

OVERVIEW



Industry	Virtual Reality (VR) & Augmented Reality (AR)	
B2C or B2B	B2B2C - White labelled distribution platform for VR and AR	
Problem	Friction to access VR/AR content, no FOMO/WOW for VR	
Solution	Empower default consumer browser of smartphone, desktop and headsets to showcase storytelling with optimal UX/UI	
Market potential (2021)	VR video = 8 billion \$	Smartphone AR = 80 billion \$
Target audience	Companies for whom viewer accessibility is key: media & entertainment, tourism, governments, retail/ecommerce	
Sales 2017 → 2018	19,000€ → 282,000€	
€ RAISED 2018	50,000€ (6% equity) + 100,000€ convertible note + 150,000€ bank loan	