



BUILD. MONETIZE. EARN.

METAVIRTUAL



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# COMPANY OVERVIEW

Splashorns Medias Ltd was created in 2019 during the COVID-19 pandemic as the foundation for developing MetaVirtual. We invested hundreds of thousands of dollars and dedicated over 3 years developing our proprietary technology called 'Onboarded Technologies,' which is used to create one of the most beautiful Web3 gems.

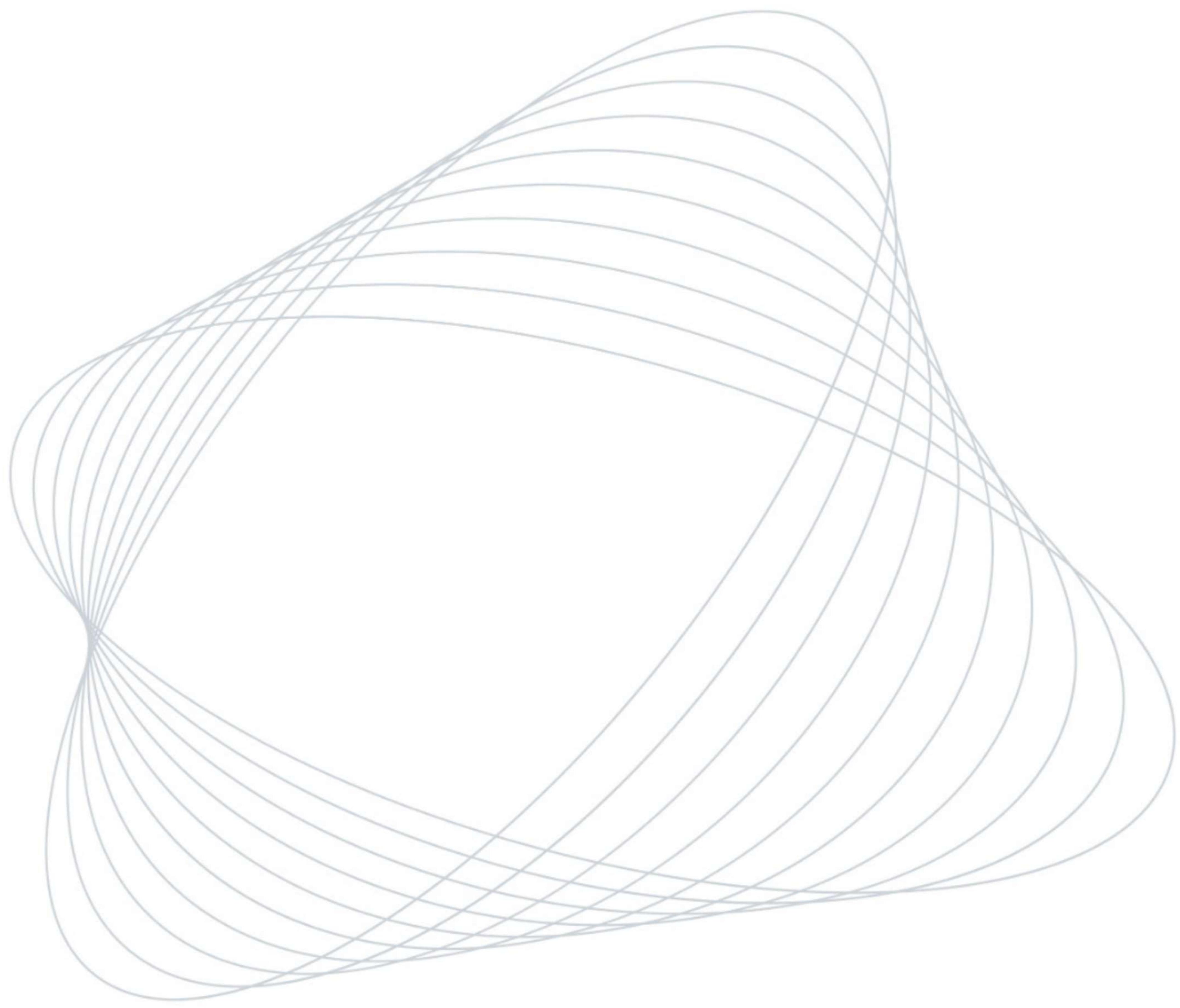
Our ambition is to achieve mass adoption of the metaverse and democratize the usage of 'Web3.'

The problem we aim to address is the lack of mass adoption of Web3. The main reasons for this are the difficulties in accessing the technologies and their limited usefulness to the general public, such as improved purchasing power.

To solve these issues, we are capturing a highly valuable traffic source: gaming communities. We address the scattered information congestion within gamer communities on various social networks by providing them easy access through a simple URL to system forms summarizing the most important daily information sought after by these communities. In exchange for this audience, we offer the first gamified interface for creating and monetizing avatars and 3D objects through user-friendly design tools. Additionally, we provide a map with lands, streets, shops, and monetized product placements tailored to gamer audiences.

Our purpose is to encourage players from around the world to use our graphics support tools to launch their own brands, generate traffic, and increase their winnings.





# FULL WEBGPU TECH

- Universal base in HTML5 and WebGL code (V.1)
- Web2/Web3 integration facility
- V.2 in ultra-high definition up to 120 FPS/sec.
- Media load transferred to the user
- 100% functional and highly scalable multiplayer mode
- Compatibility with all plugins API/SDK & Blockchain nodes
  - Comprehensive and powerful 3D engine
  - Easy design modules (Sketchfab, Twinmotion, etc.)
  - Scalability supporting +1 million polygons per screen
  - Interoperability with 98% of the market
- Compatibility with standard software on the market using Unreal Engine



## PHILOSOPHY

Our philosophy revolves around embracing life as a game, allowing us to pursue our passions. That is our credo.

## AMBITION

We strive to create a fully immersive Metaverse, prepared for widespread adoption by the masses.

## WHAT PROBLEM?

Existing Metaverse platforms have not been successful in improving users' purchasing power. Concrete models and use cases that genuinely enhance people's lives are yet to be developed. We specifically target the online gaming mass markets. For instance, in this market, communities of players struggle to effectively manage their presence on social networks, where individuals spend countless hours searching for relevant information.

## WHAT SOLUTION?

We offer information synthesis tools for gamers' social networks, providing a streamlined approach to accessing crucial information. Additionally, we provide cost-effective and efficient content monetization tools to empower users in the Metaverse. Our goal is to make the Metaverse in 3D as easily accessible as a traditional website, ensuring a seamless user experience.





## DEMAND

Our platform aims to improve users' purchasing power by providing an internal search engine that connects all user requests to the NFT-shop marketplace and 3D showrooms, offering a seamless browsing experience for artists and partners.

## OFFER

We offer a Brand Monetization Marketplace where brands can monetize their presence. Additionally, we provide powerful tools for content creation, including top avatars and top ambassadors, enabling users to create engaging and captivating content. Our platform serves as an active and passive revenue generator, offering a micro-task list that allows users to earn \$500 per month.

## AUDIENCE

We utilize artificial intelligence (A.I.) for automatic management of social networks, streamlining the process for users. Furthermore, our A.I. technology allows for customized skins and avatars tailored to the gaming industry.

## VISIBILITY

We provide an advertising buying console for advertisers, ensuring increased visibility for their brands. Additionally, we offer a coated "billing" tool that utilizes 3D objects of the brands, further enhancing their presence and visibility within the platform.



## WHY HASN'T THE WEB3 "TAKEN OFF" YET?

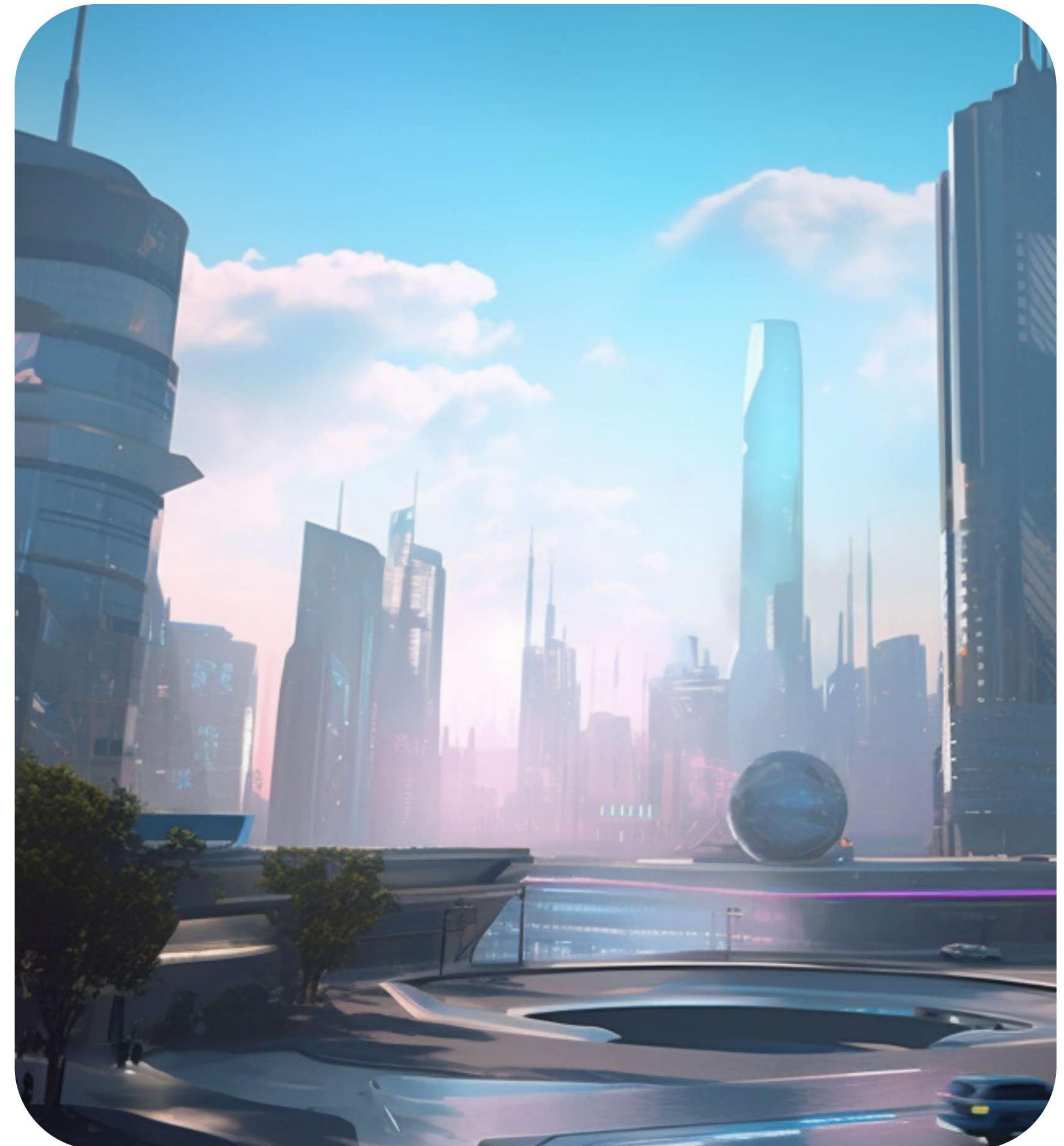
Only 0.1% of Internet users currently engage with the Metaverse (Source: McKinsey). The lack of widespread adoption can be attributed to unappealing interfaces that are often difficult to navigate, requiring extensive training and aesthetics that need improvement.

## WHAT ARE OUR INNOVATIONS?

Internal search engine integrated with our marketplace.  
Diverse range of practical applications, including daily “to-do-lists” of paid tasks.  
User-friendly avatar creation and customization using simple no-code tools.  
Human-driven creation with AI assistance, eliminating the need for extensive training.  
Decentralization with a zero collection of personal data, prioritizing data ownership.  
Behavioral statistical analysis tools for agencies and decision-makers.

## POSITION YOURSELF FOR THE MARKET OF THE CENTURY

The Metaverse holds immense potential, projected to generate up to \$5 trillion in value by 2030, making it an opportunity too significant for companies to overlook (Source: McKinsey). By embracing our platform, you can tap into this transformative market and unlock its immense possibilities.



# A REVOLUTIONARY MODEL

“USERS LOADS BRANDS”

HOW?

To achieve this, users can utilize or carry a 3D virtual object representing a brand within the Metaverse. For example, they can showcase a VUITON branded baguette bag.

ASSET BRAND

The brand is listed on the marketplace, making it visible and accessible within the user experience.

END-USER BENEFITS

By becoming an “Ambassador” of a specific product, the user contributes to the promotion of the brand and receives compensation in return. Each day, the user earns a certain amount of dollars by “loading” the brand through their representation or endorsement.





FORECASTS TO BE ACHIEVED



We employ the SUN TZU Principle of using others' strength to win by establishing affiliations with the largest gaming platforms. As part of our strategy, we offer free fields for communities of players during the startup phase, allowing us to educate and ultimately retain this market.

#### B2B USE-CASES

We showcase and duplicate our professional Web3 cases to the market, demonstrating the value and potential of our platform in a business-to-business context.

#### PURCHASE-ADS CONSOLE

Our platform provides an easy-to-use console for purchasing ads, enabling advertisers to effortlessly promote their visuals and products to the target audience.

#### MARKETPLACE

Within our platform, both professionals and individuals can engage in buying, selling, and trading virtual goods, offering substantial opportunities for profit.

# CAPTURE THE MASS AUDIENCE WHERE THEY ARE

## FORMS AND NEWS CAPTURE BOTS

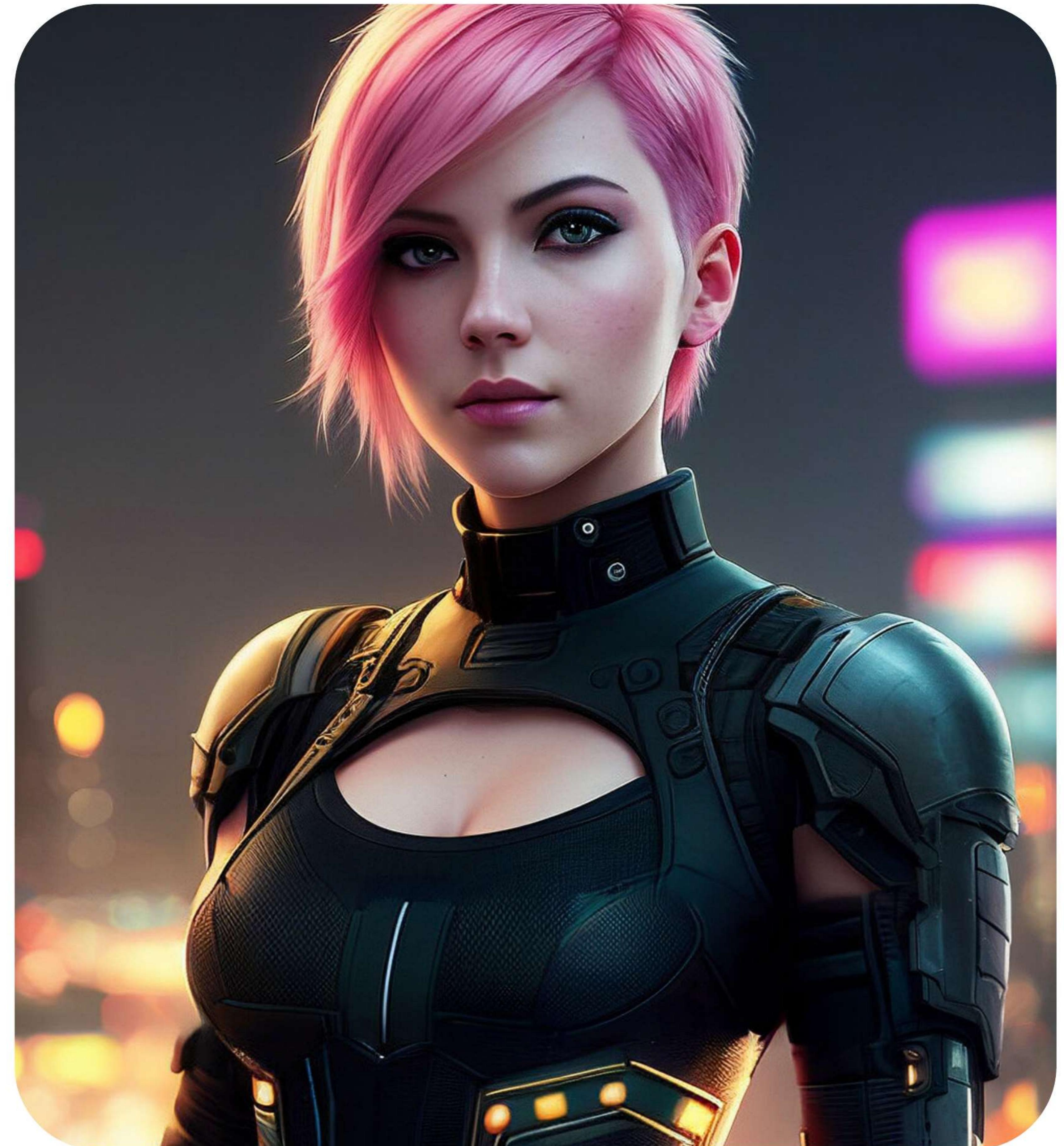
We use forms and automated bots to capture information from popular platforms such as Chats/Discord, Twitch, and Instagram. Instead of relying on static and scattered 2D information, we synthesize and present contextual information in an immersive 3D environment.

## BENEFIT FOR SOCIAL NETWORK ADMINISTRATORS

Social network administrators can easily program their news and daily forms with just one click. Our bots actively search for dispersed information on platforms like Discord and other social networks, gathering and organizing it for easy access. The forms are hosted within our Metaverse-Web, providing a seamless user experience.

## ASSET/PLATFORM-METAVIRTUAL

Our platform offers an organic and natural way to capture the largest available traffic volumes. We instantly capture the attention of the best target markets, including Generation Z, X, and Y. By leveraging the Growth-hacking principle, we acquire and retain audiences almost free of charge, despite the high acquisition costs typically associated with audience capture.





# GAMERS: A GLOBAL TARGET FOR THE TECH ECOSYSTEM

Gamers have become a primary focus for the entire tech ecosystem worldwide. Their influence and engagement make them an essential target audience for various technology-related endeavors.

With their significant presence and active participation, gamers have the power to shape trends, drive innovation, and fuel the growth of the tech industry. They serve as early adopters, pushing the boundaries of technology and demanding cutting-edge advancements.

The gaming community's influence extends beyond gaming itself. Gamers often embrace and explore emerging technologies, such as virtual reality, augmented reality, and blockchain, further propelling their adoption and development.

Moreover, gamers' preferences and behaviors have a significant impact on hardware, software, and platform choices. Their demands for high-performance equipment, immersive experiences, and seamless connectivity have driven advancements in graphics processing, network infrastructure, and gaming platforms.

Recognizing the vast potential and influence of gamers, businesses and entrepreneurs across the tech ecosystem are actively targeting this audience. From hardware manufacturers to software developers, content creators, and service providers, all seek to capture the attention and loyalty of gamers.

By understanding and catering to the unique needs and desires of gamers, the tech ecosystem aims to deliver innovative products, captivating experiences, and enhanced value propositions. This focus on gamers not only benefits the gaming industry but also fuels advancements in technology that have broader applications across various sectors.

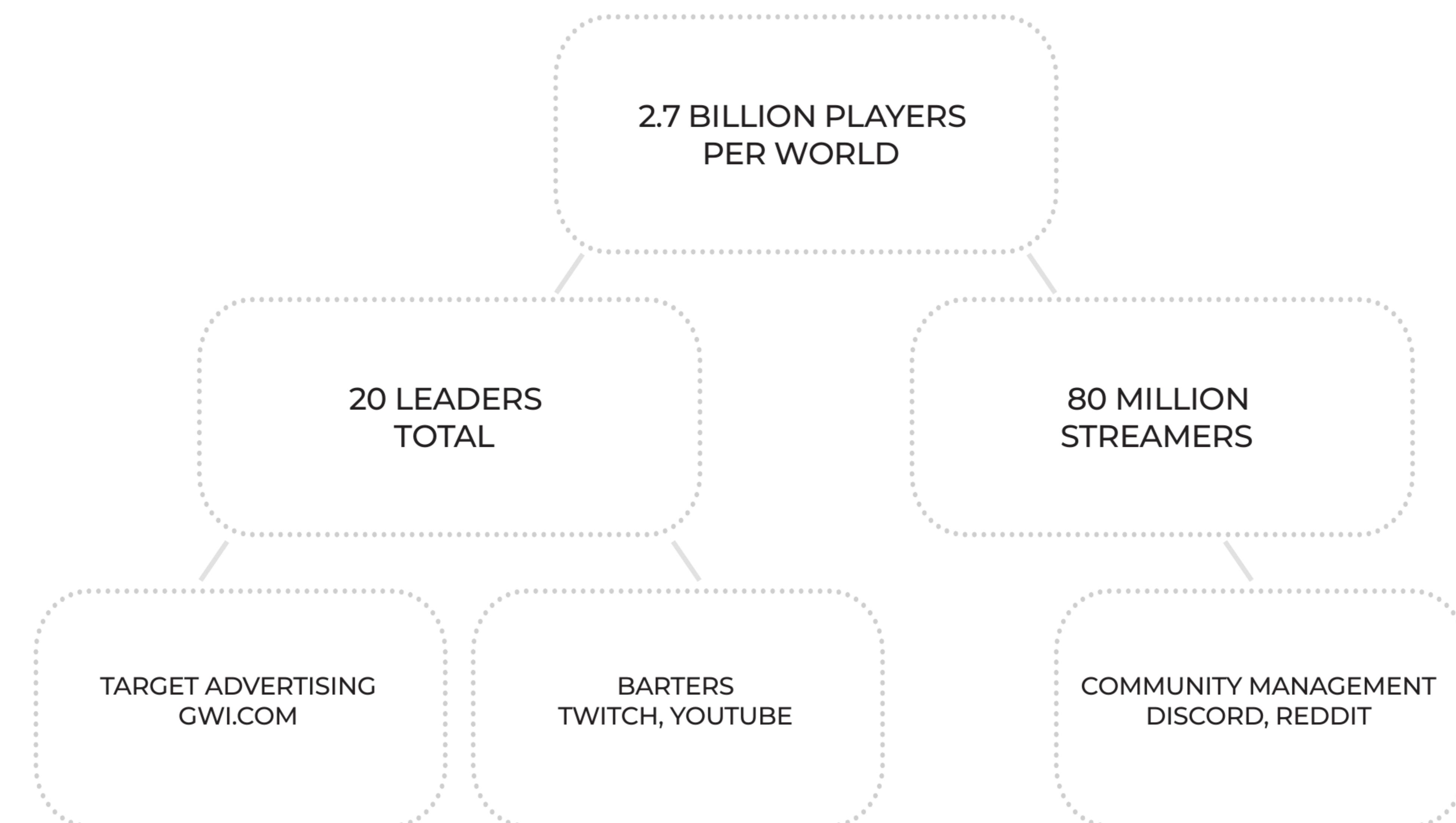
In conclusion, gamers represent a vital target audience for the entire tech ecosystem. Their passion, engagement, and influence drive innovation, shape trends, and contribute to the growth and development of the technology sector as a whole.





# 2.7 BILLION PLAYERS PER WORLD +50 BILLION/\$ REVENUE METAVIRTUAL ONLY TARGETS 10,000 USERS/ASSETS IN 2023! FOR \$500 K IN MONTHLY REVENUES

GAME	SUBSCRIBERS	ACTIVE PLAYERS
MINECRAFT	700 000 000	140 000
FORTNITE	200 000 000	80 000 000
FALL GUYS	170 000 000	100 000 000
VALORANT	25 000 000	14 000 000
COUNTERSTRIKE	36 000 000	20 000 000
LEAGUE OF LEGENDS	160 000 000	100 000 000
SKYRIM	100 000 000	17 000 000
GRAND THEFT AUTO	10 000 000	2 500 000
GAME OF THRONES	N.C.	N.C.
ROBLOX	200 000 000	88 000 000
LOST ARK	2 000 000	1 000 000
FORGE OF EMPIRES	N.C.	N.C.
TAONGA L'ILE AGRICOLE	100 000 000	10 000 000
ZYNGA - FARMVILLE 2	50 000 000	5 000 000
CALL OF DUTY	500 000 000	10 000 000
WAR ROBOTS	130 000 000	30 000 000
TRIBAL WARS 2	2 600 000	100 000
RAID SHADOW LEGENDS	200 000	70 000
PLAYER UNKNOWN'S BATTLEG	15 000 000	2 000 000





# WHERE DOES THE MONEY COME FROM?

Our solution revolves around providing a Hub with various locations where people can build and engage. These locations offer free courts with free basic options for users, while experts have the option to pay for advanced features.

## TOOLS

**Free Content:** We provide basic objects and textures to support users in their creations.

**Paid Content (Options):** Users can access a range of paid options, including premium objects and graphics, to enhance their virtual spaces.

## ACTION TYPES

Users have the opportunity to host advertisements in their virtual spaces and receive payment for advertising placements.

**Recruiting or Subcontracting 3D Object Designers:** Users can expand their offerings by recruiting or subcontracting skilled designers to create unique 3D objects.

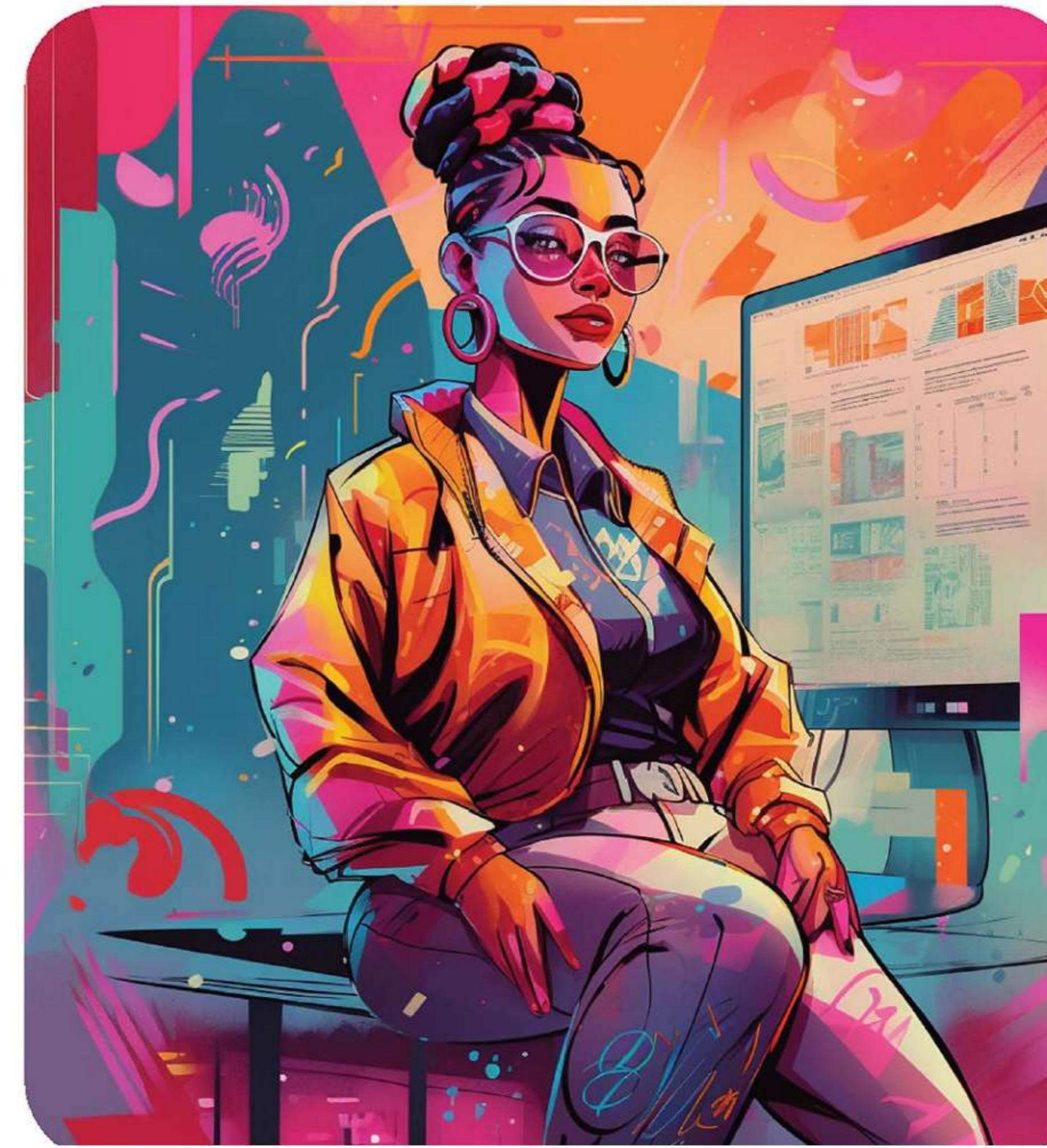
**Digital Merchandising:** Users can engage in digital merchandising, offering virtual products for sale within the platform.

**Affiliate Marketing:** Users can participate in affiliate marketing programs, earning rewards for referring new users or driving sales.

**Brand Distribution of 3D Objects:** Users can distribute their inventory of 3D objects, utilizing an automatic royalty system to generate income.

**Influencer Marketing:** Users can act as "Brand Ambassadors," promoting brands and products within the platform.

**Recruiting or Subcontracting Community Managers:** Users have the option to hire or subcontract community managers to support community engagement and growth.





**Brands that are impactful and committed play a crucial role in our ecosystem. They contribute to their own success by fostering the success of their 3D community, driving engagement and innovation.**

## INVOLVEMENT

Marketplace Reference: Brands can gain visibility and reach by being listed on our marketplace, connecting them with a wide audience of users and enthusiasts.

Marketing Support for Meta-Influencers and Brand Ambassadors: We provide marketing tools and resources to empower our meta-influencers and brand ambassadors, enabling them to effectively promote and amplify the brand's message.

Power of Programmatic Advertising: Brands can leverage programmatic advertising to reach targeted audiences and optimize their advertising campaigns for maximum impact and ROI.

## TOKEN ALLOCATION

The brand is assigned a bag of tokens during the pre-sale phase before being listed on the exchange market. This allocation helps the brand establish a stake in the ecosystem and aligns its interests with the platform's success.

Token Lock Mechanism: To ensure stability and prevent market manipulation, the brand's token bag is strictly locked for a specific period. Every two months, a fraction (1/6th) of the token bag is released, allowing gradual liquidity without causing sudden price fluctuations or pump and dump scenarios.



Co-Shareholder of Blockchain DAO: By holding a "network node" with an endowment of governance tokens, the brand becomes a co-shareholder of the Blockchain DAO. This position grants the brand voting rights on the evolution of the token, enabling active participation in shaping the token's future in collaboration with the community and blockchain stakeholders. Through their involvement and active participation, brands can unlock the full potential of the ecosystem, establish a strong presence, and drive long-term success both for themselves and the wider community.



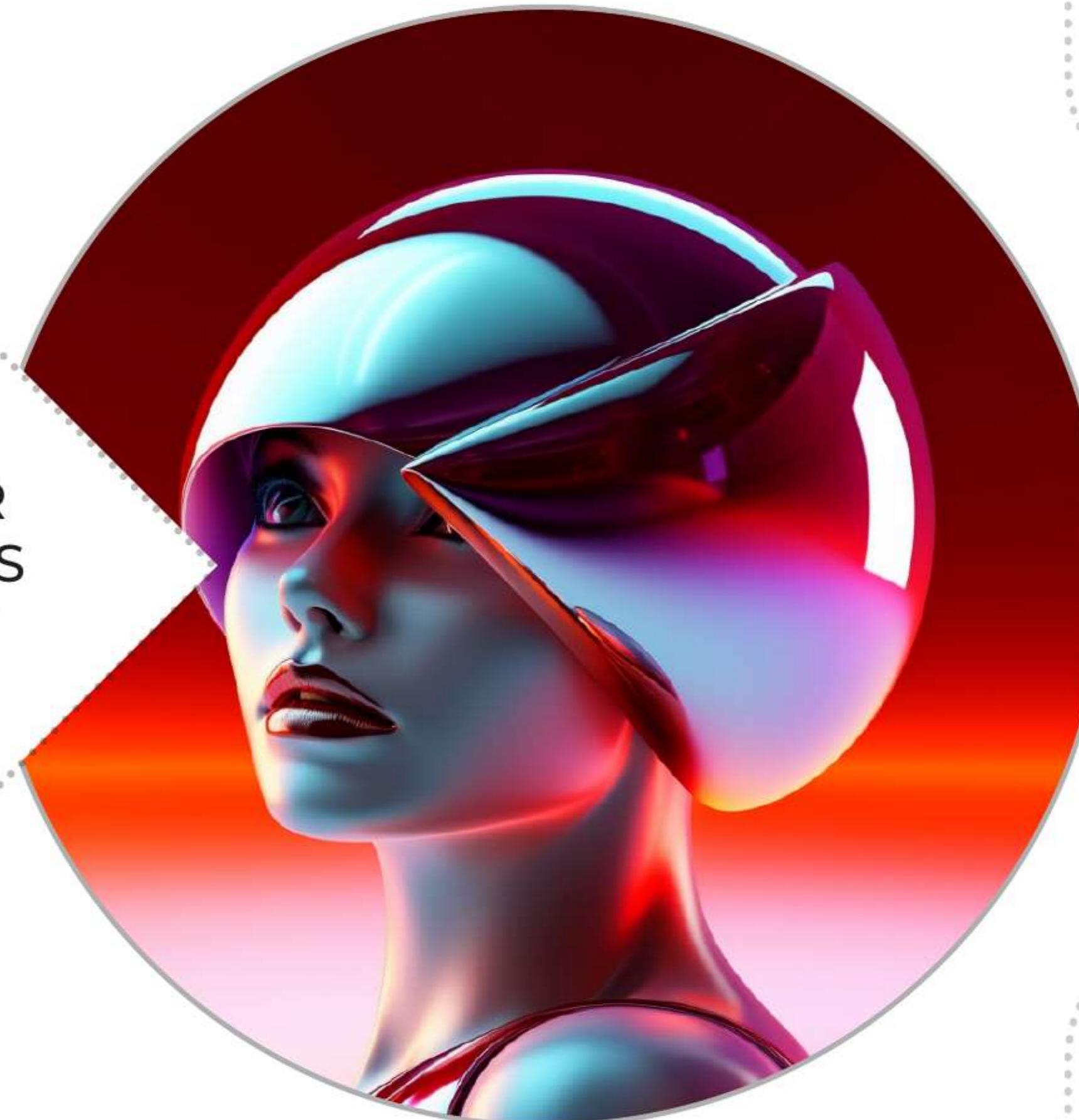
# BUSINESS MODEL



# OUR BUSINESS MODEL



END USER  
GENERATES  
CONTENT



ADS

SKINS

TO-DO

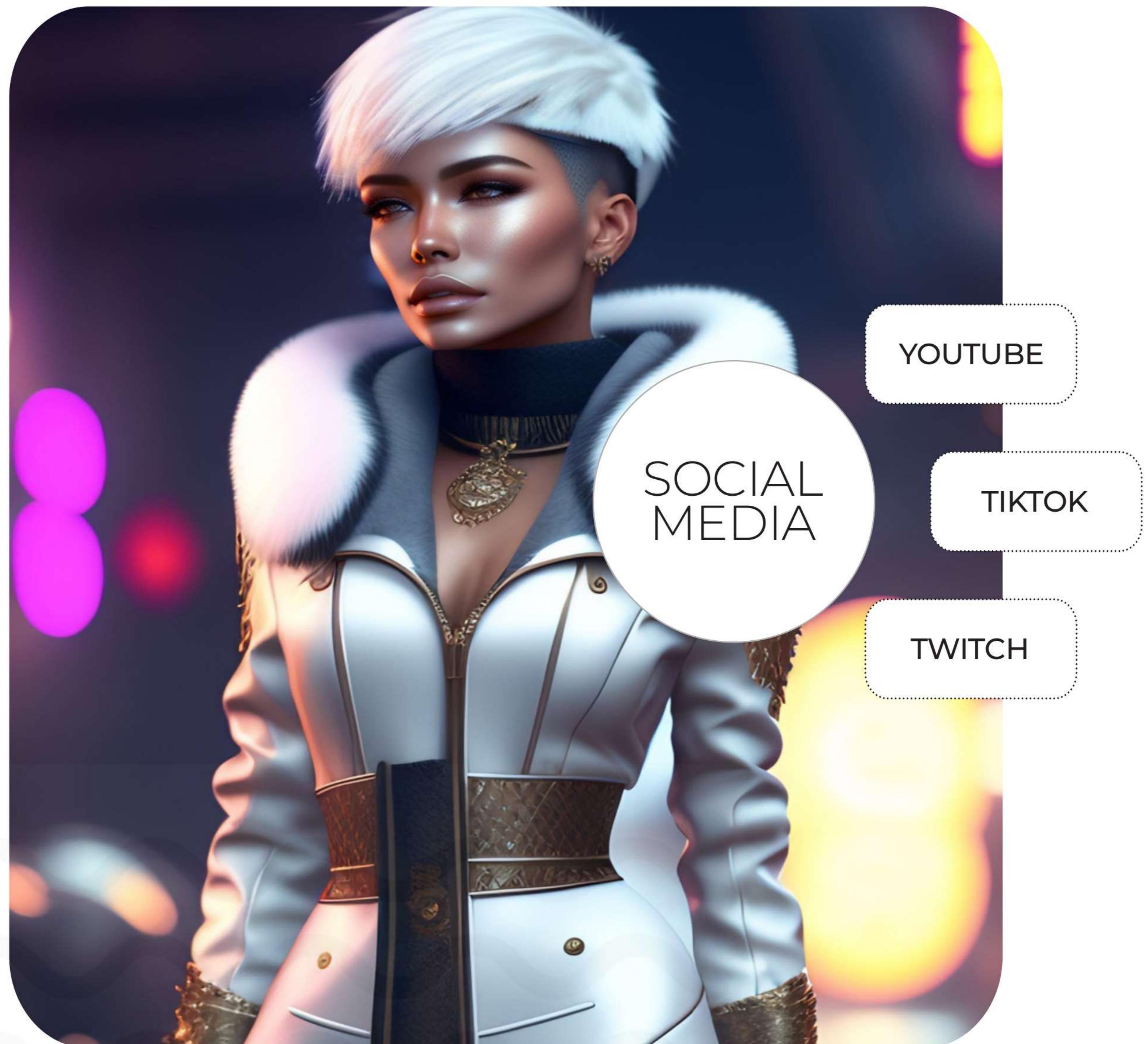
- Programmatic targeting
- Shopping console
- Ads trading

- Active income
- Assistance to other users
- 1-hour workday

PLATFORM COMMISSION = 10%



# PURCHASING JOURNEY



ALL WEARABLES VEHICLES PROPERTIES COLLECTABLES

Q SEARCH WALLET 54,810 LIX

3D TRY ON

SORT

ALL TOPS BOTTOMS FOOTWEAR ACCESSORIES EMOTES

Samurai Mask Moncler SS22 Bla... Hydrogenesis Coll... HELIX Coat Seaso... Ray-Ban Retro 19...

**ITEM DETAILS**

SNXKR Hydrogenesis SNXKR (LEGENDARY)

EQUIP LIST ON HEX

ITEM DETAILS

Our newest sneaker features an actual god damn nuclear reactor inside. Rest assured, your drip will never run out. Welcome to the metaverse, where anything is possible.

OWNER: robdagwg99, PRICE: 9,800 LIX, SUPPLY: 50, OWNERS: 43

PRICE HISTORY

ITEM ACTIVITY

SALE: alffie458 → robdagwg99 950 LIX 15 days ago  
TRANSFER: motomo → alffie458 35 days ago  
MINT: motomo 42 days ago

**ITEM DETAILS**

Mirmande short down jacket (RARE)

Crafted from lightweight nylon, the Mirmande short down jacket transitions seamlessly from the city to the mountains.

PRICE: 750 LIX, SUPPLY: 5,000, OWNERS: 158, SELLER: MONADE

PLATFORM COMMISSION = 10%

METAVIRTUAL



# CUSTOMER-CENTRIC



END USER  
GENERATES  
CONTENT

REVENUE  
STREAM

ADVERTISING  
PROGRAMMATIC  
CONSOLE  
MEDIA BUYINGS

AVATAR SALES  
CONTENT- LIBRARIES  
NO-CODE NFT (SELF-EDITION)

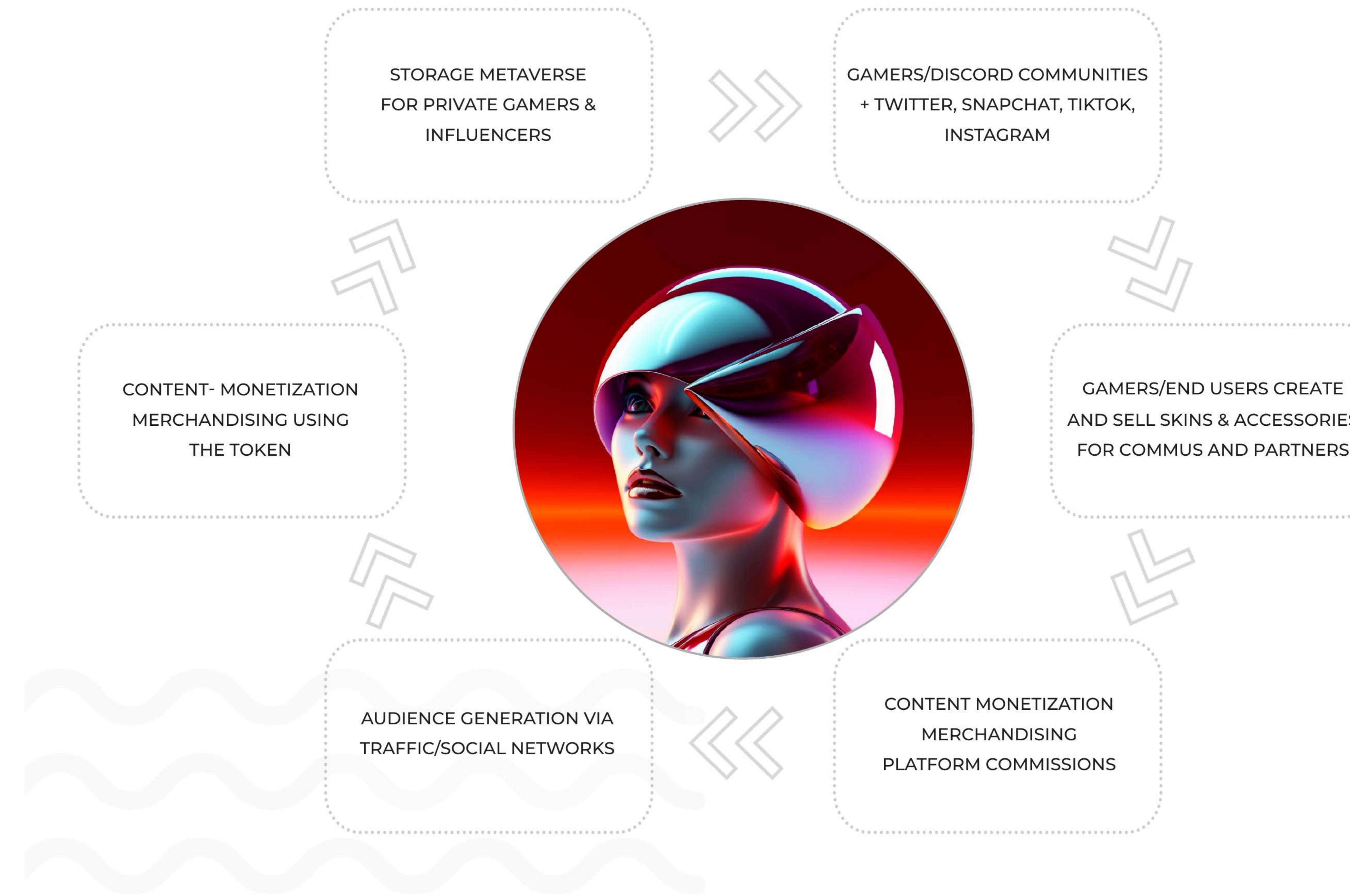
CREATION  
ASSISTANCE  
(HUMAN + AI)

AUDIENCE PARTNERSHIPS  
GAMING ET STREAMERS  
(TWITCH...)

SKIN CUSTOMS, CSSGO  
CALL OF DUTY, LOL  
GENSHIN, IMPACT  
RUST

PLATFORM COMMISSION = 10%

# WHAT ARE THE NEEDS AMONG GAMERS?





# CAPTURE OF LARGE AUDIENCES

## SOLUTION

FIFA Clubs Metaverse Summary Table

Consolidate data published by members on the Club's Discord

Publish the competitions of the day,

The registrations of the day,

Cash prices, trophy publications, access to trophy rooms

Player transfers

Scheduling system (6 matches to cover)

The publication of Live games! & replays (Twitch, Youtube)

The results

## WAY

Giving ADMIN access to Fifa CMs for publications on our billboards Availability of shops or stadiums with changing rooms specific to each club Background music (if/when possible/available/applicable) Generate virtual T-shirt and goodies with our one-click editor

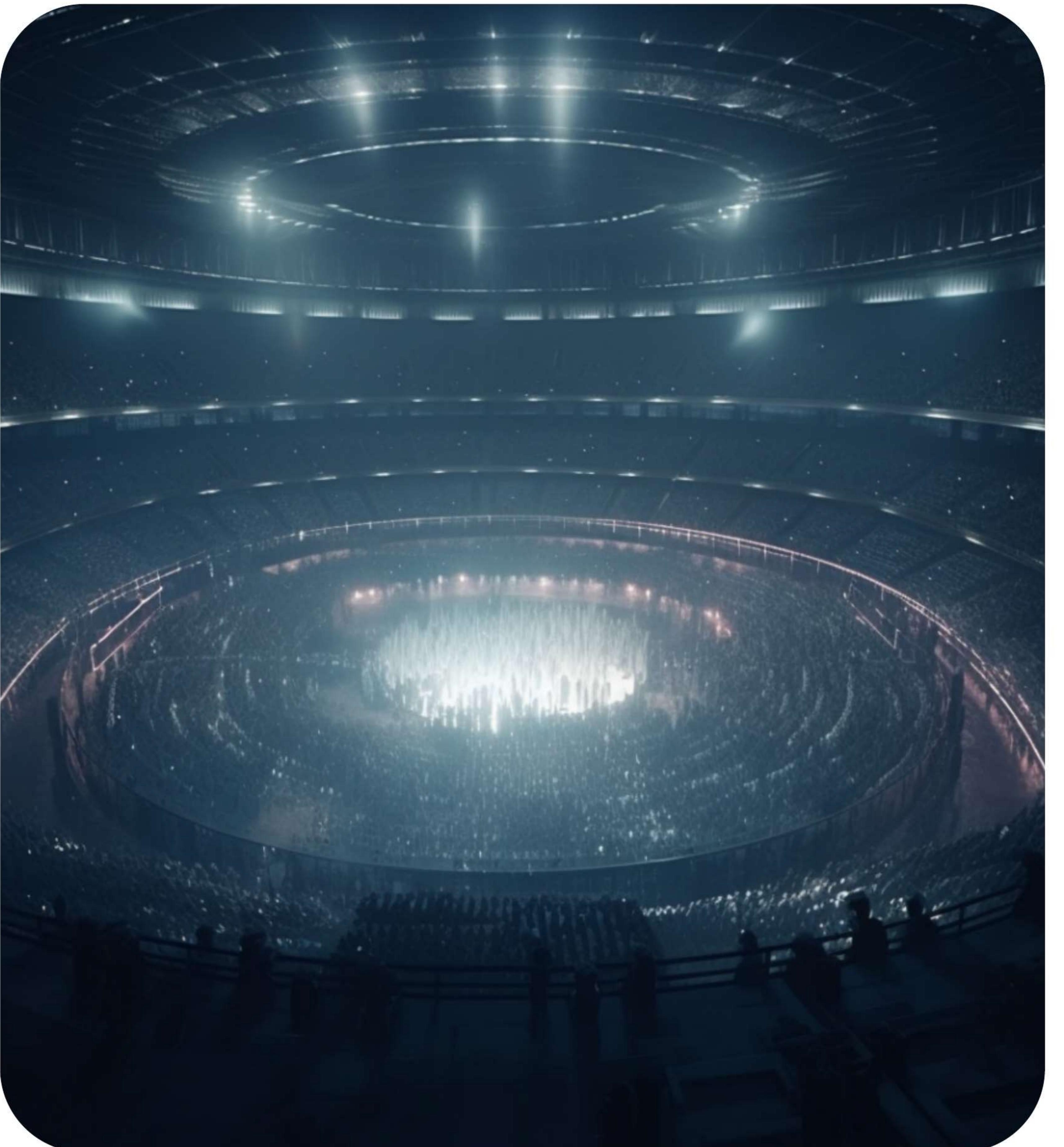
Customizable football balls with logo/photo

Merchandising facilitated in "drag/drop" mode

Virtual trophies, ticketing etc...

## RESULTS

Capture large volumes of audiences normally difficult and expensive to obtain loyal audience with clear information.





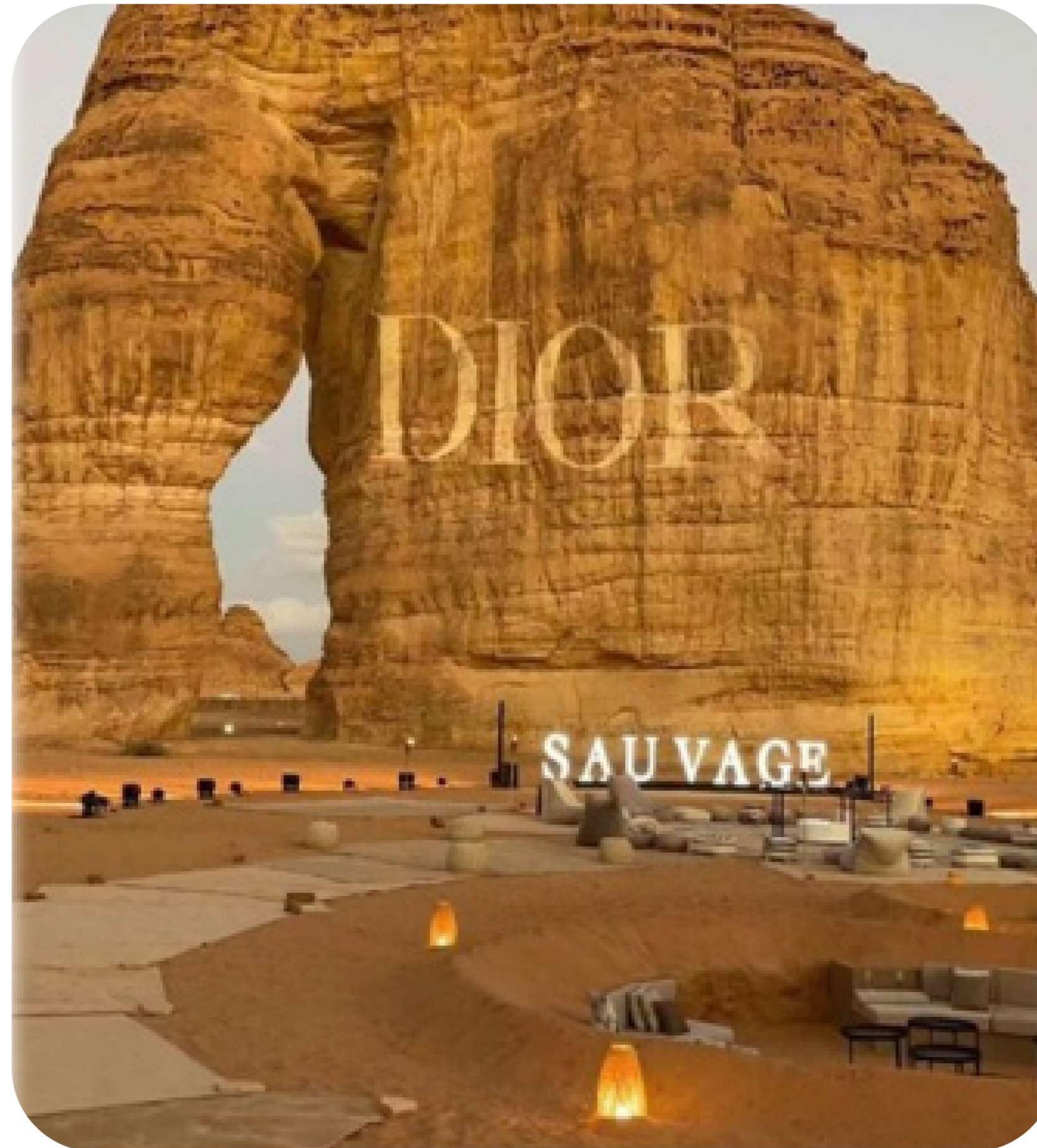
## SEO - SALES

SEO services to optimize search engine rankings for the top 5 searches (\$150/month) - additional searches beyond the top 5 are provided free of charge.

Keyword sales based on scarcity, ranging from \$1 to \$5,000.

Domain name/blockchain sales based on scarcity, ranging from \$1 to \$500.

User-friendly administration console for traffic managers, offering simplified account management with Account ID, Login/Password.



## 3D ADSPACES SALES

Affiliation of 3D objects on the Marketplace.

Display ads using programmatic Web3 technology.

Video-embedded ads for live streams and replays.

Onboarded, the world's only Metaverse platform offering the ability to create and broadcast volumetric video UGC (User-Generated Content) ads, featuring ambassadors and influencers.

User-friendly administration console with Account ID, Login/Password.

Encouraging indicators:

75% of participating agencies express interest in marketing search-related services (SEO search + keywords) and display-related services (ads + 3D objects) to their advertising clients.

## T.A.M. (TOTAL ADDRESSABLE MARKET)

The total potential market size for the product or service is 7 \$billion.

## S.A.M. (SEGMENTED ADDRESSABLE MARKET)

The specific segment or subset of the total market that the company is targeting:

100 Million users in Europe

50 million users in USA

## S.O.M. (SHARE OF MARKET)

The portion of the market that the company aims to capture or currently captures.

## CAPTURABLE MARKET SEGMENT (2027)

The market segment that the company estimates it can capture by the year 2027.

1% = 2 millions users.

## POTENTIAL MONTHLY A.C. (AVERAGE CONTRACT VALUE)

The projected average revenue generated per month from each customer.

Calculation: 10% of the global market;  $2,000,000 \times \$250/\text{month} \times 10\%$

Forecast 2024:

Projected estimates for the year 2024.

Active Users: 100,000.

Calculation:  $100,000 \times \$250/\text{month} \times 10\% = 2.5 \text{ \$M per month.}$





# NFT PLATFORM - WHITE LABEL

## SELF-GENERATED NFTS IN 5 MINUTES AND FOR ALL USES

TICKETING

ART GALLERIES

STREAM SESSIONS

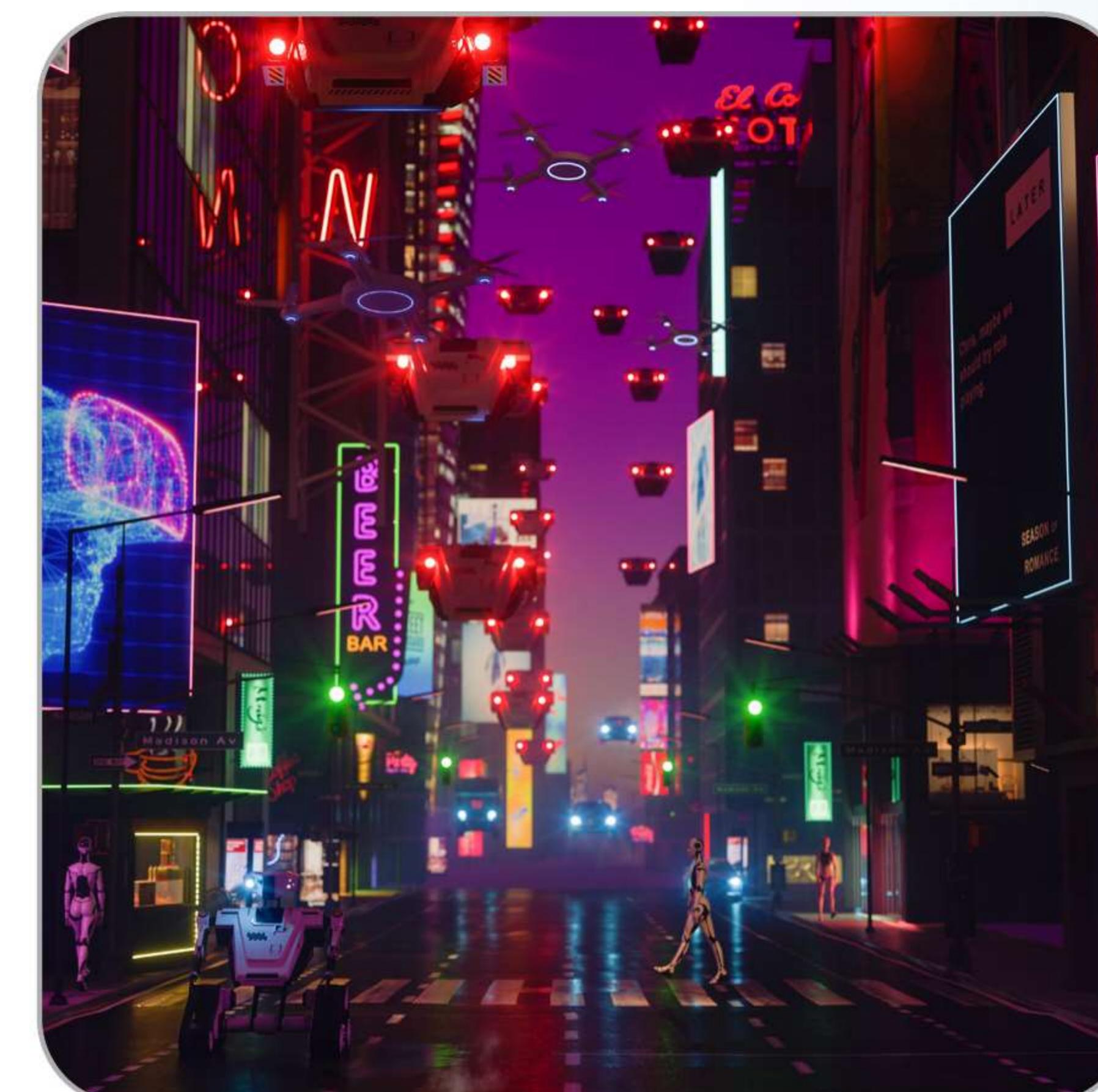
LIVESHOWS

CONCERTS

DJ SOUNDS

WEB-RADOS

REPLAYS ETC...



NO-CODE  
PLATFORM  
FULL WEB GL

BLOCKCHAIN  
NODE-  
MANAGEMENT  
EXAION/TEZOS

PAYMENT FIAT/  
CRYPTO STAKING &  
MASTERNODES



## PRIVATE METAVERSE/CLIENTS

Bomberg Swisswatches A.G.

Mairie de Cabourg

Festival de Cannes

IKEA International

## L.O.I.S

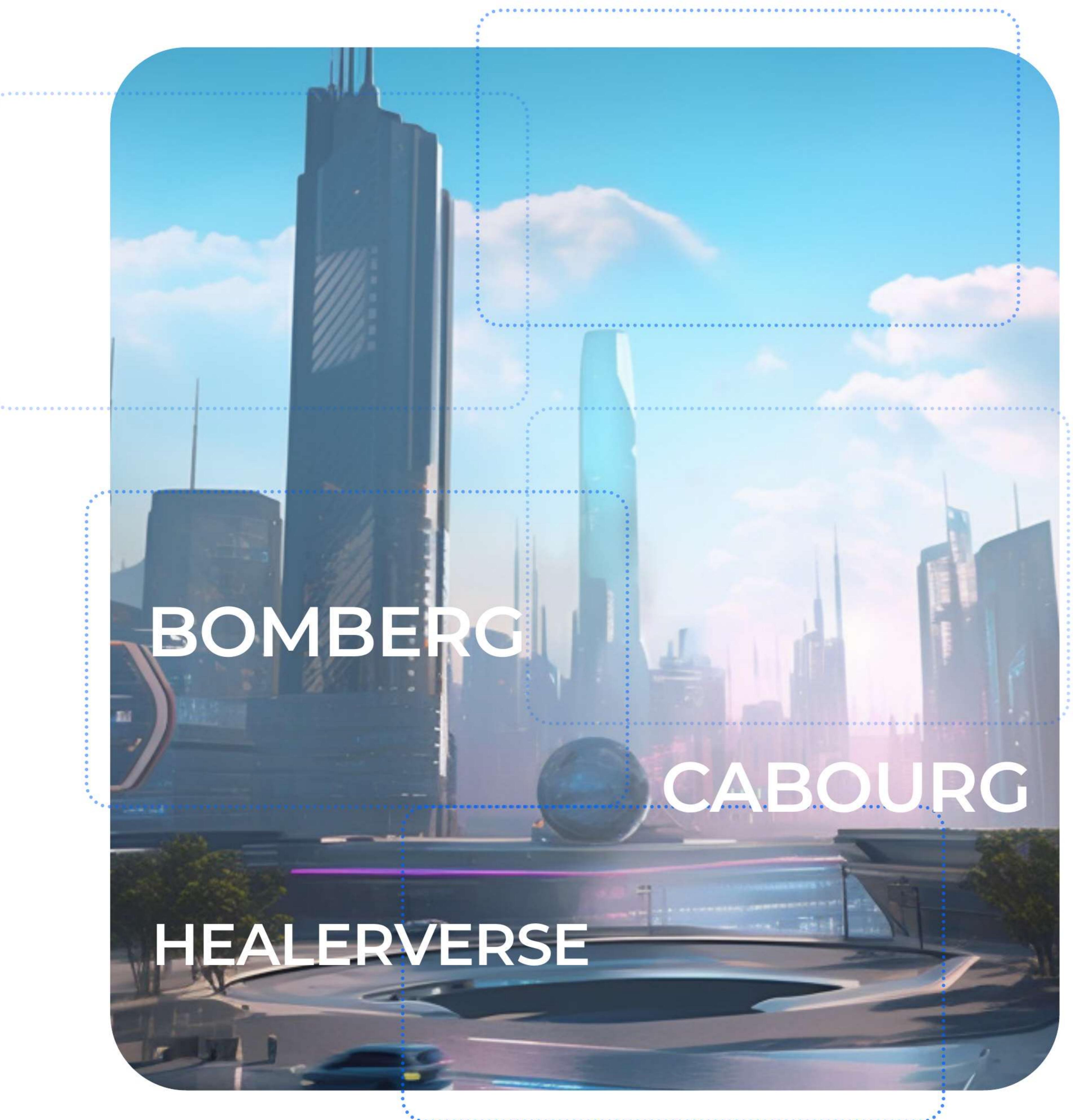
Groupe EXCELSIOR (Banque de France)

Healerverse USA

FIFA League

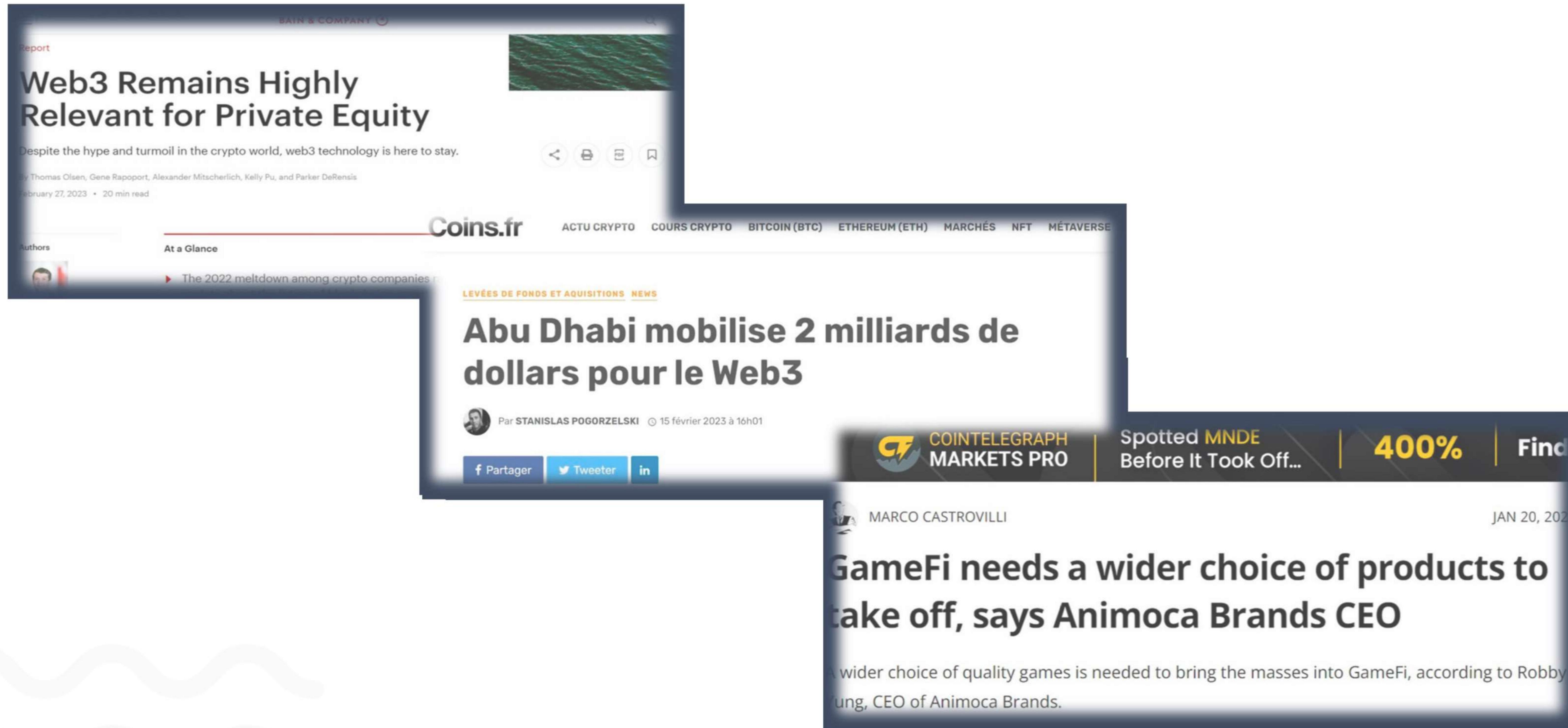
IDEM Club Inc

Rush Media Production





# A PERIOD CONDUCIVE TO WEB3 INVESTMENTS



DATABASE TOP-WEB3 INVESTORS: [HTTPS://ALPHAGROWTH.IO/TOP-FUNDED-METaverse](https://alphagrowth.io/top-funded-metaverse)



No less than 1200 metaverses exist and are active on the world market...  
But METAVIRTUAL is the only truly «gamified» with TheSandbox  
The only serious competitors are «COCONE» on the Korean market  
<https://cocone.global/company> "Exclusible" and "OTHERSIDE"  
(from the Bored Ape Yacht Club "BAYC" Yuga Labs team)

## COMPETITORS

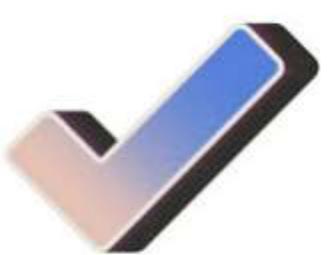
### FEATURES

### METAVIRTUAL

### DECENTRALAND

### THE SANDBOX

ACCESSIBLE FROM A BROWSER



MULTI-DEVICE INCLUDING IOS



Desktop only, no iOS

Desktop only, no iOS

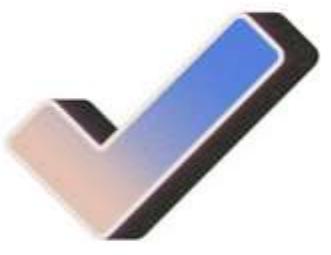
REALISTIC GRAPHICS



Cartoon

Voxel

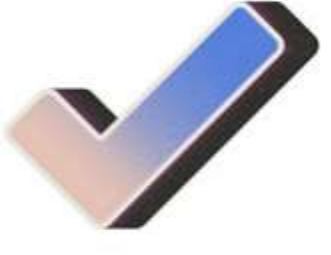
WITHOUT DATA COLLECTION



PAYMENTS IN FIAT



CRYPTOCURRENCY PAYMENTS



COMPLETE SUPPORT FOR YOUR LAND



GENERAL PUBLIC ENVIRONMENT



DEDICATED TO BUSINESS



Gaming

Gaming

CARBON FREE TECHNOLOGY





# MARKET POSITIONING

CENTRALIZED

DECENTRALIZED & P2P

PC / MAC

WEB 1.0

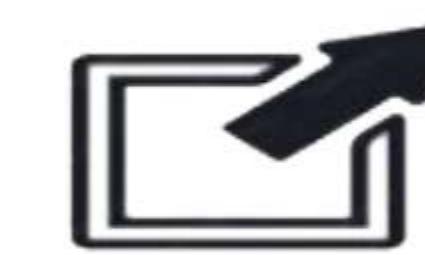
WEB 2.0

WEB 3.0

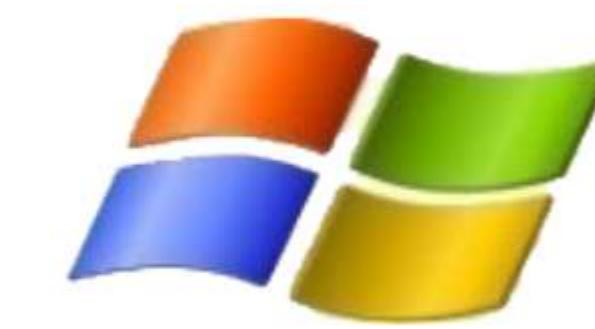
INTERFACE



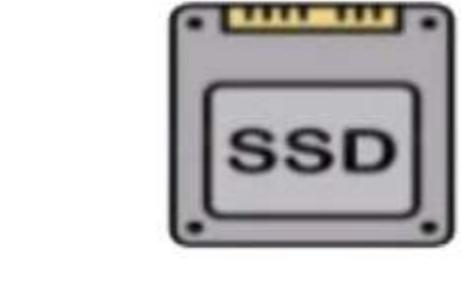
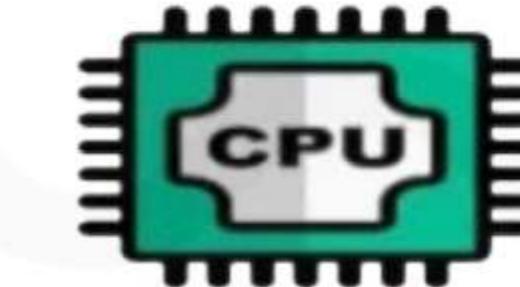
APPLICATION LAYER



PLATFORM LAYER



PROTOCOL LAYER





# SALES CYCLE

## THE WEB3-MODEL

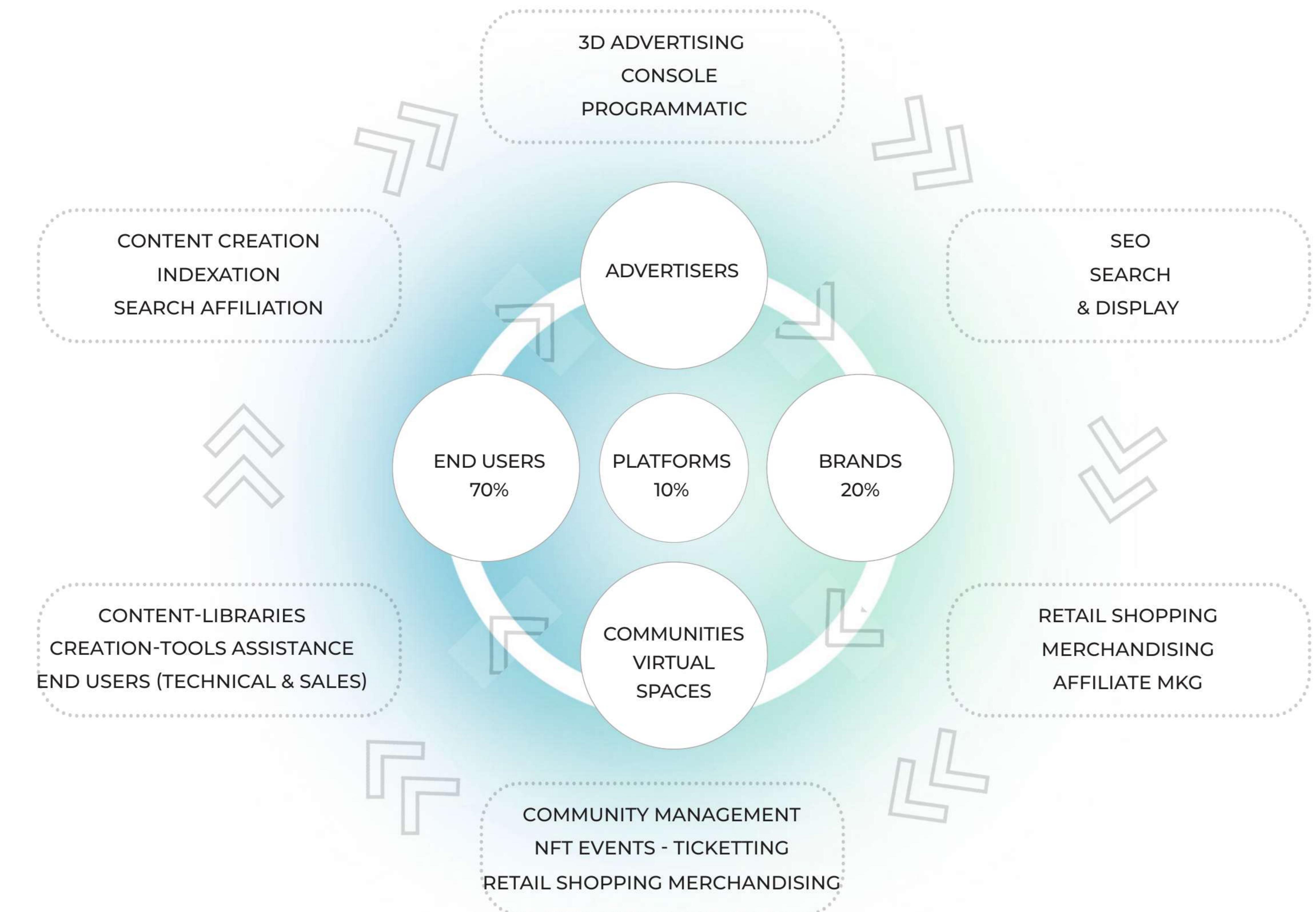
A winning X3 formula:  
Fiat liquidity + tokens + commissions

A virtuous model of source sampling  
10% on all transactions

Purchase of tokens for virtual objects  
= cash in cash in cash

Token purchases of virtual products/services  
= recovery of tokens purchased by users

Finally, real net worth creation through  
source sampling performed on all  
transaction.





# A CRYSTAL CLEAR VALUE PROPOSITION

## DEVELOPING DIGITAL SALES OF BRANDS IN 3D

- To-do-List
- Marketplace
- Smart ads
- Ticketing : concerts/Happenings/Events

## TOOLS FOR USERS

- Brand Ranking
- Best-end user influencer ranking
- Monetization of 3D objects / NFT Marketplace

# THE RELEVANCE OF THE VALIDATED MODEL BY ALIBABA WITH ALIZILA.COM

Alibaba has just made a thunderbolt in the Web3 universe by launching a successful shopping experience within a Metavers Full Web named Tmall in China  
This confirms the prescience and relevance of our model...

Press-link

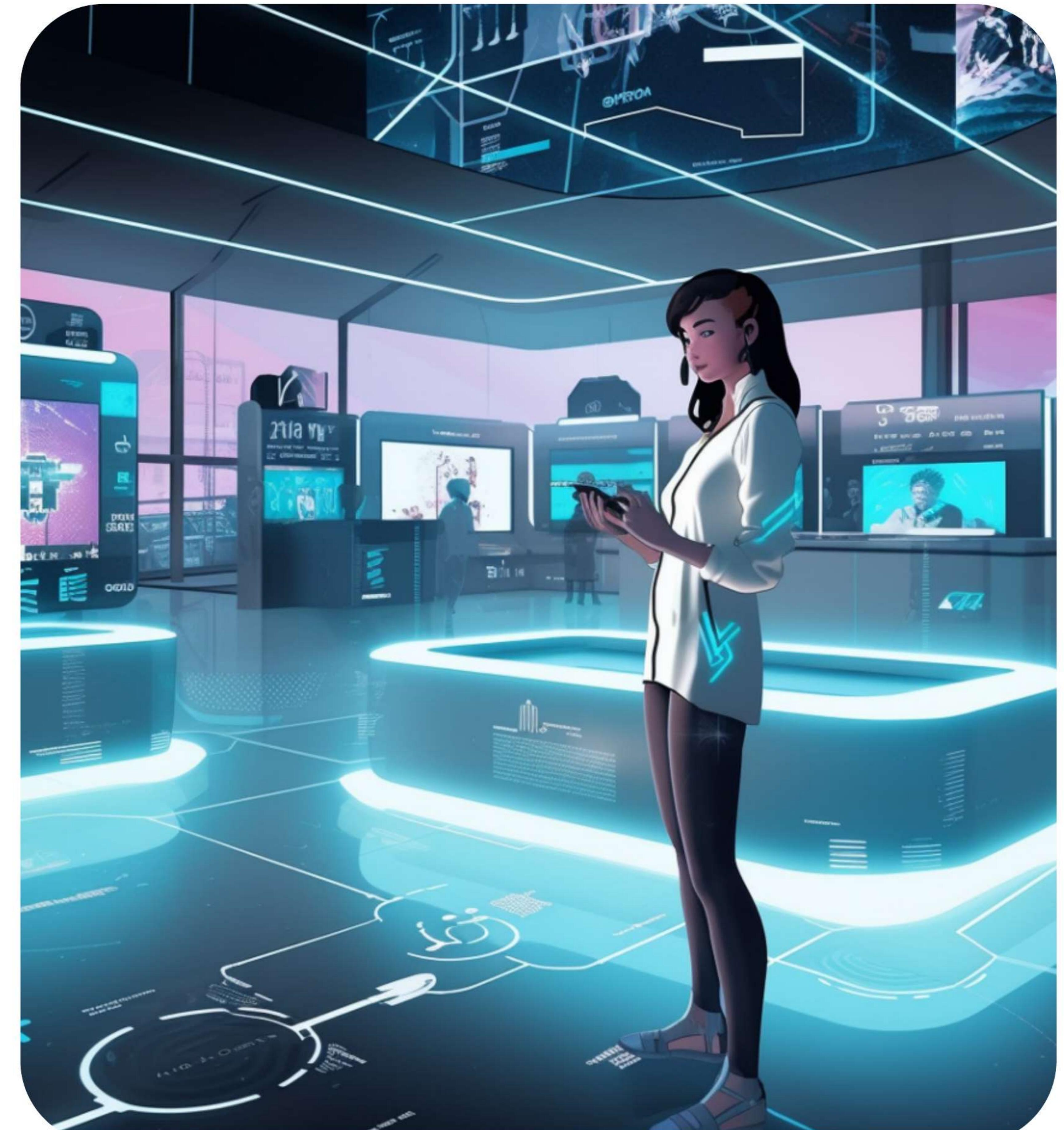
<https://www.alizila.com/alibaba-rolls-out-immersive-luxury-shopping-metaverse/>

Vidéo-link

<https://www.youtube.com/watch?v=79qxASxiQU>

Metaverse Tmall

<https://www.youtube.com/watch?v=9gJByzxE06U>





# THE RELEVANCE OF THE VALIDATED MODEL BY UTHERVERSE & HELIX

These two societies foreshadow the model we have been approaching for over a year...

Utherverse

<https://www.utherverse.io/build/>

Helix

<https://map.helixmetaverse.com/>





# THE + METAVIRTUAL: ZERO RISK STRATEGY

## REASONS FOR INVESTING IN TECH

**Grey Matter and Patents:** We invest in technology and intellectual property, including code and patents, to continuously innovate and stay ahead of the competition. This allows us to develop unique solutions and maintain a competitive edge in the market.

**Upgrading through Traffic and Digital E-commerce:** Our investment in technology enables us to leverage traffic and digital e-commerce platforms. Unlike the physical world, digital commerce provides greater flexibility and scalability, allowing us to reach a wider audience and manage operations more efficiently.

**Sold-Out 3D Concerts and Tokenization:** By investing in technology, we can organize and deliver high-demand 3D concerts and tokenize our assets. This unlocks new revenue streams and opportunities for growth, while also creating a unique and immersive experience for our users.

**Fundraising Goals:** We are preparing to raise 10 million euros in September, with an early redemption of 2 million euros in October. These funds will fuel our expansion plans and accelerate mass adoption to achieve our user acquisition goals.

## INNOVATION ASSETS

We are proud to be pioneers in various innovative technologies and concepts within the metaverse space. Our notable achievements include:

**2D/3D Image Converter:** We have developed the world's first 2D/3D image converter, allowing users to seamlessly convert between different image formats within the metaverse.

**Integrated Search Engine:** Our metaverse features the world's first integrated search engine, enabling users to easily discover and navigate through the vast digital landscape.

**Community & Social Network Manager:** We provide a comprehensive platform for managing communities and social networks within the metaverse, fostering engagement and collaboration among users.

**Volumetric Video, Digital Twins Engine:** Our groundbreaking engine allows for the creation and deployment of volumetric videos, bringing realistic and immersive experiences to the metaverse.

**Direct/Indirect Sales Model:** We have developed a unique business model that encompasses both direct and indirect sales within the metaverse, offering diverse revenue streams for brands and creators.

**Web3 Advertising Agency:** As the first Web3 advertising agency in the world, we specialize in helping brands effectively promote their products and services within the metaverse.

**World Volumetric Video Web3 Engine:** Our advanced engine enables the creation and playback of volumetric videos, pushing the boundaries of immersive content creation.

**World Rewards Business Model:** We have pioneered a business model centered around world rewards, incentivizing user engagement and loyalty within the metaverse.

**Mass Adoption Media:** Our media platform is dedicated to accelerating the mass adoption of Web3 technologies, providing educational content and resources to users worldwide.

**AI-Assisted Web3 Interface:** Our interface incorporates artificial intelligence to provide users with an intuitive and personalized experience within the metaverse.

**Messaging Engine:** We offer a messaging engine that facilitates communication and collaboration among users within the metaverse.

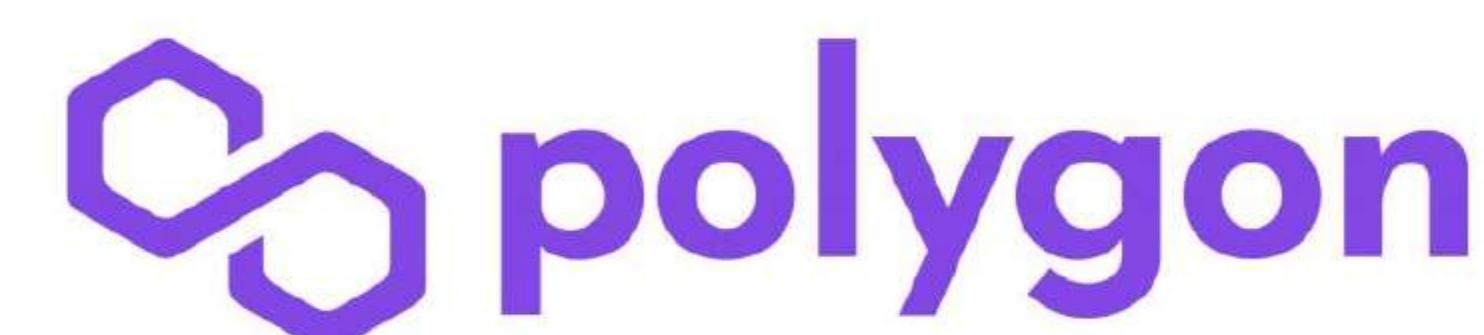
**No-Code 3D Metaverse Editor:** Our user-friendly editor allows anyone to create and customize their own 3D metaverse experiences without the need for coding skills.

**Carbon-Free and Inclusive:** We prioritize environmental sustainability, with 95% carbon-free operations, and strive for gender parity, making our metaverse socially responsible and inclusive.

**Customer-Centric Metaverse:** Our metaverse is designed to prioritize the needs and preferences of our users, providing them with a seamless and customer-centric experience.

Through these innovative assets and our commitment to advancing technology in the metaverse, we aim to shape the future of digital experiences and drive the widespread adoption of Web3 technologies.

## PARTNERS





# OUR DREAM TEAM LEADERS



Olivier Lemoine: CEO and Founder

Accomplished professional with extensive experience in various fields such as commercial management, sales management and general services. Olivier has worked for renowned companies such as Kompass International, Groupadress, Viatel Corp USA, Carrier1, Utel Services Telematiques, Lagardere Group, Havas, Widespace A.B, Yahoo! Holdings, Jones Lang Lasalle and CBRE. As a Blockchain/Web3 consultant, requested speaker and a referent of Web3 services at Korda & Pactes Conseil. Olivier has also shared his expertise through conferences and collaborations with prestigious institutions such as France Innovation Bourse de Paris, Ecole Polytechnique, Paris Dauphine, H.E.C, the university center of Saclay, the Gobelins, the Ateliers Numériques de Sevres, the National Assembly, INSEAD, Le Village by C.A and Campus BNP Paribas. <https://www.linkedin.com/in/olivierlemoine/>



Martin Ben Jenec: CTO

Fullstack developer and Dev Ops/Lead Developer, (10 years of experience in JavaScript)



Jimmy Decottignies

Jimmy is currently one of the Metavirtual Front-End Developer, he is also UX UI Design Mockup Creator. Jimmy is a Certified Streamer on the Twitch platform (1000 to 2000 viewers).



Jose Monteiro

Since 2009, 3D creator for The Sims 3 and The Sims 4. Recognized globally, Jose's expertise as a level designer extends to the present day, where he continues to innovate and shape immersive experiences for players. <https://www.linkedin.com/in/jose-monteiro-0aab6424a/>



Gabriel Captari

Team leader back-end developer, network infrastructure, Gabriel builds robust and efficient solutions for web applications. Its expertise in network infrastructure guarantees stable and secure connectivity for users.

<https://www.linkedin.com/in/gabriel-captari-6a9451257/>



Halim Zaafane

Front-End Developer, he is also UX UI Design Mockup Creator. Halim create innovative solutions for the online world as well as gaming.



Sylvain Negrel

3D Animator / 3D Artist Sylvain uses my expertise to bring characters and environments to life. His job is to create captivating animations and immersive visuals.



Jeremy Farina

3D level designer, specialist in interior and architectural renderings and layouts.



Pierre Luc Millet

Works on the software development and backend. Pierre has 7 years of experience as a developer including 2 years of experience as a backend developer



## OUR V.I.P. ADVISORS



**ROMAIN BENABDELKADER**  
BOARD MEMBER & STRATEGIC  
ADVISOR, VIDEO MUSIC  
BROADCASTING



**RACHID FERRACHE**  
ACTOR/SINGER/PRODUCER  
VOCAL COACH STAR ACADEMY



**VICTORIA GRAYSON**  
COACH HR PHD YOGA  
THERAPIST SHAKTI INSTITUTE  
KARNATAKA-PUNE



**MICHEL POIGNANT**  
FINTECH/ADVISOR



# THANK YOU.

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