Spatial Cave

The Complete Immersive Room Solution for Real Estate, Smart Cities, and Giga Projects

Hardware + Software + Content + Integration — One Partner, One Solution

PRODUCT WHITEPAPER

LED Walls | Projection Systems | 180° to 360° | Built on Spatial OS

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Executive Summary

The real estate industry is entering an era of unprecedented project scale. Giga projects across Saudi Arabia, the UAE, and emerging smart city developments in India and the broader Middle East involve master-planned communities spanning thousands of hectares, with infrastructure, residential, commercial, and cultural districts that are impossible to convey through conventional presentation media. Simultaneously, global consulting firms advising on these developments need immersive tools to present master plans, urban simulations, and project visions to government stakeholders, sovereign wealth funds, and institutional investors.

The market for LED walls and projection systems has matured rapidly. Dozens of hardware vendors can supply LED panels, projectors, and display infrastructure. Yet hardware alone does not create an immersive experience. An LED wall without purpose-built software is just an expensive screen. Without interactive content, without a control application, without real-time data integration, and without a storytelling framework, the room remains a passive viewing theater — the same problem it was meant to solve, only larger and more expensive.

Spatial Cave is a complete immersive room solution within the PROPVR Spatial OS platform that brings together every layer required to transform a room into an interactive, branded environment: display hardware (LED or projection), purpose-built control software, Unreal Engine real-time 3D content, a structured storytelling application, real-time data integration, and ongoing content management — all delivered, integrated, and supported by a single partner.

This is the PROPVR difference. Where LED vendors supply hardware and leave the client to source software, content, integration, and support from multiple third parties, PROPVR delivers the entire solution — from site survey to go-live — as one cohesive product. The hardware, software, content, and data pipeline are engineered to work together, not assembled from disparate vendors.

Available in curved configurations (360°, 270°, 220°, 180°) and rectangular configurations (4-wall cube, 3-wall, 2-wall), with room sizes ranging from 15ft × 15ft to 60ft × 60ft, Spatial Cave serves real estate sales galleries, smart city showcase centres, giga project presentation halls, consulting firm client suites, and developer boardrooms.

“*Hardware is a commodity. The experience is the product. Spatial Cave delivers the complete solution — display, software, content, and integration — so the room does not just display content, it tells a story, responds to the audience, and sells the project.”*

The Problem: Hardware Without a Solution

Real estate developers, smart city authorities, giga project developers, and consulting firms invest heavily in immersive rooms. But the path they typically follow — purchasing LED hardware from one vendor and then attempting to assemble the software, content, and integration from multiple others — creates a series of problems:

The LED Vendor Gap

The LED display market is crowded with hardware suppliers. Companies like Absen, Leyard, Unilumin, ROE Visual, and dozens of regional distributors can supply high-quality LED panels. But their expertise ends at the hardware. They deliver screens, not solutions. Once the panels are mounted and powered on, the client is left with a blank wall and a fundamental question: what software runs on it, who creates the content, how does the audience interact with it, and how is it updated?

The Multi-Vendor Problem

To fill the gap left by the LED vendor, clients end up engaging separate providers for each missing layer: a media server company for playback, a creative agency for content, a software developer for any interactive application, an AV integrator for system wiring, and an IT team for ongoing maintenance. Each vendor works in isolation, with different timelines, different technical standards, and no shared accountability. The result is a fragile, expensive patchwork that takes months to assemble and is difficult to update or scale.

No Interactive Software Layer

LED vendors do not provide interactive software. The standard media server setup plays pre-rendered video files in a loop. There is no ability for the presenter to navigate the content, switch between project sections, explore specific units or districts, compare floor plans, or respond to audience questions in real time. The room behaves like a very large television, not an interactive experience.

No Real Estate Domain Expertise

Generic AV integrators and creative agencies do not understand the real estate sales process. They produce visually impressive content that lacks the structure, data accuracy, and sales tools that a gallery environment requires. Pricing is static (and often outdated within weeks), unit availability is not reflected, and there is no integration with the developer's CRM or content management system.

No Structured Storytelling

Without a purpose-built presentation application, the quality of the immersive room experience depends entirely on whoever is operating the media player. There is no branded intro, no structured flow, no consistent outro. The same room that impresses a VIP delegation on launch day deteriorates to a video-loop background within months.

No Content Update Pathway

When project data changes — new pricing, updated availability, revised renders, additional phases — there is no efficient pathway to update the immersive room content. The creative agency must be re-engaged, new files must be produced and tested, and the media server must be manually updated on-site. Most rooms end up running stale content because the update process is too slow and too expensive.

The Result

Developers invest heavily in LED hardware but end up with an expensive, passive display room that plays looping videos, cannot be updated easily, has no interactive capabilities, and delivers an experience no more engaging than a flat screen — just bigger. The hardware investment is wasted without the software, content, and integration layers that make it a solution.

The Solution: Spatial Cave — A Complete Immersive Room Product

Spatial Cave is not an LED wall. It is not a projection system. It is not a media player. It is a complete, integrated immersive room product that includes every layer required to deliver an interactive, branded, data-connected experience — from the display surface to the cloud.

What PROPVR Delivers That LED Vendors Cannot

Layer	LED Vendor Approach	PROPVR Spatial Cave
Display hardware	LED panels supplied and installed	LED or projection — specified, supplied, and integrated as part of the solution
Media playback	Third-party media server (video loop)	Proprietary rendering pipeline (Unreal Engine + WebLite)
Interactive software	Not provided	Spatial Cave Web App — tablet-controlled interactive presentation system
Real-time 3D content	Not provided	Unreal Engine real-time walkthroughs, flythroughs, and masterplan navigation

Storytelling framework	Not provided	Structured Intro / Presentation / Outro flow with branded transitions
Data integration	Not provided	Real-time CMS sync — pricing, availability, floor plans auto-update
CRM integration	Not provided	Lead capture and CRM workflow integration
Content updates	Re-engage creative agency	Remote CMS update — instant, no site visit required
Analytics	Not provided	Session tracking, dwell time, section popularity, lead scoring
Ecosystem	Standalone room	Part of PROPVR Spatial OS — same content powers all 9 products
Ongoing support	Hardware warranty only	Full solution support — software, content, and hardware
Single point of contact	No — multiple vendors	Yes — one partner, one contract, one support line

The Five Layers of Spatial Cave

Spatial Cave integrates five layers into a single product, all engineered to work together:

1. **1Layer 1: Display Hardware —** LED panels or projection systems specified, supplied, installed, and calibrated by PROPVR. The display hardware is selected based on room size, configuration, ambient light, budget, and visual requirements. PROPVR manages the entire hardware layer so the client deals with one partner, not a separate LED vendor.
2. **Layer 2: Interactive Software —** The Spatial Cave Web Application gives the sales agent or presenter full control of the immersive room from a tablet. A structured storytelling flow (Intro, Presentation, Outro) ensures consistent, branded delivery. Interactive exploration mode allows real-time navigation of interiors, amenities, exteriors, floor plans, and districts.
3. **Layer 3: Immersive Content —** Photorealistic environments built in Unreal Engine, calibrated for the room's specific configuration and resolution. Real-time 3D walkthroughs, masterplan flythroughs, dynamic lighting, and physically accurate materials. Additionally, PROPVR WebLite provides 360° browser-based immersive experiences for rapid deployment and easy content updates.
4. **Layer 4: Data Integration —** Spatial Cave connects to the PROPVR Spatial OS data pipeline. Pricing, availability, floor plans, and project content sync in real time from the developer's CMS. When a unit's status changes, it reflects in the immersive room automatically — no manual update, no creative agency re-engagement.
5. **Layer 5: Ongoing Support —** PROPVR provides full solution support: software updates, content refreshes, hardware maintenance, remote monitoring, and priority support. One

contract, one partner, one support line — not a fragmented chain of vendors pointing fingers at each other.

Room Configurations

Spatial Cave is available in multiple configurations to fit any space, budget, and experience objective.

Curved Rooms

Curved configurations use a seamless curved display surface that eliminates corners and creates a continuous panoramic environment. The curvature wraps the audience's peripheral vision, producing a natural sense of immersion particularly powerful for large-scale masterplans and aerial project flythroughs.

- **360° Room:** Full 360° enclosure — the audience is completely surrounded. Ideal for giga project showcase rooms and flagship experience centres
- **270° Room:** Three-quarter wrap covering the full forward field of view and peripheral vision. The preferred format for premium sales galleries and consulting presentation suites
- **220° Room:** Wide panoramic wrap with a defined entry point
- **180° Room:** Half-room wrap for spaces where a full enclosure is not feasible

Rectangular Rooms

Rectangular configurations use flat display surfaces mounted on the walls of a standard room. Simpler to construct and well-suited to existing gallery spaces and boardrooms.

- **4-Wall Cube:** Every wall is a display surface — maximum immersion in a rectangular footprint
- **3-Wall Room:** Three walls covered, one wall as entry. The most common configuration for sales gallery retrofits
- **2-Wall Room:** Two adjacent walls covered. Suitable for boardrooms and compact deployments

Room Sizes

Installations range from 15ft × 15ft rooms for compact sales galleries to 60ft × 60ft curved environments for giga project showcase centres. Every installation is custom-sized to the client's space.

Configuration	Coverage	Best For	Typical Size Range
360° Curved	Full surround	Giga project showcases, flagship centres	20ft–60ft diameter
270° Curved	Three-quarter wrap	Premium sales galleries, consulting suites	20ft–50ft
220° Curved	Wide panoramic	Large galleries, smart city halls	18ft–45ft
180° Curved	Half-room	Retrofit spaces, budget-conscious	15ft–40ft
4-Wall Cube	All four walls	Dedicated immersive rooms	15ft–30ft per side
3-Wall Room	Three walls	Most common gallery retrofit	15ft–30ft per side
2-Wall Room	Two adjacent walls	Boardrooms, compact installs	15ft–25ft per side

Display Technology

PROPVR specifies, supplies, and integrates the display hardware as part of the Spatial Cave solution. Clients do not need to engage a separate LED vendor. The display technology is selected based on room size, ambient light conditions, budget, and visual requirements.

LED Walls

Direct-view LED panels assembled into seamless display surfaces. LED technology delivers high brightness, vivid colour accuracy, and excellent performance in ambient light. PROPVR

sources and integrates LED panels from leading manufacturers, ensuring compatibility with the Spatial Cave software and content pipeline.

- **Advantages:** Superior brightness and contrast, visible even in partially lit rooms
- **Seamless:** Seamless panel-to-panel joins for an uninterrupted visual surface
- **Resolution:** Pixel pitch options from P1.5 to P3.9 based on viewing distance
- **Best For:** Premium installations, flagship centres, giga project showcases, ambient-lit spaces

Projection Systems

Multi-projector arrays with PROPVR's edge-blending software creating a continuous image across curved or flat surfaces. The cost-effective option for large-format rooms, especially curved configurations.

- **Advantages:** Lower cost per square foot, especially for very large rooms
- **Curved-friendly:** Naturally suited to curved surfaces without complex panel fabrication
- **Consideration:** Requires controlled ambient light for optimal quality
- **Best For:** Large curved rooms, budget-conscious deployments, controlled-light spaces

Factor	LED Walls	Projection Systems
Brightness	High (ambient light)	Moderate (controlled light)
Seamlessness	Panel joins (minimal)	Edge-blended (seamless)
Curved surfaces	Custom panel fabrication	Naturally suited
Cost	Higher per sq ft	Lower per sq ft
Maintenance	Minimal	Lamp/laser cycles
Best for	Premium, ambient-lit	Large curved, controlled light

"Whether LED or projection, PROPVR delivers the display as part of the complete solution. The client never needs to engage a separate LED vendor, AV integrator, or media server company."

The Spatial Cave Web Application

The software layer is what transforms an LED room from a passive display into an interactive experience. The Spatial Cave web application is purpose-built for real estate and large-scale project presentations, running on a tablet or touchscreen connected to the room's content server.

Structured Storytelling Flow

The application organises every presentation into a three-act structure:

Intro — A branded opening sequence — developer logo, project identity, atmospheric visuals, and a cinematic opening that wraps around the room. This creates the moment of impact as the room comes alive.
Full Project Presentation — The core presentation. The presenter navigates through the project story: masterplan overview, location advantages, architectural vision, lifestyle imagery, amenity highlights, infrastructure networks, district breakdowns, and unit or zone walkthroughs. Every section is designed for the immersive format.
Outro — A branded closing sequence that reinforces the developer's identity, displays contact information, and transitions the room to standby.

Interactive Exploration Mode

Beyond the structured presentation, the app enables real-time exploration:

- **Select Interiors:** Launch 3D walkthroughs of any unit type at room scale
- **Browse Amenities:** Showcase pools, gyms, parks, clubhouses, and public spaces as panoramic environments
- **Explore Exteriors:** View the project from any angle — aerial, street-level, waterfront — wrapped across the room
- **Compare Floor Plans:** Display floor plans alongside immersive views for direct comparison
- **District Navigation:** Navigate between residential, commercial, cultural, retail, and infrastructure zones
- **Day/Night Toggle:** Switch between morning, sunset, and night views

Multi-Project Support

A single Spatial Cave installation hosts presentations for multiple projects. The presenter selects the project from the app, and the room's content, branding, and storytelling flow switch instantly.

Use Cases

Real Estate Sales Galleries

The primary deployment context. Spatial Cave replaces the traditional AV room with a fully immersive, interactive environment. The sales agent delivers structured presentations, switching

between project overviews, interior walkthroughs, amenity showcases, and floor plan comparisons. The immersive format creates the emotional connection that drives purchasing decisions.

Smart City Showcases

Smart city developments — from NEOM and The Line in Saudi Arabia to Dholera in India and DIFC 2.0 in Dubai — involve masterplans with multiple districts, infrastructure layers, and phased delivery spanning decades. Spatial Cave immerses government stakeholders, investors, and the public inside the city vision. Audiences fly over the masterplan, descend into specific districts, walk through public spaces, and visualise infrastructure networks.

Giga Project Presentation Centres

Giga projects across the Middle East — The Red Sea, Amaala, Qiddiya, Diriyah Gate, Jeddah Tower, and others — require presentation environments that match the ambition of the project itself. A 360° or 270° Spatial Cave becomes the centrepiece of the project's experience centre, showcasing coastlines, entertainment districts, cultural precincts, and residential communities at a scale that no flat screen can communicate.

Consulting Firm Client Presentations

Global consulting firms — McKinsey, BCG, Bain, PwC, Deloitte, KPMG, and specialist urban planning consultancies — advise on developments that require stakeholder buy-in at the highest levels. Spatial Cave transforms the client presentation from a PowerPoint in a conference room to an immersive experience where the audience stands inside the proposed development. The immersive format elevates the consultant's delivery and strengthens the case for investment.

Developer Headquarters and Boardrooms

A 2-wall or 3-wall Spatial Cave in the developer's headquarters serves dual purposes: client-facing presentations at immersive scale and internal design review meetings where teams evaluate projects within the spatial context of the immersive environment.

Exhibition and Event Activation

A portable or semi-permanent Spatial Cave at Cityscape, IPS, CREDAI Natcon, Future Investment Initiative (FII), or branded launch events creates a show-stopping anchor attraction that draws foot traffic and generates leads.

Government and Regulatory Presentations

Smart city authorities and giga project developers present to government bodies for approvals, zoning decisions, and public consultations. Spatial Cave communicates the project's impact on the surrounding environment and community far more effectively than 2D drawings on a projector screen.

Why PROPVR: The Holistic Solution Advantage

The immersive room market is full of LED vendors and AV integrators who can supply hardware. PROPVR's differentiation is that Spatial Cave is not a hardware product — it is a complete solution delivered by a single partner with deep real estate domain expertise.

Single Partner, Single Contract

With PROPVR, the client engages one company for the entire solution: hardware specification and supply, software development, content creation, data integration, installation, calibration, and ongoing support. There are no gaps between vendors, no finger-pointing when issues arise, and no coordination overhead for the client.

Real Estate Domain Expertise

PROPVR builds products exclusively for real estate. The Spatial Cave application is designed around the real estate sales process: unit selection, floor plan comparison, payment plan display, availability status, CRM integration, and lead capture. Generic AV integrators and creative agencies cannot replicate this domain-specific functionality.

Software + Hardware Integration

The Spatial Cave software and the display hardware are engineered to work together. Content is calibrated for the specific room geometry, resolution, and display technology. The control application communicates directly with the rendering pipeline. There is no middleware, no compatibility layer, and no integration risk — because the entire stack is built by one team.

Spatial OS Ecosystem

Spatial Cave is one of nine products within the PROPVR Spatial OS platform. Content created for Spatial Cave is automatically available across Spatial Touch (touchscreen kiosks), Spatial Holo (holographic displays), Spatial Agent (AI-powered avatar), Spatial Tour (VR headsets), and all other Spatial products. No LED vendor can offer this ecosystem advantage.

Content Update Pathway

When project data changes, Spatial Cave updates automatically through the Spatial OS CMS. No creative agency re-engagement, no file re-rendering, no on-site media server update. The client's team updates pricing or availability in the CMS, and the immersive room reflects the change within minutes.

Proven Deployment Track Record

PROPVR has deployed immersive room solutions across India, the UAE, and Saudi Arabia for leading real estate developers. The team understands the physical, logistical, and operational requirements of installing immersive rooms in sales galleries, experience centres, and exhibition venues.

Features and Capabilities

Immersive Content (Unreal Engine)

- **Real-time 3D rendering:** Photorealistic environments rendered across multiple surfaces simultaneously
- **Multi-surface synchronisation:** Content calibrated for each room configuration with correct perspective and edge alignment
- **Dynamic lighting:** Switch between morning, afternoon, sunset, and night across the entire room
- **Material accuracy:** Marble, glass, water, vegetation, steel, and concrete at physically accurate appearance
- **Masterplan navigation:** Fly over masterplans, descend into districts, navigate infrastructure corridors in real time

Sales and Marketing Tools

- **Floor plan viewer:** Floor plans displayed at room scale alongside immersive views
- **Payment plan display:** Configurable installment structures within the immersive environment
- **QR code generation:** QR codes for visitors to save content to their phones
- **Comparison tool:** Side-by-side unit or district comparison within the room
- **Location and infrastructure map:** Project location, distances to landmarks, and transit access at panoramic scale
- **Lead capture:** Visitor data and intent signals logged directly into the CRM

Content Management

- **Remote CMS:** Update content remotely without site visits
- **Multi-project support:** Switch between projects on the same installation
- **Standby mode:** Loop ambient content when the room is not in active presentation mode
- **Instant updates:** Content changes propagate across all Spatial OS products simultaneously

Visitor Analytics

Every presentation generates structured data: sections viewed, dwell time, interiors explored, amenities selected, districts navigated, and session duration. This data feeds into the Spatial OS analytics dashboard.

Technical Architecture

Software Stack

Component	Details
Rendering Engine	Unreal Engine (latest stable)
Platform	PROPVR Spatial OS — shared data pipeline across all Spatial products
Control Application	Spatial Cave Web App — tablet/touchscreen presenter control
Multi-Surface Sync	Proprietary synchronisation layer for multi-projector/LED alignment
Edge Blending	Software-based edge blending and geometric correction
Data Layer	Real-time sync with CMS for pricing, availability, content
Analytics	Session tracking, section popularity, dwell time, lead scoring

Hardware Specifications

Specification	Details
Display (LED)	Direct-view LED panels, P0.9 to P1.5, high brightness
Display (Projection)	Multi-projector array with edge blending, 4K+ per projector
Room Configurations	Curved (360°/270°/220°/180°) and Rectangular (4/3/2-wall)
Room Size Range	15ft × 15ft (cube) to 60ft × 60ft (curved)
Compute	High-performance media server(s), dedicated GPU (NVIDIA RTX class)
Control Device	Tablet, touchscreen, or any browser-equipped device
Audio	Integrated surround sound calibrated to room dimensions
Connectivity	Wi-Fi, Ethernet, HDMI/SDI distribution
Setup	Professional installation; 4–8 weeks including calibration

Data Pipeline

Spatial Cave connects to the PROPVR Spatial OS data pipeline — the single source of truth for all project data. When pricing, availability, or content is updated in the CMS, changes propagate automatically to every Spatial product — including Spatial Cave, Spatial Touch, Spatial Holo, Spatial Agent, and others.

Return on Investment

The Cost of the Multi-Vendor Approach

Developers who purchase LED hardware from one vendor and then source software, content, and integration separately typically face 30–50% higher total cost of ownership over three years compared to the Spatial Cave integrated solution. The hidden costs include: creative agency re-engagement for every content update, AV integrator callouts for system maintenance, software compatibility issues between disparate systems, and the coordination overhead of managing multiple vendor relationships.

Spatial Cave ROI

- **Experience impact:** Immersive rooms create 3–5x the emotional impact of traditional AV rooms, measured by dwell time and post-visit recall
- **Consistent quality:** The structured storytelling flow ensures consistent delivery regardless of which agent or consultant is presenting
- **Conversion impact:** Visitors who experience Spatial Cave show higher conversion rates from enquiry to booking
- **Content efficiency:** Remote CMS updates replace expensive creative agency re-engagement cycles
- **Stakeholder confidence:** Giga project and smart city presentations gain immediate credibility in an immersive environment
- **Social amplification:** The immersive experience generates shareable content that extends reach beyond the physical venue
- **Multi-project leverage:** A single installation serves multiple projects, maximising room investment
- **Operational simplicity:** One contract, one support line, one partner — no multi-vendor coordination cost

Spatial Cave vs. LED Vendor + Third Parties

Factor	LED Vendor + Third Parties	PROPVR Spatial Cave
Hardware	Supplied	Supplied and integrated
Interactive software	Sourced separately (if at all)	Included — Spatial Cave Web App
Real-time 3D content	Sourced separately	Included — Unreal Engine
Storytelling framework	Not available	Included — Intro / Presentation / Outro
Data integration	Custom development	Included — Spatial OS CMS
Content updates	Re-engage agency + on-site visit	Remote CMS — instant
Analytics	Not available	Included — Spatial OS dashboard
Ecosystem	Standalone room	9 products, shared content
Vendors to manage	3–5 separate companies	1 partner
Time to go-live	4–6 months	6–10 weeks
Total cost of ownership	Higher (hidden integration costs)	Lower (integrated solution)

Part of the PROPVR Spatial OS Ecosystem

Spatial Cave is one of nine products within the PROPVR Spatial OS platform. All products share the same Unreal Engine core, project data pipeline, and CMS — content created once is deployed everywhere.

Product	Description
Spatial Holo	Interactive 3D holographic model viewer (Cube & Vista holobox)
Spatial Agent	AI-powered avatar assistant inside the holobox for conversational Q&A
Spatial Touch	Touchscreen kiosk, table, and wall display for masterplan exploration and 3D walkthroughs
Spatial Cave	Complete immersive room solution for cinematic walkthroughs and branded environments
Spatial Tour	VR headset station for first-person interior walkthroughs
Spatial Lens	AR on-site visualization via phone or tablet
Spatial Table	Interactive tangible tabletop for collaborative sales presentations
Spatial Drive	Immersive buggy ride simulation through the community
Spatial Map	Projection mapping system for physical scale models

> *"The Spatial OS advantage: a developer deploying Spatial Cave today can add any other Spatial product later without rebuilding content. No LED vendor can offer this. The same 3D assets, data pipeline, and CMS power every product in the ecosystem."*

Implementation Process

PROPVR manages the entire implementation — the client does not need to engage any additional vendors:

Phase 1: Discovery and Site Survey (Weeks 1–2)

Room dimensions, structural constraints, electrical capacity, ambient light, and acoustics are assessed. The output is a scope document with configuration recommendation, display technology selection, and a 3D visualisation of the proposed installation.

Phase 2: Room Construction and Display Installation (Weeks 2–6)

Physical room preparation, LED panel or projection system installation, alignment, and calibration. PROPVR manages the display hardware procurement and installation as part of the solution.

Phase 3: Content Creation (Weeks 3–6)

Immersive content produced in Unreal Engine or WebLite, optimised for the room's specific configuration and resolution. Panoramic renders, walkthrough sequences, masterplan flythroughs, and interactive content calibrated to the room's geometry.

Phase 4: Application Configuration (Weeks 5–7)

Spatial Cave web app configured with branding, storytelling flow, interactive sections, and presenter control interface. Multi-project support and CMS integration activated.

Phase 5: Calibration and Go-Live (Weeks 7–8)

Full system calibration, acceptance testing, and go-live with on-site support during the first week.

Phase	Duration	Key Output
Discovery & Site Survey	Weeks 1–2	Scope, configuration, 3D visualisation
Room & Display Install	Weeks 2–6	Room build, display installation and calibration
Content Creation	Weeks 3–6	Immersive Unreal Engine / WebLite content
App Configuration	Weeks 5–7	Branded app, storytelling flow, CMS integration
Calibration & Go-Live	Weeks 7–8	Calibrated system, live with on-site support

Typical timeline: 6–10 weeks from discovery to go-live. Projects already on PROPVR Spatial OS deploy faster by reusing existing 3D assets.

Get Started

Spatial Cave is available for deployment. Whether you are replacing an existing AV room, building a giga project experience centre, equipping a smart city presentation hall, or creating an immersive consulting presentation suite, PROPVR delivers the complete solution — hardware, software, content, integration, and support — from one partner.

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