

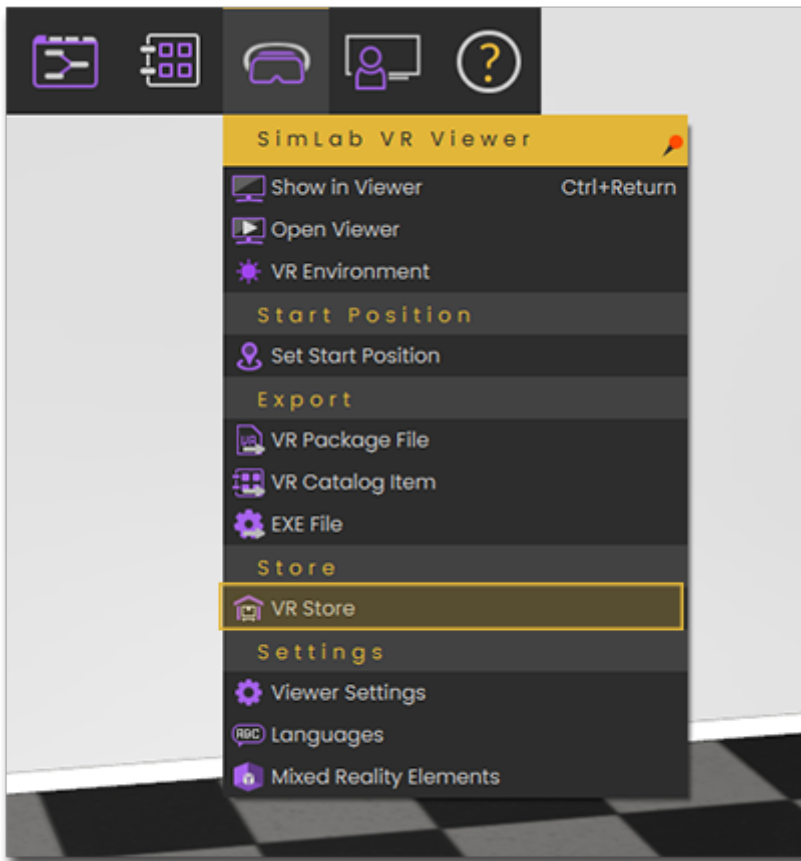
# Selling on SimLab VR Store



You can publish VR Experiences created with SimLab VR Studio and SimLab Composer on SimLab VR Store. If you don't know how to create VR experiences, [you can start here](#).

## Uploading VR Experiences

Uploading Steps:



**1.** While the created VR Experience is open in SimLab Composer or VR Studio, Go to the VR Viewer menu and select **VR Store**.

**2.** If you are already logged in to your SimLab Account click **Publish** in the top left corner.

VR Store

?

✕

Earnings: \$11500.00

\$

Payment Settings

↑

Publish Model

Published Models

Sold Models

Thumbnail	Title	Date	Perpetual Price	Monthly Price	Yearly Price	Status	Actions
	Upper Limbs Examination	2024-01-29			\$400	published	
	Drowning Rescue	2024-01-23			\$200	published	
	The Human Heart	2024-02-07				published	
	Subway Demo	2024-02-07				published	
	Fire Extinguisher	2024-01-31			\$300	published	
	The Human Heart	2024-01-30				deleted	

Publish Model

✕

Title

Dark Oak Kitchen

Description

explore and interact with this design of a modern kitchen made of dark oak and study the different options

Video URL

https://youtu.be/bUxPatiWGUA

Website

oft.com/vr\_store/medical/medical\_students/precordium.aspx

Platform Compatibility

Pricing

• Paid

● Free

☒ Yearly License

\$120

▲▼

☐ Perpetual License

\$0

▲▼

☐ Monthly License

\$0

▲▼

☒ I agree to the SimLab Store's publishing [terms](#)

Publish Model

3. Fill in the title, description, a video link and a website link if available for the VR Experience, as well as an image for the experience's thumbnail and then select the compatible platforms and set the pricing for the VR Experience, then click **Publish Model**.

After Publishing a model, SimLab team will review it then approve it, and once it has been approved, it will be visible in the store and available for purchase.

## Managing Store Items

To view and edit models that you have uploaded to the store, simply open the VR Store from SimLab Composer or VR Studio, and you will find your models under the **Published models Tab**.

VR Store

Publish Model

Earnings: \$11500.00

Payment Settings

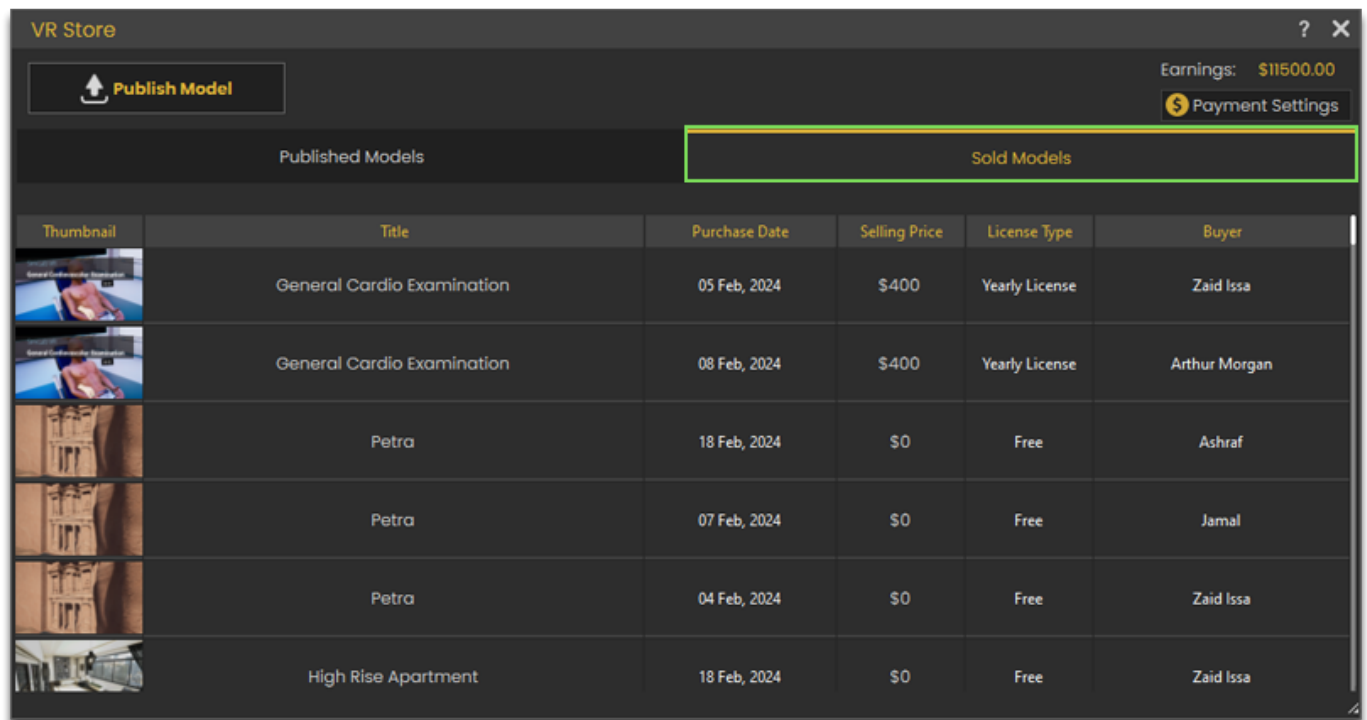
Published Models









Sold Models

Thumbnail	Title	Date	Perpetual Price	Monthly Price	Yearly Price	Status	Actions
	Upper Limbs Examination	2024-01-29			\$400	published	<div><div></div><div></div><div></div></div>
	Drowning Rescue	2024-01-23					<div><div></div><div></div><div></div></div>
	The Human Heart	2024-02-07					<div><div></div><div></div><div></div></div>
	Subway Demo	2024-02-07				published	<div><div></div><div></div><div></div></div>
	Fire Extinguisher	2024-01-31			\$300	published	<div><div></div><div></div><div></div></div>
	The Human Heart	2024-01-30				deleted	<div><div></div><div></div><div></div></div>

Edit, replace or delete published models

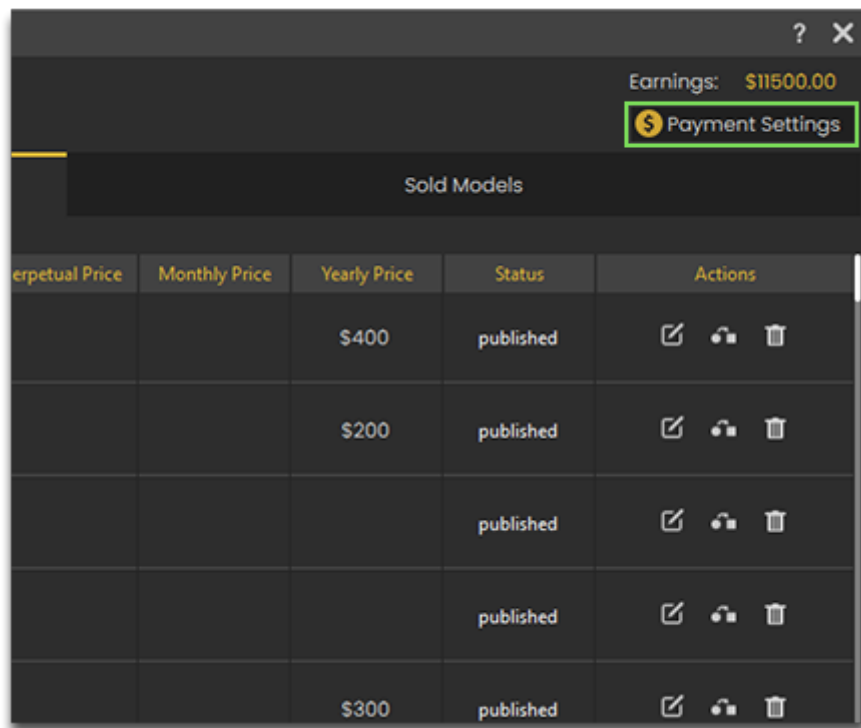
To view sold models, switch to the **Sold Models Tab** in the VR Store.



VR Store						?	×
 Publish Model						Earnings: \$11500.00	
						 Payment Settings	
Published Models			Sold Models				
Thumbnail	Title	Purchase Date	Selling Price	License Type	Buyer		
	General Cardio Examination	05 Feb, 2024	\$400	Yearly License	Zaid Issa		
	General Cardio Examination	08 Feb, 2024	\$400	Yearly License	Arthur Morgan		
	Petra	18 Feb, 2024	\$0	Free	Ashraf		
	Petra	07 Feb, 2024	\$0	Free	Jamal		
	Petra	04 Feb, 2024	\$0	Free	Zaid Issa		
	High Rise Apartment	18 Feb, 2024	\$0	Free	Zaid Issa		

## Collect Earnings (Add Payment Info)

To collect earnings you need to setup your **Payment Info**, follow the steps below to do that:



1. From VR Store Click **Payment Settings** in the top right corner.

**Add Payment Info** [X]

☒ Wire Transfer    ☐ Paypal

Country [ ]

Address [ ]

Bank Name [ ]

Account Number [ ]

IBAN [ ]

SWIFT (BIC) [ ]

[ Save ]

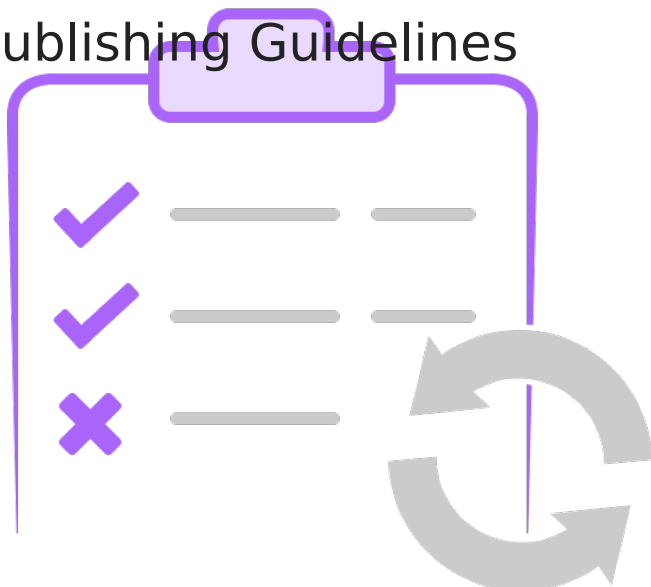
\$ Earnings will be transferred monthly once they exceed \$300.

**2.** Select either **Wire Transfer** or **Paypal** and fill in the required info then click **Save**.

You will collect earnings **monthly** and only when they exceed **300\$**.

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## Publishing Guidelines



Before publishing a VR Experience, it is a good idea to have it optimized to insure compatibility on multiple platforms, [Click Here](#) to learn more about optimization and explore the general guidelines of publishing on VR Store.

Also make sure that you read the VR Store Agreement before publishing content on the store.

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Revision #17

Created 9 January 2024 06:04:00 by Khalid Abu Eid

Updated 2 March 2025 11:37:29 by Mahmoud