

PROPVR SPATIAL OS

# Spatial Tour

*Tablet-controlled guided VR walkthroughs for real estate sales*

Hardware + Software + Content + Integration — one partner, one solution. Oculus Quest, tablet-driven, offline-first, multi-headset, zero technical barriers for the buyer.

TABLET-CONTROLLED VR

OCULUS QUEST

OFFLINE-FIRST

MULTI-HEADSET

01 WHITEPAPER
 

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## 01 EXECUTIVE SUMMARY

# The agent drives. The buyer enjoys the ride.

Virtual reality offers unmatched potential for real estate visualization – but most homebuyers are not tech-savvy. Handing them a headset and joystick creates confusion, motion sickness, and lost sales. PROPVR's Spatial Tour eliminates that barrier entirely.

Spatial Tour is a guided VR experience platform where the sales agent retains full control through a tablet, while the buyer simply wears the headset and enjoys an immersive walkthrough. The agent selects projects, switches floor plans, changes scenes and navigates spaces – all from the tablet – while the buyer sees everything unfold in real time inside their Oculus Quest.

The complete kit includes a 65" TV for spectator viewing, a control tablet, and 2–3 VR headsets. All devices connect to a single local modem with no internet required, enabling fully offline operation. The same kit deploys in a sales gallery, travels to property exhibitions, or arrives at NRI client homes abroad.

“

Spatial Tour transforms VR from a tech demo into a guided sales conversation – where the agent leads and the buyer simply experiences.

## 02 THE PROBLEM

# The VR adoption gap in real estate.

Despite VR's immersive power, adoption in real estate sales has remained stuck. Five compounding challenges keep the headsets in their cases.

**01**

### Technical Complexity

Most buyers have never used a headset. Joystick navigation causes motion sickness, disorientation and frustration. Agents end up troubleshooting instead of selling.

**03**

### Infrastructure Dependencies

Traditional rigs need high-end PCs, stable internet, dedicated tracking rooms and technical staff — impractical for smaller offices, exhibitions or remote locations.

**05**

### Portability Constraints

Large rigs cannot travel. Developers miss opportunities at NRI roadshows, broker events, exhibitions and off-site client meetings where immersive experiences could close deals.

**02**

### Loss of Sales Control

In self-navigated VR the buyer wanders aimlessly while the agent watches helplessly. The carefully crafted sales narrative is lost.

**04**

### Single-User Limitation

One headset, one experience. Family members, partners and accompanying visitors are excluded, reducing group engagement at the most critical decision moment.

**06**

### The Result

Underused headsets, anxious agents and a tool that should be a closer becomes a curiosity. The technology works — the workflow doesn't.

“The question was never whether VR works for real estate — it was whether buyers could use it without help. The answer was clearly no.”



03 THE SOLUTION

# Guided VR, redefined.

Spatial Tour separates control from consumption. The agent drives from a tablet — the buyer simply wears a headset and enjoys the journey.

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### 03 HOW IT WORKS

# Six steps, no controllers.

Spatial Tour reimagines the VR experience by separating control from consumption. The sales agent drives the experience from a tablet, while the buyer simply wears a headset and enjoys the journey.

01

## Headset On

The buyer puts on an Oculus Quest. No controllers, no setup, nothing to learn.

02

## Agent Opens App

The Spatial Tour tablet app shows a menu of every pre-loaded project and scene.

03

## Project Launch

The agent picks a project – the buyer is instantly transported into the 3D environment.

04

## Guided Walk

The agent navigates rooms, switches floor plans, changes day/night lighting and highlights finishes – all from the tablet.

05

## Spectator TV

A 65" TV mirrors the VR view so family and colleagues watch and participate in the conversation.

06

## Group Mode

Multiple headsets connect simultaneously, letting 2–3 buyers experience the same guided tour together.

“The buyer never touches a controller. The agent never loses control of the narrative. That’s Spatial Tour.”

04 THE SPATIAL TOUR KIT

# One case. One modem. Zero infrastructure.

Every deployment ships as a complete, self-contained kit – no PCs, no internet, no technical staff.



FULL SPATIAL TOUR KIT IN DEPLOYMENT – AGENT, TABLET, SPECTATOR TV AND TWO SYNCHRONIZED HEADSETS

COMPONENT	SPEC	ROLE
<b>VR Headsets</b>	Oculus Quest x 2-3	Wireless, standalone, no PC required. Pre-loaded with project scenes.
<b>Control Tablet</b>	10" iOS / Android	Agent-facing navigation, scene, lighting and material controls.
<b>Spectator TV</b>	65" 4K	Mirrors live VR feed so family stays in the conversation.
<b>Local Modem + Case</b>	Mesh router · airline-friendly	Private local network, no upstream internet. Single carry case for any deployment.

## 05 KEY FEATURES & CAPABILITIES

# Built for the sale, not the demo.

**01**

### Tablet-Controlled VR

Project selector, scene navigator, viewpoint control, lighting switcher, finish selector and annotation tools — every control the agent needs, none the buyer has to learn.

**03**

### Spectator TV Display

The 65" TV mirrors the live VR feed so everyone in the room participates. VR becomes a group activity instead of a solitary experience.

**05**

### Portable Deployment

The entire kit fits in a single carry case — ready for sales galleries, exhibitions, NRI roadshows, broker offices, pop-ups, and construction site offices.

**02**

### Multi-Headset Sync

2–3 VR headsets connect to a single tablet controller. All headsets display the same guided experience in perfect sync — couples, families and partners share the moment.

**04**

### Fully Offline Operation

Devices connect to a local modem creating a private mesh network. All 3D content pre-loaded on the headsets. No buffering, no latency, no connectivity concerns.

**06**

### Content Management

Connects to PROPVR's CMS for content updates when online. Between updates, runs fully offline from local storage with no degraded mode.

## 06 TECHNICAL ARCHITECTURE

# Hub. Spoke. Mirror.

Spatial Tour operates on a hub-and-spoke model. Lightweight control commands flow from the tablet to every headset over a local mesh – never video. All rendering happens locally on each Quest, ensuring consistent frame rates and zero latency.

### HUB

#### Tablet

Sends navigation commands, scene selections and control signals. The agent's console for the entire experience.

### MIRROR

#### 65" TV

Receives cast stream from the primary headset for spectator display – live, in-room, group-facing.

### SPOKE

#### VR Headsets

Receive commands and render scenes locally on Oculus Quest using Unreal Engine. Standalone, wireless, untethered.

### MESH

#### Local Modem

Provides local network connectivity. No upstream internet needed. Private, isolated, lag-free.

**Why it stays smooth.** The tablet sends scene IDs, camera positions and material selections – never video. Each Quest renders its own frames at native refresh rate. Bandwidth requirements stay minimal, sync stays tight, motion stays comfortable.

## 07 CONTENT PIPELINE & INTEGRATION

# From architect's file to the buyer's field of view.

3D content follows PROPVR's standard Spatial OS pipeline – the same one that powers every product in the platform.

01

### Import

Revit, 3DS Max and SketchUp files brought into Unreal Engine.

02

### Dress

Materials, lighting and furnishings applied using PROPVR's real estate material library.

03

### Optimize

Scenes tuned for standalone Quest rendering – draw call reduction, LOD, texture compression.

04

### Author

Guided tour paths and viewpoints defined in the CMS.

05

### Deploy

Packages pushed to headsets via local sync or USB sideload.

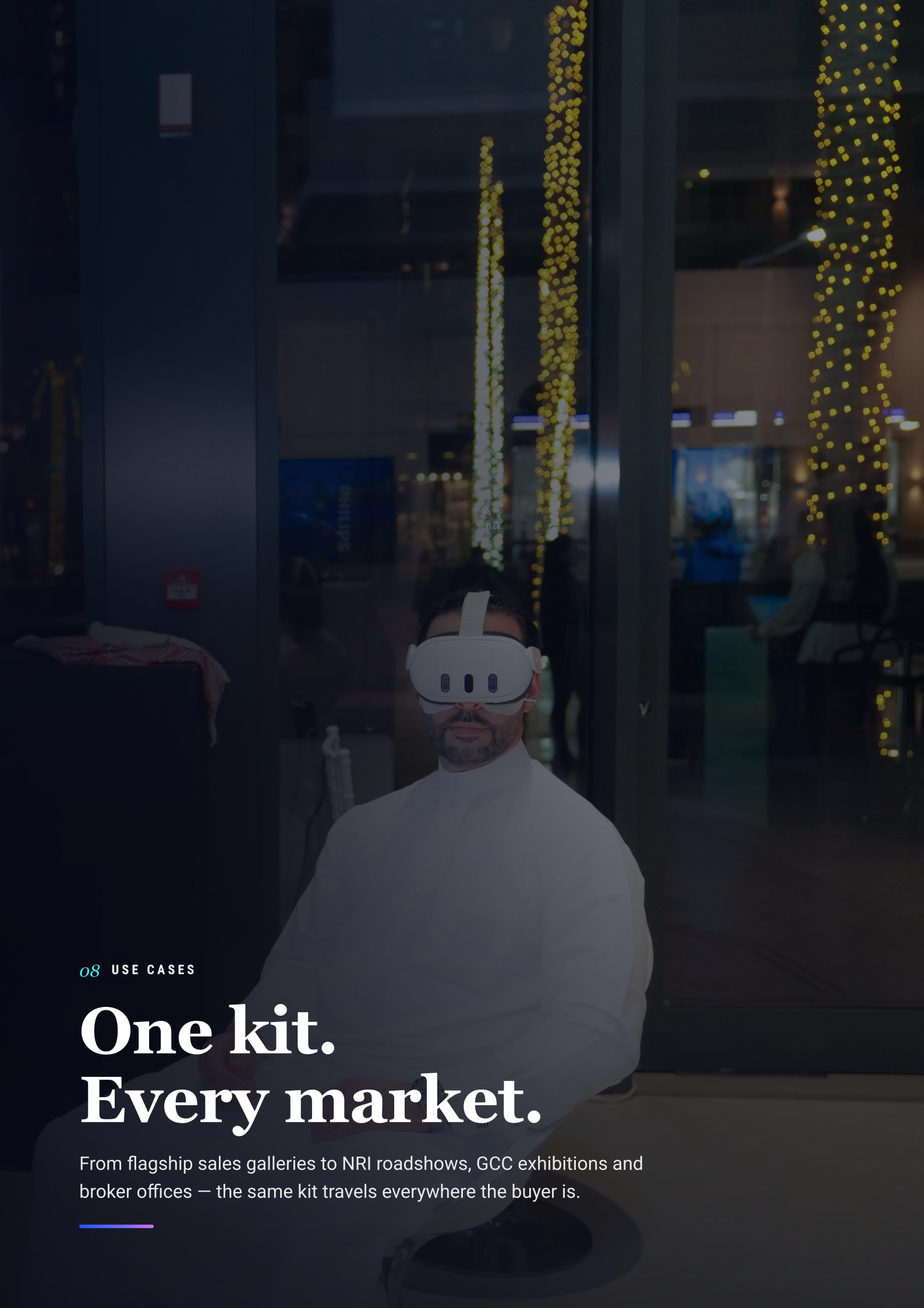
06

### Integrate

Salesforce, HubSpot and custom CRM connectors auto-attach session reports to buyer records.

## ANALYTICS & INSIGHTS

Every Spatial Tour session captures session duration per project and unit type, scene dwell time, feature-interaction frequency, multi-session tracking per buyer, and agent performance metrics – feeding lead scoring and follow-up triggers automatically.

A man with a beard, wearing a white long-sleeved shirt and a white VR headset, is sitting in a chair. He is looking directly at the camera. The background is dark with vertical strings of warm white lights. There are some blurred figures and structures in the background, suggesting an exhibition or event space.

08 USE CASES

# One kit. Every market.

From flagship sales galleries to NRI roadshows, GCC exhibitions and broker offices — the same kit travels everywhere the buyer is.

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## 08 | DEPLOYMENT SCENARIOS

# Six deployments, one kit.

**01**

### Sales Gallery VR Lounge

A permanent station provides an immersive experience for every walk-in. Agent guides through available units, switches floor plans, demonstrates finishes — family stays engaged on the 65" TV.

**03**

### NRI Roadshows

Compact carry case clears airline baggage; offline operation works in any hotel meeting room or client home. Buyers experience properties 5,000 miles away as if standing inside them.

**05**

### Construction Site Centers

Temporary site offices gain a powerful sales tool with no infrastructure investment. As construction progresses, content updates to show actual progress alongside the virtual finished product.

**02**

### Exhibitions & Trade Shows

The portable kit turns any booth into an experience center. Multiple headsets serve parallel visitors while the TV display pulls foot traffic. Offline operation keeps it reliable regardless of venue Wi-Fi.

**04**

### Channel Partner Offices

Rather than asking brokers to bring clients to the gallery, deploy kits to top-performing broker offices and extend the immersive sales experience right into the channel network.

**06**

### Executive Presentations

For luxury projects, Spatial Tour delivers private, white-glove VR experiences in board rooms — the guided format maintains the premium narrative while the TV keeps all stakeholders engaged.

## 09 ROI & SPATIAL OS ECOSYSTEM

# Longer engagement. Higher conversion.



PRIVATE RESIDENTIAL LOUNGE – NRI CLIENT HOME



EXECUTIVE SUITE – WHITE-GLOVE PRIVATE VIEWING

“

Developers report that Spatial Tour-equipped sales teams consistently outperform traditional presentation methods, with buyers spending **4x longer** engaging with properties and converting at significantly higher rates.

## THE SPATIAL OS ECOSYSTEM

Spatial Tour is part of PROPVR's comprehensive Spatial OS platform – a unified ecosystem of nine immersive products built on a shared Unreal Engine core, common data pipeline and centralized CMS. Content authored once flows to Spatial World, Spatial Cities, Spatial Lite, Spatial Twin, Spatial Cave, Spatial Touch, Spatial Holo, Spatial Drive and Spatial Tour without rework.

10 IMPLEMENTATION PROCESS

# From kickoff to first guided tour — in 8 weeks.



LIVE SPATIAL TOUR SESSION — AGENT ON TABLET, BUYER IN HEADSET, CONTENT MIRRORED TO THE SPECTATOR SCREEN

Phase 1

**Discovery**  
**Wk 1–2**

Scope, architectural file collection, material selection, tour planning, hardware kit spec.

Phase 2

**Content Dev**  
**Wk 3–6**

Unreal Engine builds, lighting (day / night / golden hour), Quest-optimized rendering, tablet app configuration.

Phase 3

**Setup & Test**  
**Wk 7**

Kit assembly, content deployment, sync testing, offline verification, battery and thermal checks.

Phase 4

**Launch & Beyond**  
**Wk 8+**

Sales team training, narrative coaching, deployment, then ongoing analytics, new project content, and support.

CONTACT US

# Put the agent back in control.

To discuss how Spatial Tour can travel with your sales team — or to see a working deployment in India, the UAE or Saudi Arabia — reach out and we'll set up a walkthrough on your own projects.

EMAIL

[info@propvr.ai](mailto:info@propvr.ai)

WEBSITE

[www.propvr.ai](http://www.propvr.ai)

PRESENCE

India · UAE · Saudi Arabia