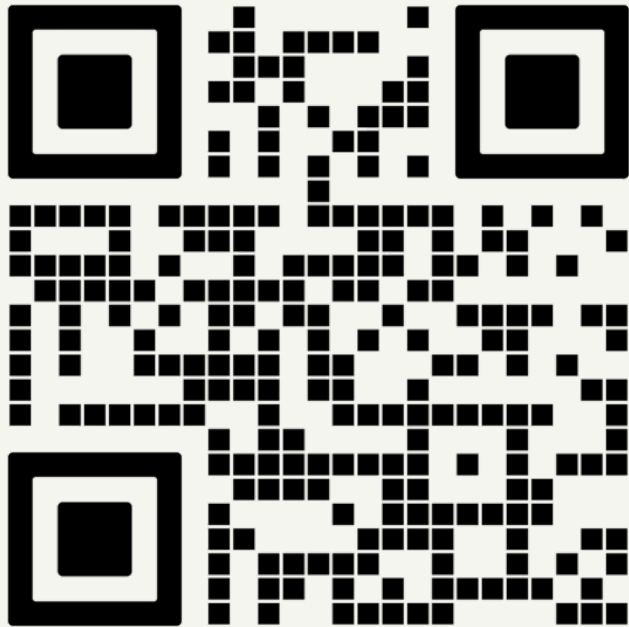


The background is a vibrant, abstract composition of swirling, organic shapes in shades of orange, red, and dark brown. The colors transition smoothly, creating a sense of depth and movement. The overall effect is reminiscent of a stylized, glowing nebula or a close-up of a textured, fiery surface.

**LET'S  
VISION**

**Roxana Nagy**

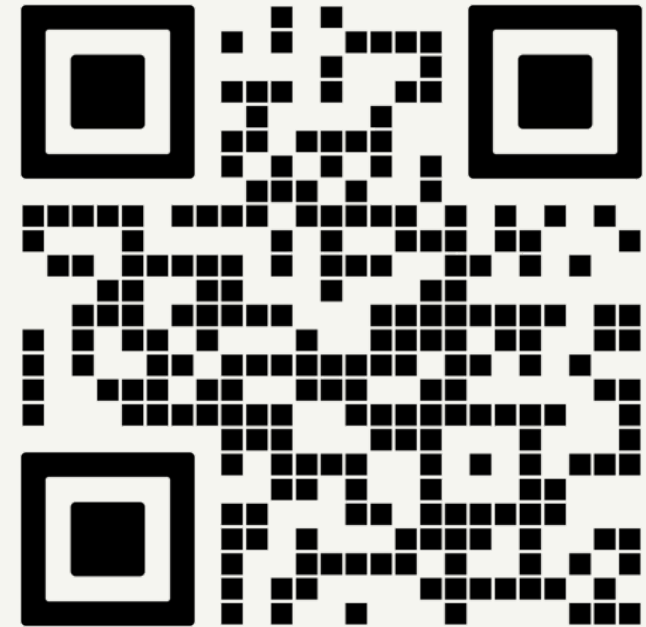
Co-Founder & Creative Technologist



[roxana-nagy.com](https://roxana-nagy.com)

**Cristian Díaz**

Co-Founder & Creative Technologist



[elkraneo.com](https://elkraneo.com)