



THE SECRET LIFE OF MONSTERS

GATEWAY

a mixed reality adventure



**JC
PR
&C**

A futuristic, dark city street at night. The scene is filled with industrial elements like pipes and machinery. On the left, there are two glowing signs with stylized symbols. In the center, a large, ornate dome structure is visible. To the right, a building has a balcony with a lit window. The overall atmosphere is mysterious and high-tech.

synopsis

In this mixed reality adventure, you are a recruit in the GEU, a team tasked with exploring parallel realities from a mysterious station known as Gateway. Your first mission takes you into SOLUM, a world full of unique inhabitants and wonderful environments. You'll explore three distinct quantum breaches, each leading to a different place on SOLUM, gathering vital data on the creatures tied to them. As a secondary objective, you'll also track objects that don't belong in this world, further unraveling the mysteries of SOLUM. Perform well, and you may secure a permanent spot on the team. However, not everything goes as planned—your journey may take you further than expected.

meet the creators

emile arragon

Creative Director & Co-Founder of Wallrus Creative Technologies

As the Creative Director and Co-Founder of Wallrus Creative Technologies, Emile Arragon has been a pivotal force in steering innovative projects across various tech landscapes, including AI, cloud gaming, and mixed reality. With over a decade of experience in tech entrepreneurship, Emile has honed his expertise in creative strategy, product design, and user experience, pushing the boundaries of interactive technology and digital storytelling.



Educated at Concordia University, Emile holds degrees in Cinematography and Film/Video Production, as well as Philosophy. This unique combination of technical skills and philosophical insight fuels his approach to creating immersive and engaging digital experiences. His leadership at Wallrus has led to the development of groundbreaking projects like "The Secret Life of Monsters," an XR journey into a parallel reality, and the "Bell Race," which showcases the potential of tele-robotics through 5G technology.

Prior to his current role, Emile began his career as a director of photography for short films and music videos, and as a script writer for an indie video game studio, where he honed his visual and narrative storytelling skills. This background has deeply influenced his approach to digital experiences, prioritizing visual impact and narrative depth.

Emile's work extends beyond the realm of project management to actual content creation, having directed short films, music videos, and corporate videos. His diverse portfolio and multidisciplinary approach have made him a prominent figure in digital media, with successful deployments in major festivals and events across Canada and internationally.

meet the creators

jp desjardins
*CEO & Co-Founder of
Wallrus Creative Technologies*

JP Desjardins is the Co-Founder of Wallrus Creative Technologies, a creator of transformative experiences, and an applied innovator specializing in artificial intelligence, augmented reality, and the next-generation mobile technologies.

Passionate about technologies that connect people and bridge the gap between the physical and digital worlds, he focuses on experiences that drive meaningful interactions.

JP collaborates with leading Canadian and global organizations to turn abstract innovations into tangible, impactful experiences.



meet the creators

jasmine gervais

COO & Co-Founder of
Wallrus Creative Technologies

Jasmine Gervais spearheads the creative and strategic development of groundbreaking immersive entertainment projects where the real, the virtual, and what's in between, collide to give life to powerful stories. Gervais believes that creativity is driven by the collision of bold minds, problem solvers and daydreamers coming together as one powerful mastermind. Guided by this philosophy, Gervais' mission is to nurture an ecosystem of singular ideas, talent and partners in the production of audacious projects that redefine the paradigms of immersive entertainment.





about wallrus

Wallrus is a creative technology agency headquartered in Montreal, Canada.

We collaborate with innovation-driven clients in events, sponsorship activations, and sports & entertainment venues to deliver groundbreaking experiences.

At Wallrus, we develop proprietary technology stacks designed to foster natural immersion and seamless connections between attendees and their environment. Our expertise also extends to creating story-driven content that enhances and complements these technologies, bringing narratives to life in powerful ways.

One of our signature projects, **The Secret Life of Monsters – Gateway**, is a public art and location-based entertainment (LBE) experience. This unique installation creates a feeling of natural immersion using passthrough VR within a meticulously designed immersive world.

Wallrus builds the technology layer that seamlessly integrates mixed reality with real-world elements, setting the stage for the next generation of immersive experiences.

director's statement

The journey to create 'Gateway' began almost four years ago as a research and development project called 'The Secret Life of Monsters'. It was mobile-powered mixed reality game that leveraged edge computing, real-time peer-to-peer streaming, and ultra-wideband communication to track players seamlessly in the real world. This was before mixed reality (MR) headsets were available to the public. At that time, our creative efforts primarily served to demonstrate the potential applications of the technologies we were experimenting with.

'Gateway' is essentially a reimagining of the project, but driven by storytelling and gameplay. This time, MR technology has caught up to our vision. We got to focus on creating the first of what we termed an 'Immersive Adventure.' Unlike standard Virtual Reality experiences where you are detached from reality, or Mixed Reality games that just overlay digital elements onto the real world, 'Gateway' weaves in and out of both mediums. The physical set design is as much a part of the story as the virtual spaces you explore. It's not just a game or a short film; it's an adventure.

The biggest challenge in creating 'Gateway' was striking the perfect balance. We aimed to make it accessible enough for those new to Extended Reality (XR) while offering just enough depth and complexity for experienced users. This is all within a completely new type of immersive experience. This adventure is not only about mastering familiar gameplay mechanics or following a narrative. It's about engaging with a new medium that combines these elements in unfamiliar ways. We hope this 20-minute sci-fi adventure found its right balance, offering a mix of known concepts and novel experiences. Regardless of players familiarity with XR, we believe 'Gateway' will leave them excited as they navigate through this new realm.

– Emile Arragon

credits

Imagined by: Wallrus Creative Technologies

Created by: Emile Arragon, JP Desjardins, Jasmine Gervais

Executive producers: JP Desjardins, Jasmine Gervais

Creative Director: Emile Arragon

Story: Emile Arragon

Production Designer: Nicolas Beaulieu-Drolet

Sound design: Icaro Bezzerá-Soares, Emile Arragon

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Additional credits:

Unreal engineer: David Muyombo

3D Artist: Magalie-Fleur Bertrand

3D Animator: Laurence Mongrain

QA and game testing: Jeremy Mechaly, Fred Mercy, Alexander Garzon

how to see it

SXSW XR Experience Exhibition

Fairmont Austin | [101 Red River St. Austin, TX 78701](#)

Press Preview: March 8 | 11:00am – 6:00pm

Open to Public: March 9 – March 11 | 11:00am – 6:00pm



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