

**FOR IMMEDIATE RELEASE**

## **Revolutionary OneTouchVR Application Recognized With 2018 Muse Award for Best Entertainment Mobile App**

**The specialized distribution platform features cinematic virtual reality content starring Hollywood celebrities like Nicolas Cage, Wesley Snipes, and RJ Mitte.**

(Los Angeles, CA) -- Out of more than 2,000 submissions from 40 countries, OneTouchVR was selected as the Best Entertainment Mobile App and awarded a Platinum recognition in the 2018 Muse Creative Awards competition. The app is a virtual reality distribution mobile application that features cinematic, star-powered content. The diverse selection of narratives already available within the app include stories driven by Hollywood stars like Wesley Snipes and Nicolas Cage.

"We are thrilled to win this Muse Creative Award as it validates all the hard work and countless hours our team has put forth in delivering a portfolio of VR mobile applications to the market showcasing cinematic immersive content across all leading VR platforms," said VR producer and OneTouchVR co-founder [Travis Cloyd](#). "We believe OneTouchVR is an innovative and essential distribution application that provides greater access to content that audiences are asking for, all in one place."

OneTouchVR applications are currently available through Google Daydream, iOS, GearVR, Oculus Rift, Go, and HTC Vive. In the app, fans have the option to download or stream a film in multiple formats such as standard 2D, VR, and a very unique three-screen experience. This is the only application that enables users to watch three distinct forms of media in one setting, and the choices are accessible through its lobby launch menu.

The company seeks to empower independent VR producers to easily share their stories by offering distribution through a platform that can showcase both traditional and immersive forms of a storyworld. In addition, by providing a wide-range of content on the platform, the app draws a large audience of repeat viewers who respond well to the centralized library model and return eager for the next pieces to publish.

Alongside its unique model for distribution, OneTouchVR provides a full spectrum of VR pre- and post-production related services. Their offerings including VR production, app development, delivery, consulting, marketing, and tracking the analytics of these experiences. They also open doors for third party content creators building them through location-based venues, VR film festivals, international markets, and 360-degree domes to display content outside of the headset.

"OneTouchVR is the future of film distribution," said OneTouchVR co-founder and CEO of Canadian-based company, Minds Eye Entertainment, [Kevin Dewalt](#). "OneTouchVR has proven that VR mobile applications can be both entertaining and practical. We look forward to bringing more compelling narratives and star-driven VR content to the masses through this platform."

OneTouchVR is available for download on the following platforms.

Oculus Go: <https://www.oculus.com/experiences/go/1487537741282941/>

GearVR: <https://www.oculus.com/experiences/gear-vr/1487537741282941/>

Oculus Rift: <https://www.oculus.com/experiences/rift/1449757765144924/>

iOS: <https://itunes.apple.com/app/id1321391814>

Google Play: <https://play.google.com/store/apps/details?id=com.onetouchvr.cinemavr>

For more information on OneTouchVR, please visit <https://www.onetouchvr.com>.