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## **Revolve Labs – GCloud 15 Pricing Document**

- Each project will be scoped and priced individually depending on requirements. The services will be priced based on the required team, grades and timescales and agreed when scoping the exact requirements for the project.
- A Scope of Work (SoW) will be produced, detailing the exact requirements and entire scope.
- Agreed timescales will have a dependency on the specific scope requirements and the size and complexity of the project.
- We will work with you to tailor the team required to meet the project requirements.
- Studio services include videography and editing in 2D and 360, audio and podcast work, green screen, animation, 3D modelling and motion graphics. Discounts available for longer projects or retained contracts.
- All invoices will be payable within 30 days on completion of the project.
- All pricing is in GBP and exclusive of VAT.
- All pricing is offered on the basis that work will be undertaken during normal office hours (Monday to Friday, 0900 to 1730, London).
- Additional costs including travel, subsistence and other reasonable expenses may be charged separately, as detailed by the Call-off-Contract terms and conditions.
- Working week: Monday to Friday excluding national holidays
- Office hours: 9:00am to 5:00pm Monday to Friday
- Travel, mileage subsistence: Included in day rate across UK.



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## Rate Card

| Lot           | Service      | Role                       | Service Price    | Unit Price       | Volume Discount                                       | Price for Extra Services |
|---------------|--------------|----------------------------|------------------|------------------|-------------------------------------------------------|--------------------------|
| Cloud Support | Immersive VR | Director Consultant Senior | £900 per day     | £900 per day     | Yes. Variable depending on specification requirements | £900 per day             |
| Cloud Support | Immersive VR | Technical Junior           | £800 per day     | £800 per day     | Yes. Variable depending on specification requirements | £800 per day             |
| Cloud Support | Immersive VR | Studio                     | £600-650 per day | £600-650 per day | Yes. Variable depending on specification requirements | £600-650 per day         |



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## About Revolve Labs

Revolve Labs provides an end-to-end immersive learning design service for healthcare organisations, focusing on high-quality virtual reality training. Our team combines educational expertise with advanced digital production to create impactful, accessible learning experiences that improve clinical confidence and patient outcomes.

Our service includes early-stage consultancy to shape learning strategy and technical approach, followed by full content production using 360-degree video, computer-generated environments, traditional videography, and 3D animation. We then deploy the training through Meta Quest headsets or web-based platforms, ensuring seamless delivery across clinical settings.

All learning experiences are built using real patient journeys, specialist clinical insight, and interactive components such as branching scenarios, hotspots and reflective learning prompts. After deployment, we support organisations with evaluation, refinement and scaling to help embed learning and demonstrate impact.

Revolve Labs has delivered VR training for NHS partners and medical device companies, creating solutions that support workforce development, clinical education and recruitment. Our managed-service model can include headset leasing, distribution and technical support, enabling organisations to adopt immersive learning without operational burden.

**Website - <https://www.revovelabs.co.uk>**

**Service delivery - UK and remote**

**Primary sectors - Healthcare, education and professional training**

**Organisation type - Small and medium sized enterprise**



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**Our Approach** - All VR training is developed collaboratively with client stakeholders and subject matter experts to ensure clinical accuracy, relevance to real world practice and measurable learning outcomes. Content is reviewed and refined throughout development and post launch to optimise learner experience, usability and impact.