

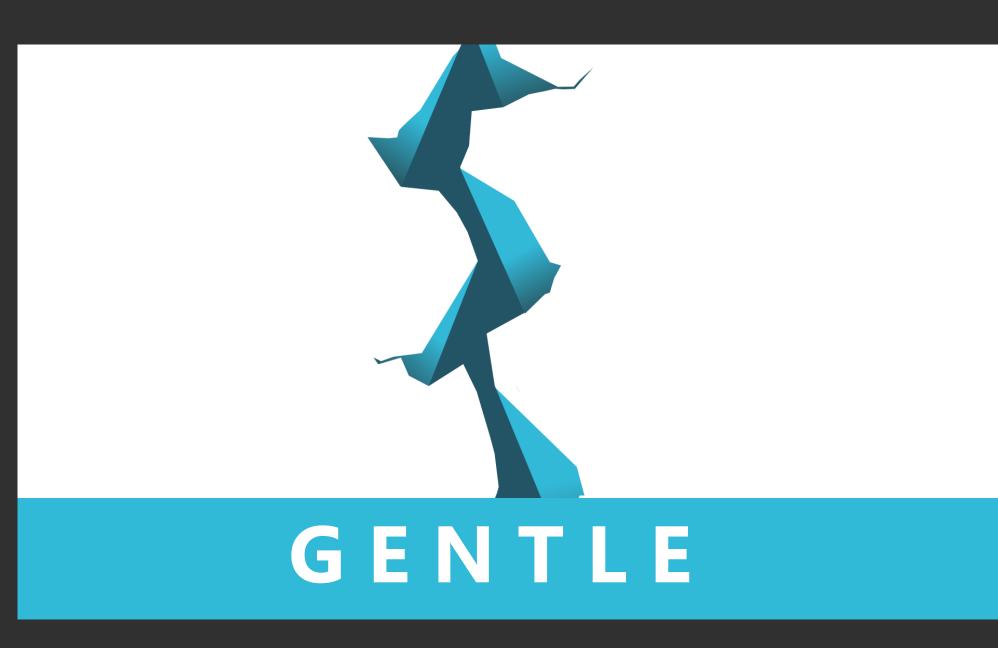
THE PROBLEM

As it is difficult to treat acrophobia (fear of heights) through 'in life' exposure therapy, how can we provide an exposure therapy treatment that utilizes virtual reality so that those suffering from acrophobia can gradually overcome these fears in a safe, inexpensive, and practical manner?

VALUE PROPOSITION

Everest stresses the importance of safety, cost, and practicality through virtual reality exposure therapy. Everest allows anyone who has the courage to overcome their fears to do so in the comfort of their own homes.

CHOOSE YOUR THERAPY LEVEL

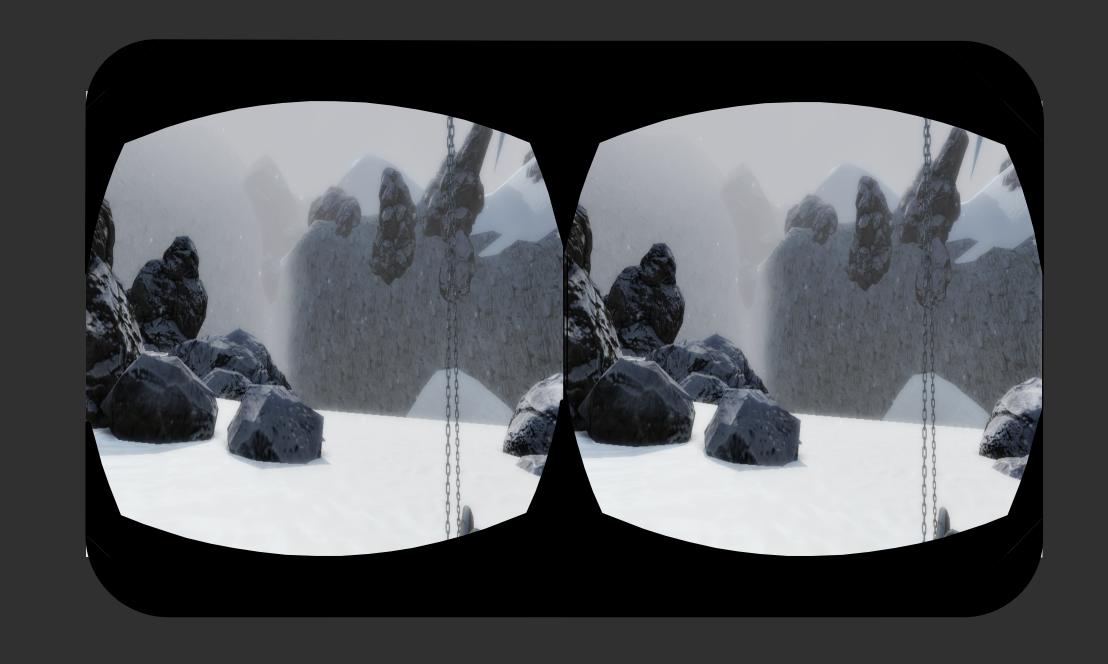






IMMERSIVE ENVIRONMENTS

Using the Unity Game Engine, Everest has created an experience that helps challenge acrophobia patients to overcome their fears. Each level is geared toward stimulating different senses to best recreate the real life feeling of being high up.





OCULUS RIFT TECHNOLOGY

The Rift uses state of the art displays and optics designed specifically for virtual reality. Its high refresh rate and low-persistence display work together with its custom optics system to provide incredible visual fidelity and an immersive, wide field of view.

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