

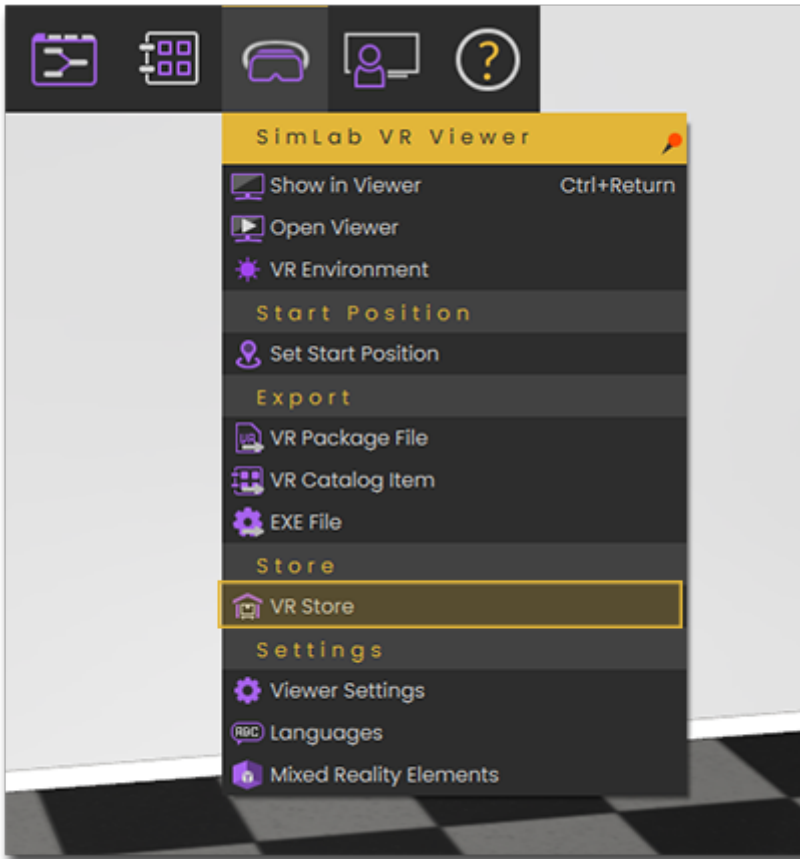
Selling on SimLab VR Store



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 ? X

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 |    |
|  | 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 X


Title


Description 


Video URL


Website


Platform Compatibility














Pricing

Paid Free

Yearly License Perpetual License

Monthly License

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

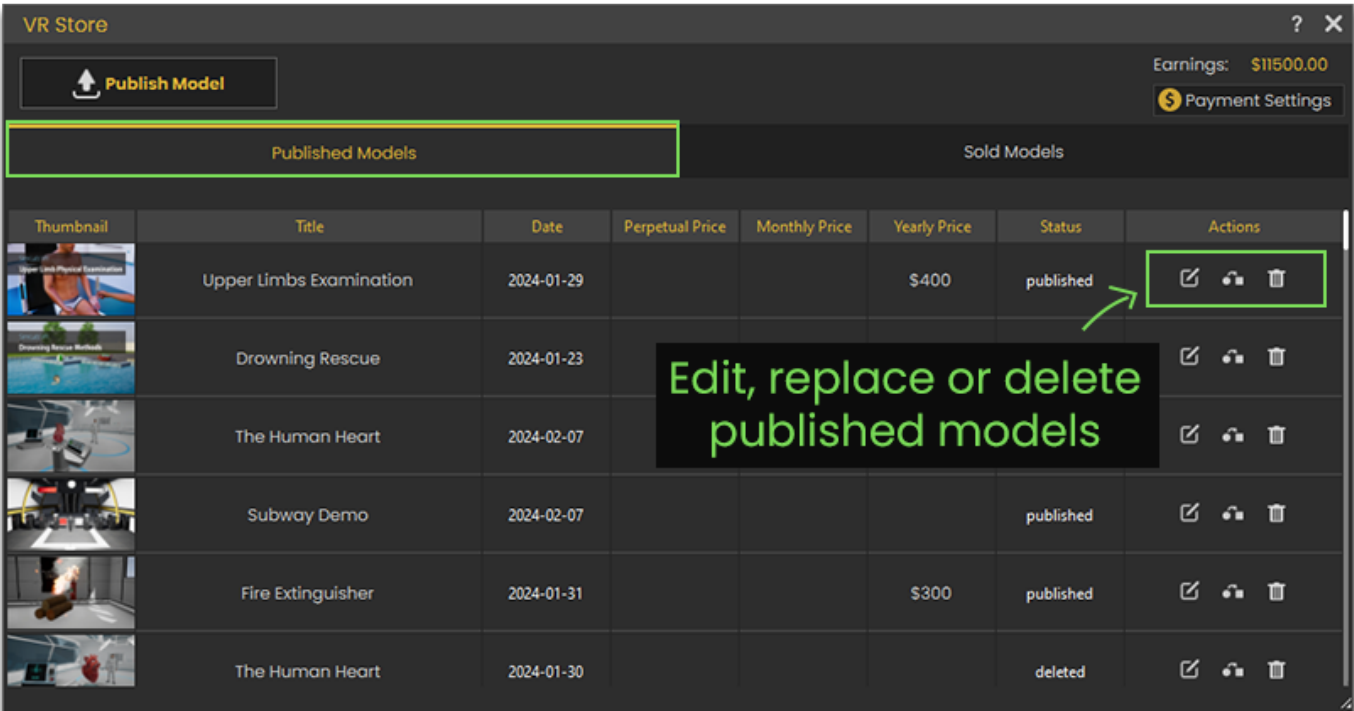
Publish Model

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**.

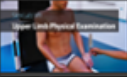























After Publishing a model, SimLab team will review it then approve it, and once it has been approved, it will be visible in the store and available for purchase.

Managing Store Items

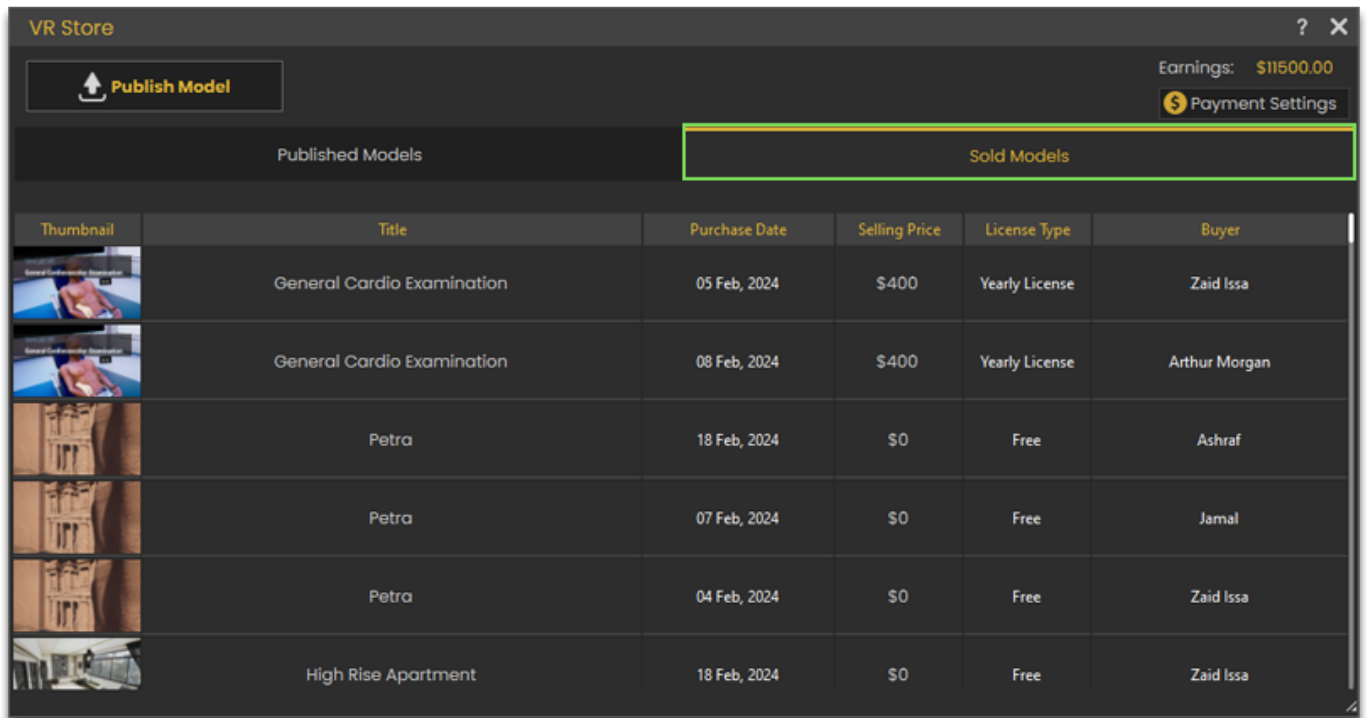
To view and edit models that you have uploaded to the store, simply open the VR Store from SimLab Composer or VR Studio, and you will find your models under the **Published models Tab**.









The screenshot shows the VR Store interface with a table of published models. A green box highlights the 'Published Models' tab, and another green box highlights the 'Actions' column for the first model, 'Upper Limbs Examination'. A green arrow points to the edit icon in the actions column. A green callout box with the text 'Edit, replace or delete published models' is overlaid on the table.

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

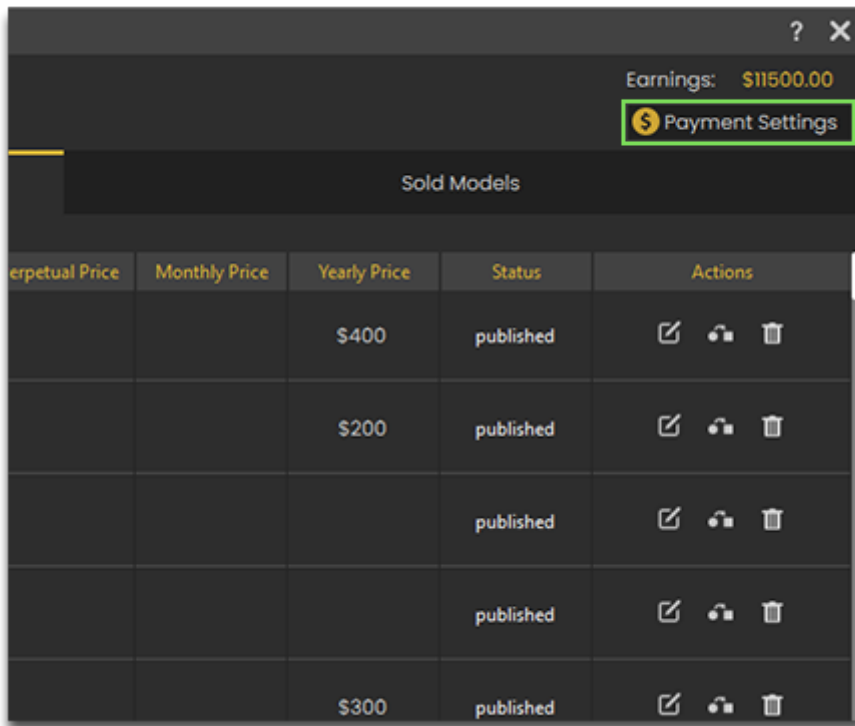
To view sold models, switch to the **Sold Models Tab** in the VR Store.



| 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 ✕

Wire Transfer Paypal

Country


Address

Bank Name

Account Number

IBAN

SWIFT (BIC)

 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\$**.

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.

Revision #17

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

Updated 22 September 2025 09:00:30