



Your own AR app

White Labeling is our Augmented Reality app in your design available in a matter of days.

Your logo:



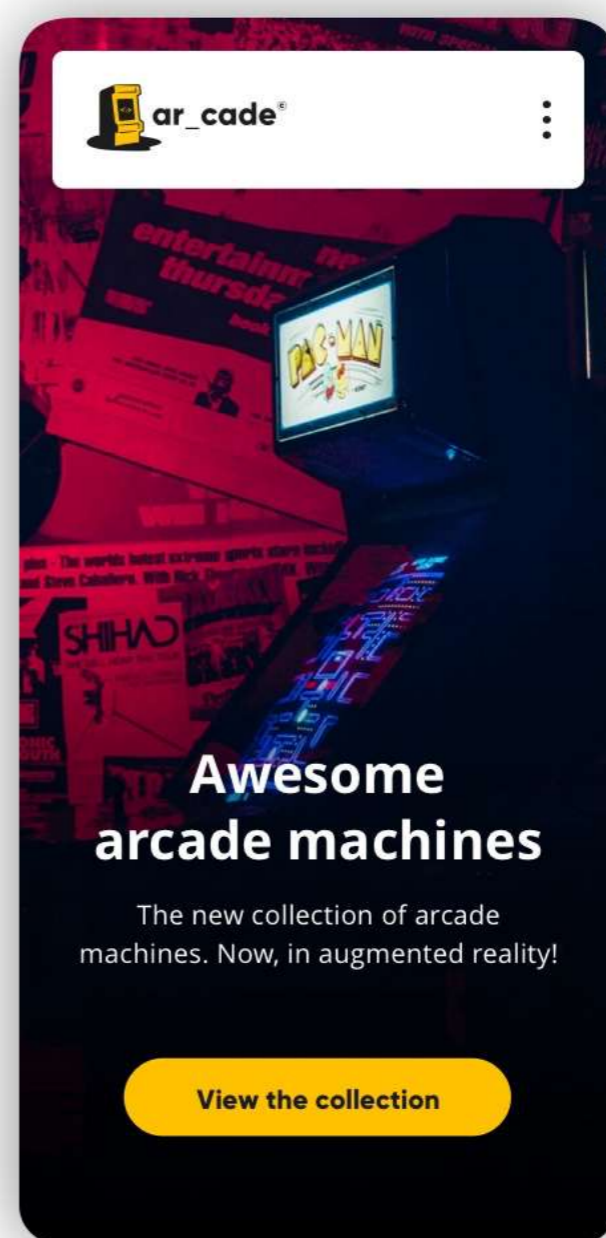
Your brand color:



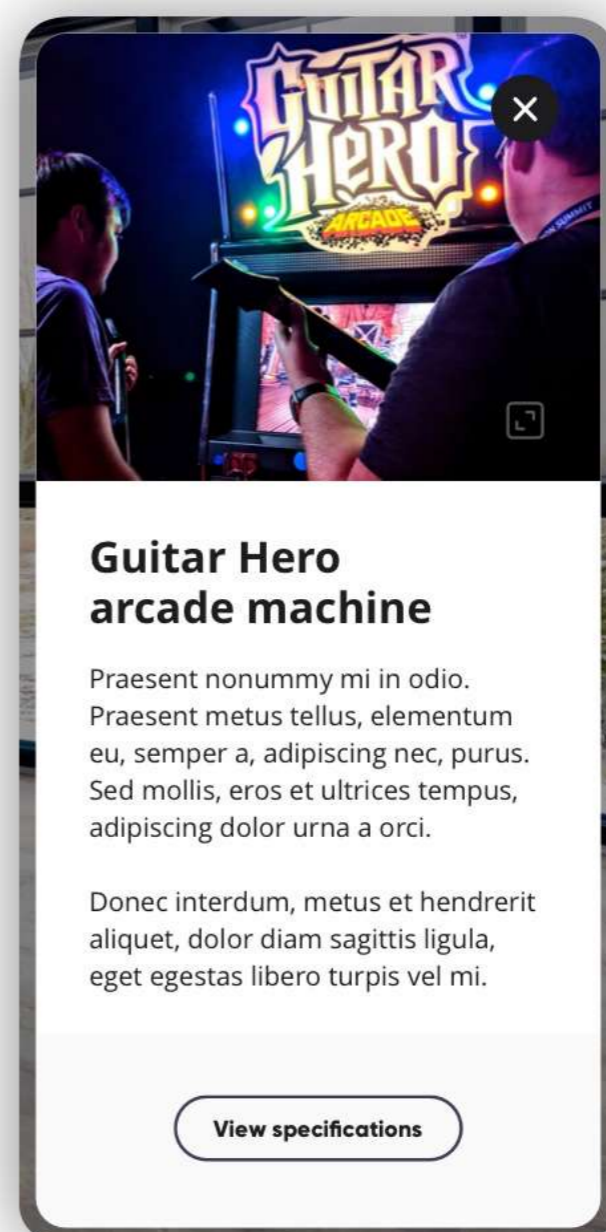
AR Visor



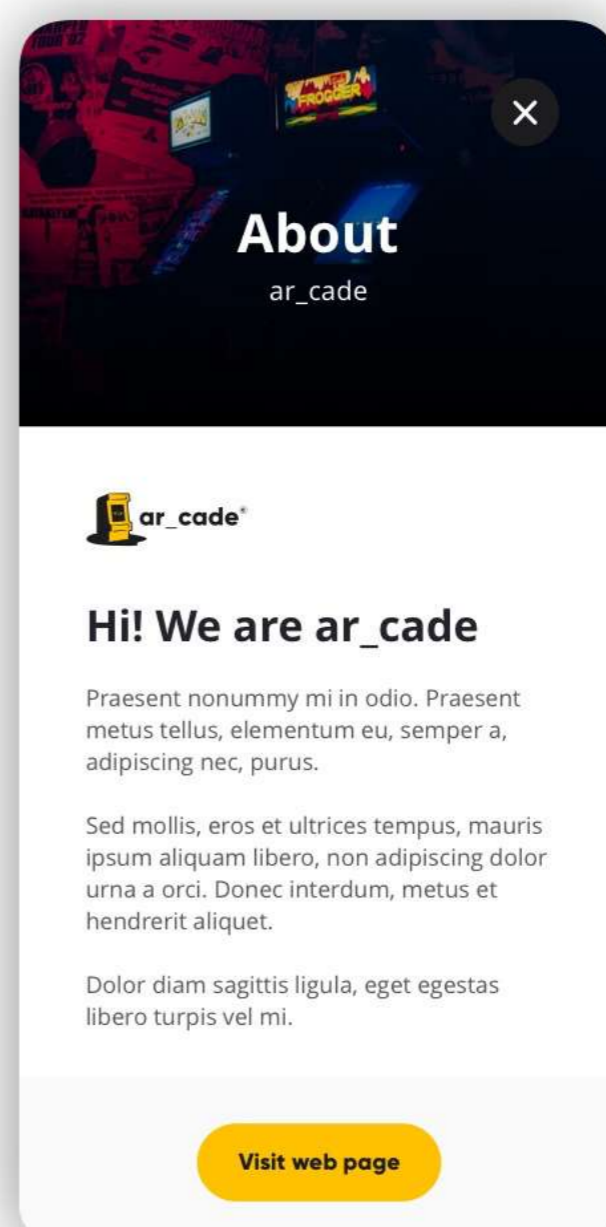
Menu Dropdown



Welcome Screen (optional)



Content Information



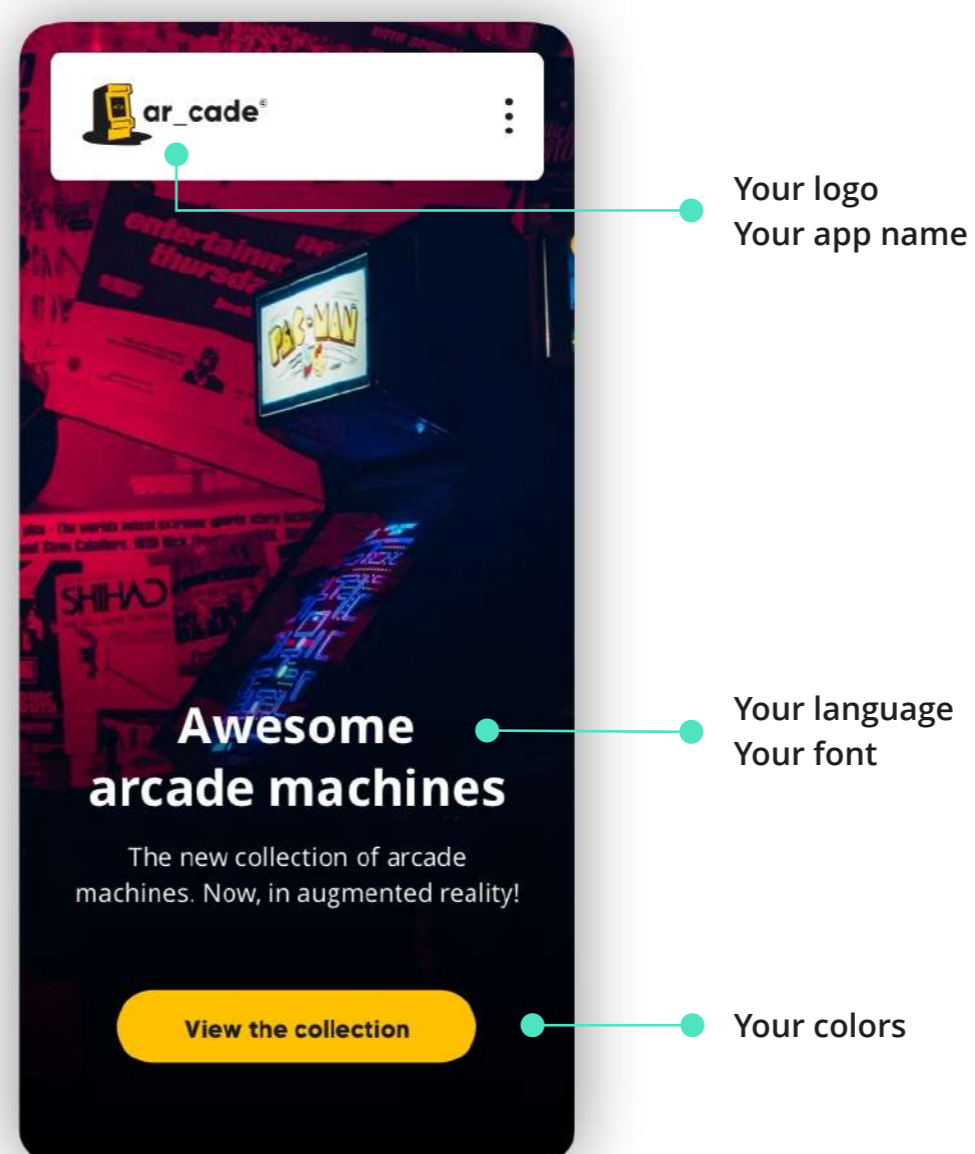
About Screen (optional)

Details

We help you to customization your app to your brand and take care of maintenance and support. Our white labeling AR apps are available within days.

Our white labeling service includes:

- ✓ AR players for iOS and Android
- ✓ Your app name
- ✓ Your colors
- ✓ Your logo
- ✓ Your font
- ✓ Your language
- ✓ Welcome screen
- ✓ Content screen
- ✓ About screen
- ✓ App & Play Store binary and upload



The following options for your app are available upon request:

- + Multiple language support
- + Other modifications

Other service options:

- + App icon design
- + Preparation of App & Play store marketing material (e.g. screenshots)
- + 3D model and scene design

Conditions

- White-labeled apps are usually available for download 20 working days after we have received your full payment. Please note that we depend on your cooperation to provide us with logos, text and other information.
- White-labeled apps are maintained by us for as long as you have an active Onirix subscription. If a software error or an incompatibility with the latest version of the operating system (iOS or Android) occurs, we will fix the issue free of charge and provide you with a new binary file.
- The creation and design of AR scenes are not included in the price. This is available as a service option.
- White-labeled apps require devices that support ARKit or ARCore. Older devices might not be compatible.
- Publishing your own app on the Apple App Store or on the Google Play Store requires you to have an account with these platforms. In the case of the Apple App Store, this comes at an annual cost of €99. The Google Play Store account is US\$25 one-time. This information might change at any moment without our knowledge.