



Amsterdam studio specializing in virtual reality, interactive design and 3D animations

House of Secrets is one of the leading studios for computer and VR animation in the Netherlands.

We excel in 3D (character) animation and virtual reality applications. Our services range from immersive experiences for museums and brands to full-scale virtual reality productions.

With 12,5+ years of experience in visual effects and animation, having worked with international brands and Dutch television stations alike, House of Secrets now focuses on in-house animation productions for (interactive) immersive experiences.

History

House of Secrets was founded in 2004 by Arjan van Meerten, Sven Neve and Bobby de Groot as a small vfx business, getting most of its work from commercials that needed some much-needed digital post-production, cgi or vfx.

In between working on commercial assignments, the studio worked on their short animation film 'Cruise Patrol', which came out in 2013. After that, House of Secrets were asked to make real-time 3D content for an immersive ride at a local theme park. 'Trial by Fire' became a successful attraction and it showed a new ambition for the studio. Combining the experience of making Cruise Patrol and Trial by Fire and experimenting with virtual reality content creation in their spare time, a new focus became clear: the studio wanted to make in-house virtual reality experiences.

In 2015, House of Secrets produced its first virtual reality music video: Surge. This real-time animated virtual reality experience was one of the first of its kind. Arjan van Meerten, creator of Surge, started working on a successor. A year later, the studio started working on another VR music video called APEX. This 5-minute experience premiered at the Tribeca Film Festival of 2017.

The studio is currently producing its first game. KIN is a stylized action platformer for virtual reality that will be available for the GearVR in December 2017 and for the Oculus Rift in January 2018.

Our team

Arjan van Meerten | Creative Lead

Sven Neve | Technical Lead

Michael Lam | Developer

Daniëlle de Jonge | Producer

Joost Jordens | Designer

Mike von Rotz | Designer

Ilona de Bruin | Programmer

Sebastiaan Buwalda | Intern

Mario Signorini | Intern