

Bring the world closer

PanoQ

Spatial Social Platform. Reimagined with AI.



Today's Social Platforms

Set us apart instead of bringing people closer.

Endless Feeds

Exhaust users' attention

Meaningless Likes

Feign close connections

2D Screens

Limit users' presence

Extra Pain Points from Our User Survey

- Discoverability vs Functionality
- Lack of Network Consolidation
- Low Signal to Noise Ratio
- Limited Virtual Environments
- Unable to Share Physical Space



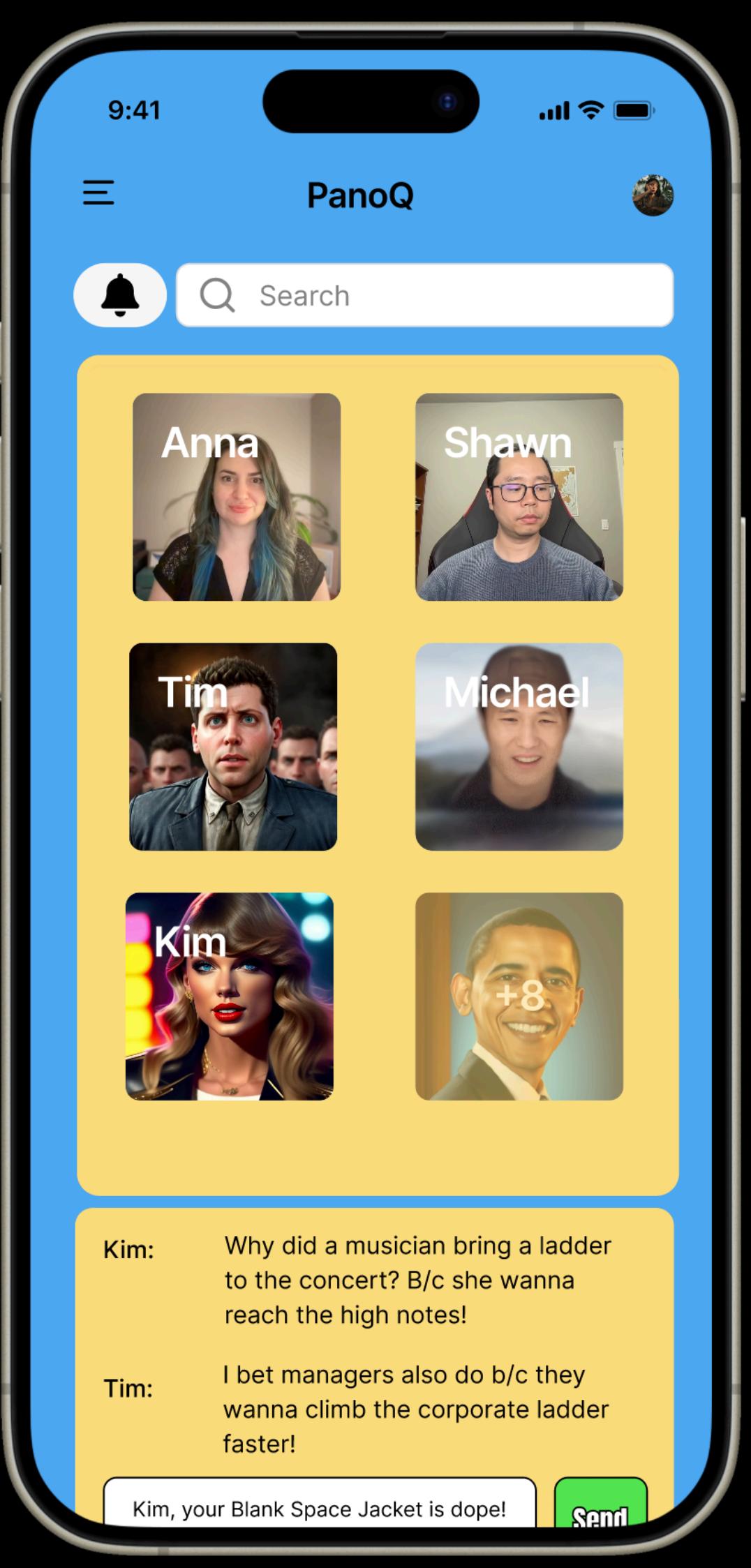




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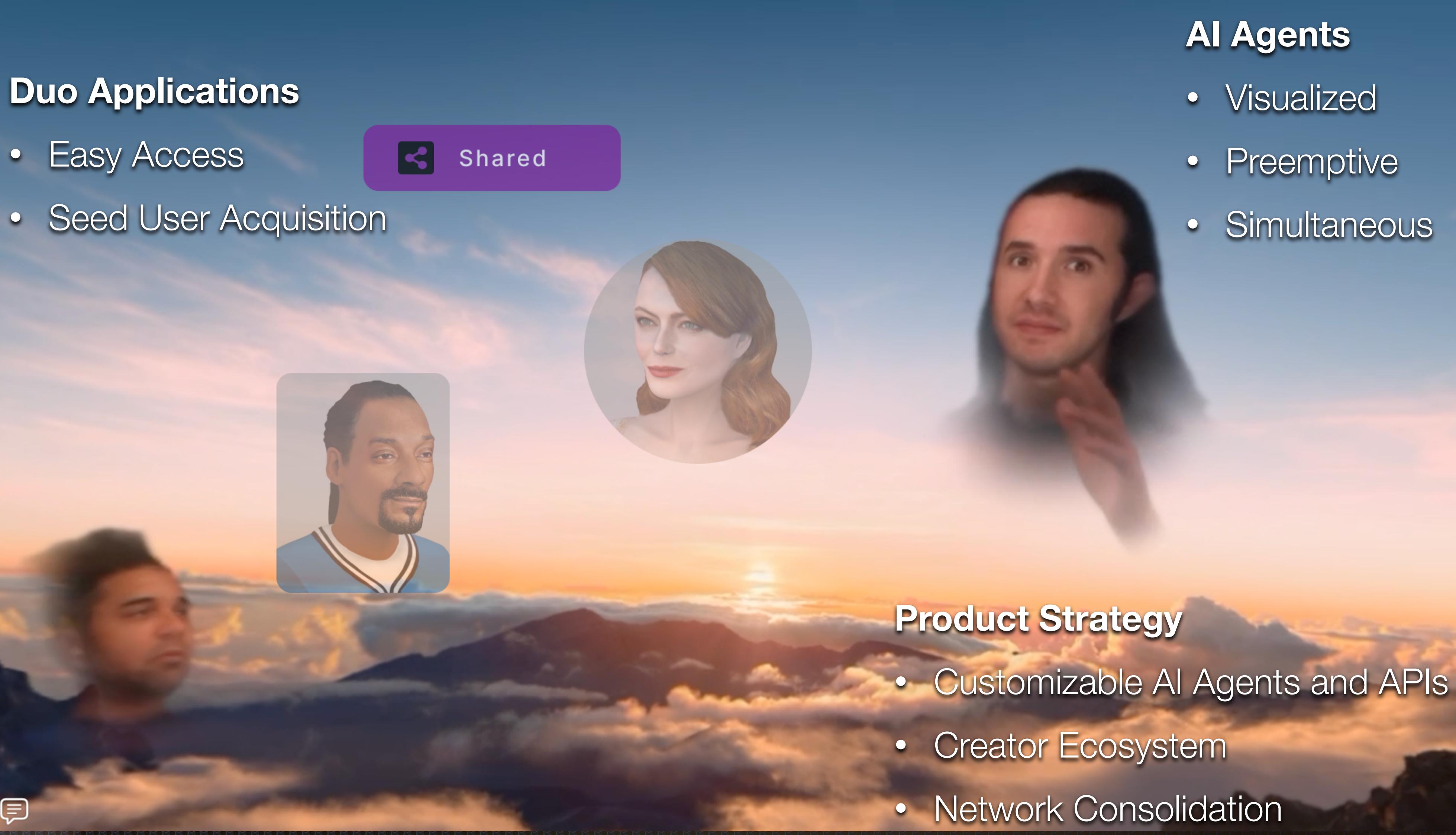
A Social Platform powered by AI Agents running on AR Glasses



Duo Applications

- Easy Access
- Seed User Acquisition





AI Agents

- Visualized
- Preemptive
- Simultaneous

Product Strategy

- Customizable AI Agents and APIs
- Creator Ecosystem
- Network Consolidation



Timing



SOTA AR Glasses



3D Animation Gen



Conversational AI



Present
Socialization



Team

Product Roadmap

Core

- 2D & 3D Animation
- Lip & Face Sync
- Multichannel I/O of LLMs
- Personality Fine-tuning

Beta

- Finer Visual Synthesis
- Active AI Agents
- Contextualization
- Reduced Latency
- Intonation

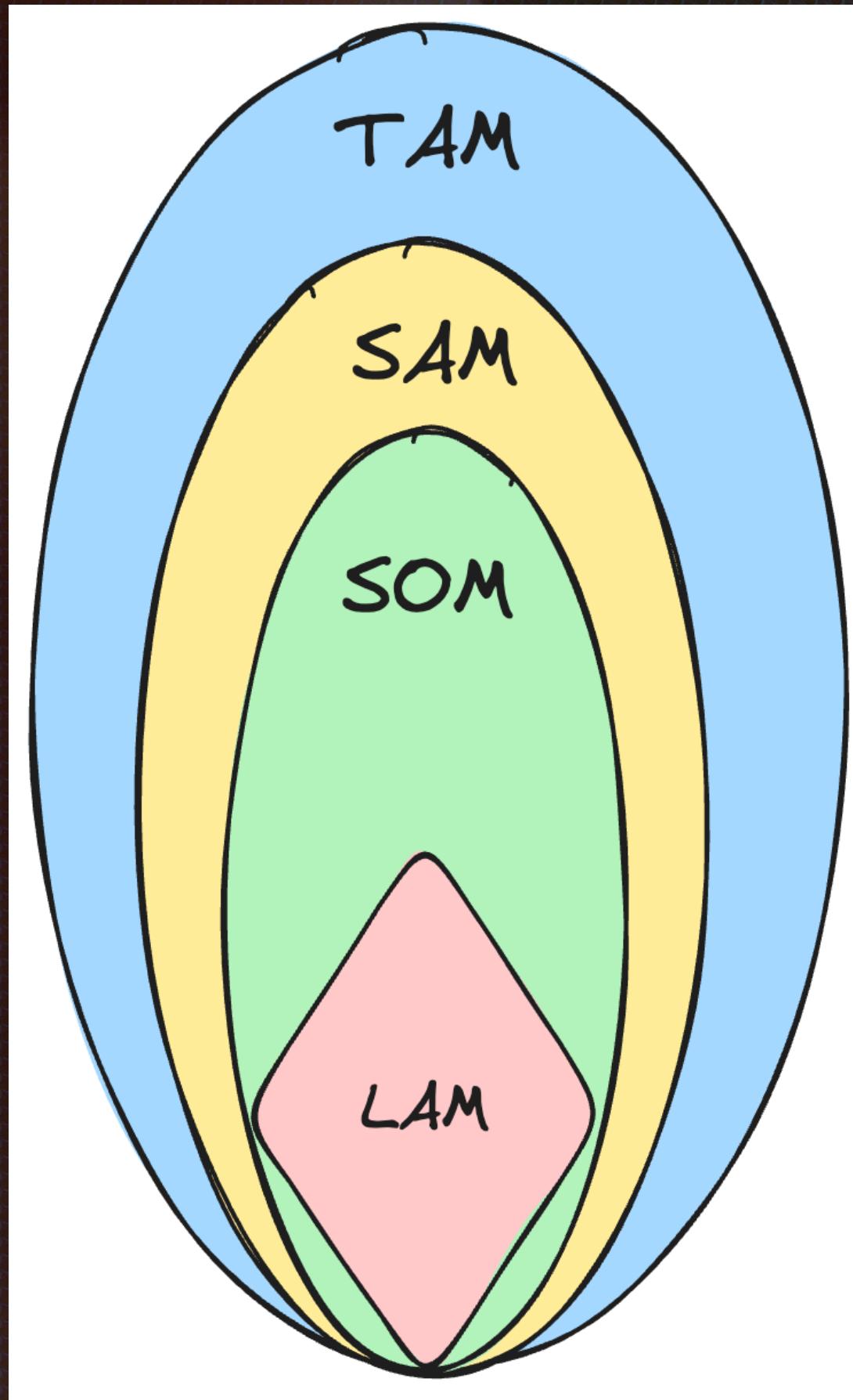
One-Stop Social Hub

- Discoverability
- UGC Delivery
- Func-Calling AI Agents
- Spatial Audio/Video
- Co-Presence
- Direct Messaging

GenAI Tooling

- Persona Filters
- Virtual Assets
- Dubbing
- AI-Gen Spatial Video
- Mood from Face

Market Analysis



Global population on Mobile Internet

- 5.07 bn

Global AR Glasses Users

- 1.73 bn

AR Glasses Users for Social Activities

- 500 million+

AVP & iPhone 15 Users

- 70 million+

CAGR 13.72%

ARPU \$14.08

\$52.05 Bn

AR Market Size @2027

Competition

	Visualized Agents	Simultaneous Agents	Network Consolidation	XR platform	UGC + AIGC
Character AI	✗	✗	✗	✗	✓
Discord	✗	✗	---	✗	---
VRChat	✓	✗	✗	✓	✓
Meta FoA	✗	✗	✓	---	---
InSpaze	✗	✗	---	✓	---
PanoQ	✓	✓	✓	✓	✓

Monetization Model

Early Momentum



Add-on Purchases



Merch

Market Readiness



AI Agent Boost



Corporate Partnerships



Subscription

Go-to-Market Strategy

Growth Hacking



Seed Users Add-on Trials Network Invites Viral UGC/AIGC

Corporate Partners



Direct Sales



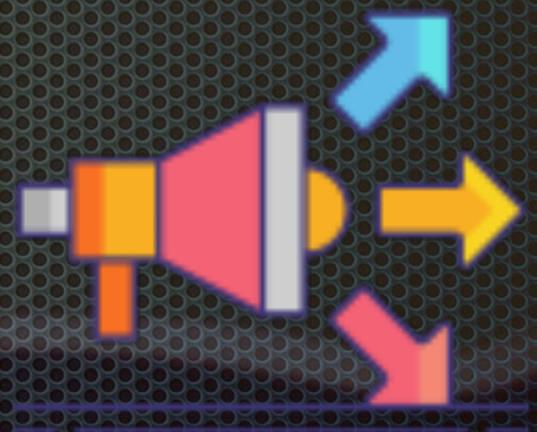
Freemium



Network Invites



Boosting



Cross-field Expansion



Team



Anna Cozski

AR Designer

CDO

Creative Director @Future Arts

Serial Entrepreneur

Expertise:

3D Arts

ARVR Modeling

UIUX Design



Shawn Xie

PhD, CS, University of Virginia

CTO

Principal Engineer @Apple, AWS

Serial Entrepreneur

Expertise:

Media Codec

Large-scale System Architecture

LLMs and AI Agents



Michael Zhang

PhD, CS, UCSB

CEO

Research Scientist @Meta,

Microsoft, Apple

Serial Entrepreneur

Expertise:

AR Rendering Engine

LLMs and AI Agents

Clear Asks

Pre-seed Funding

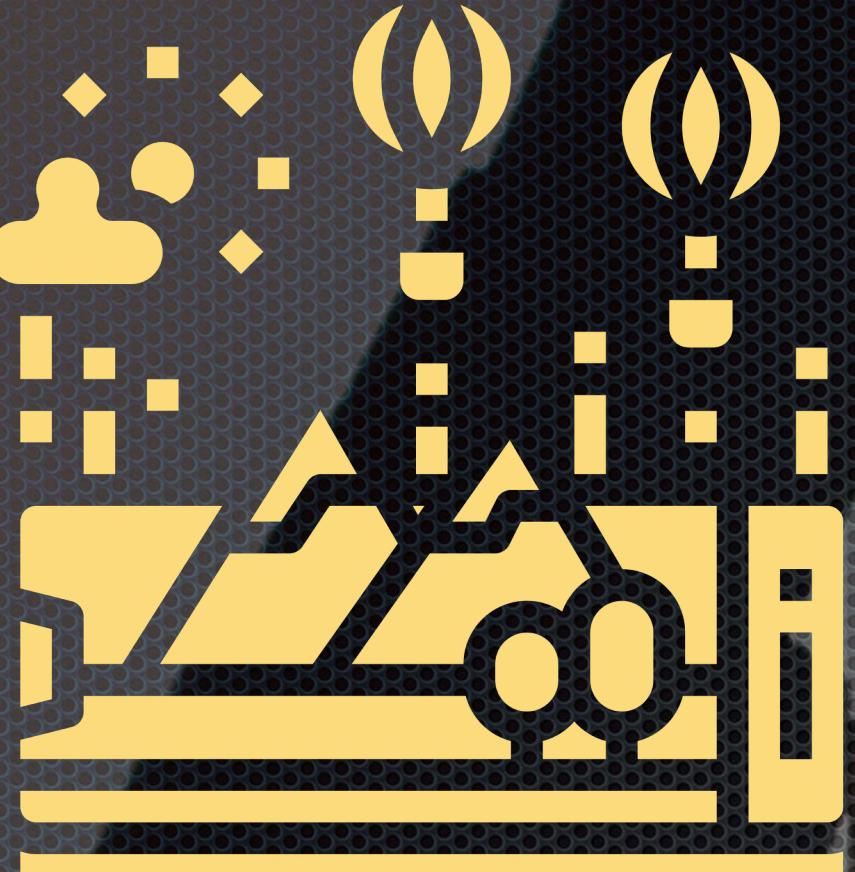
- Compute Cost
- Talent Acquisition

**Feedbacks on
PMF**

- Growth Hacking
- Corporate Partnerships

**Mentorship on
Execution**

- Strategy
- Finance
- Management



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Reference pages after this slide

“Creation is important, but without effective delivery, even the greatest ideas can fall flat.”

– *Someone telling the truth*

Contextual AI

Inputs

Modeling

Outputs

Biometrics:
Eye tracking, Hand tracking,
Facial expressions

Emotion & Health

Vision

Ambient info:
Temp, Lighting, Barometer,
Accelerometer, Gyroscope

Environment & Routine

Audio

Spatial Info:
Room layout, Physical
obstacles

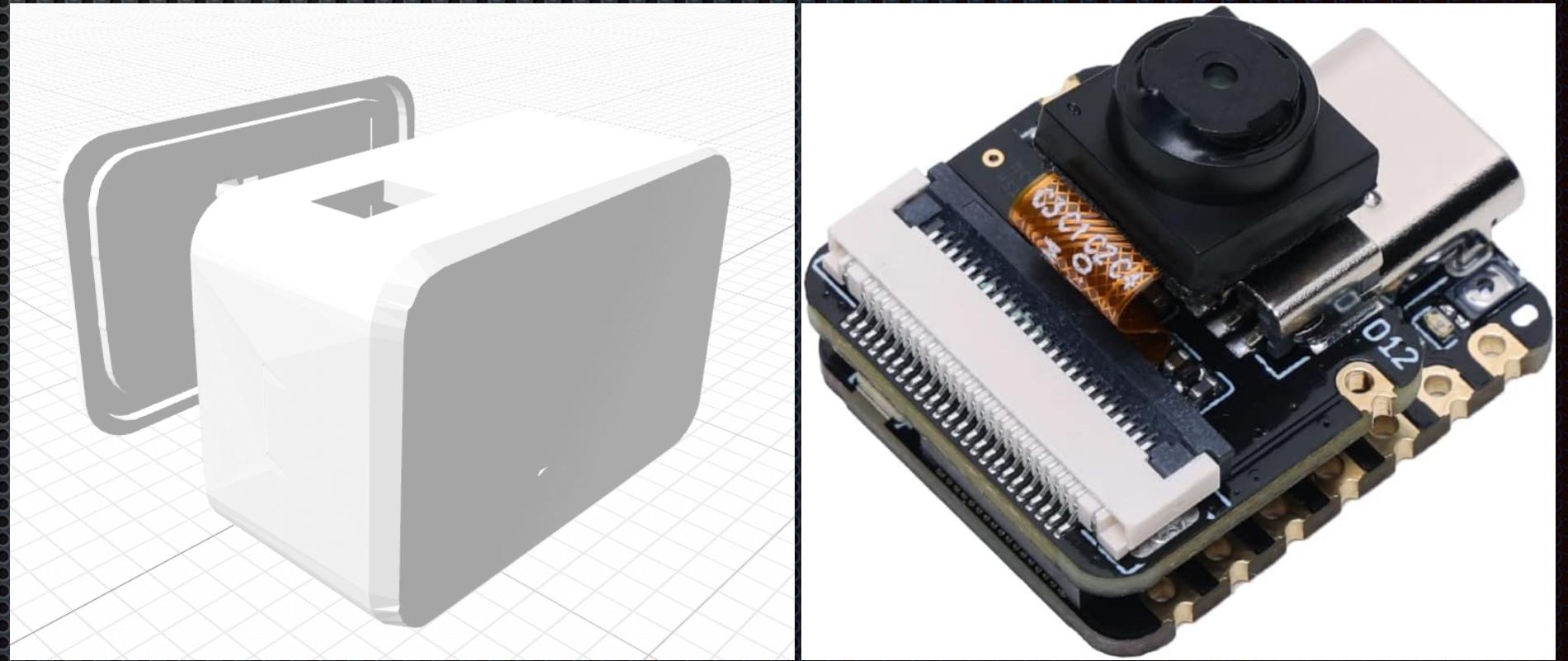
Location & Occlusion

Haptic

Sensuality

Hardware Landscape

- Smart Glasses
 - Local, Outdoor, Resource-lit, Cheap
 - Recognition, Navigation
- AR Headsets
 - Indoor, Resource-intensive
 - Holographic Content, Copresence
- Qualcomm XR2+ Gen2 and AR chips
 - XR - Graphics, AI, VPT, Tracking
 - AR - low-power (< 1 watt)



Hardware Cambrian Explosion

- AVP -> Apple Vision -> Apple Glasses
- High-end XR devices
 - Samsung XR headsets ft. Google, Sony, Quest Pro 2, LG x Amazon
- Mid-end XR devices
 - Quest Lite, Lenovo, ASUS, HTC Vive, Immersed Visor
- System
 - Horizon OS vs VisionOS vs Native Android
 - Unity / Unreal vs RealityKit / ARKit



Is AVP the iPhone1?

- Interaction Model: Pinch & Gaze
- Hardware ecosystem
 - iPhone -> offloading & Apple Watch -> hand tracking
- Industrial Design & Material - Titanium + Pancake Lenses
- SwiftUI
- Paradigm shift: Gaming -> Productivity, Avatar -> Persona
- Internal + removable battery packs?

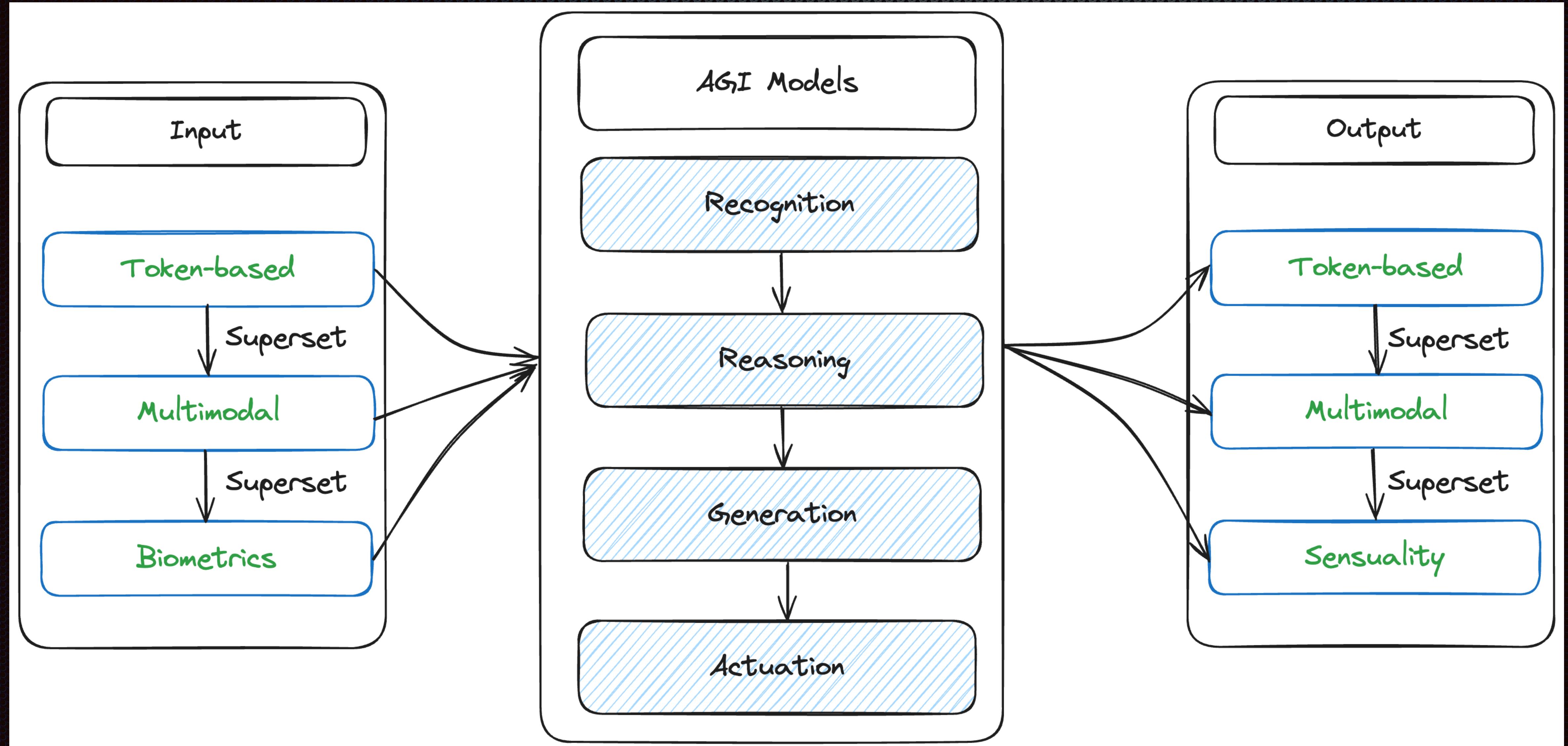


First Waves

- Location-based Applications
 - Navigation, On-Spot Review, Relive the memory
- Spatial / 3D UGC Delivery
 - 6 DoF, Gaussian Splatting, Interaction with UGC & AIGC
- Copresence
 - Codec Avatars / Persona
 - SharePlay



The Path to AGI



Examples pls?

	Inputs	Function	Outputs
LISP Systems	Token	If-Else Reasoning	Token
CNN (e.g. AlexNet)	Image	Recognition	Token
GPT-3	Token	Reasoning	Token
GPT 4o	Multimodal	Reasoning + Generation	Multimodal
Figure Robot	Multimodal	Physical Actuation	Multimodal
AR Glasses	Biometrics	Virtual Actuation	Sensuality

Spatial Intelligence

The full potential of this digital Cambrian explosion won't be fully realized until we power our computers and robots with spatial intelligence, just like what nature did to all of us.

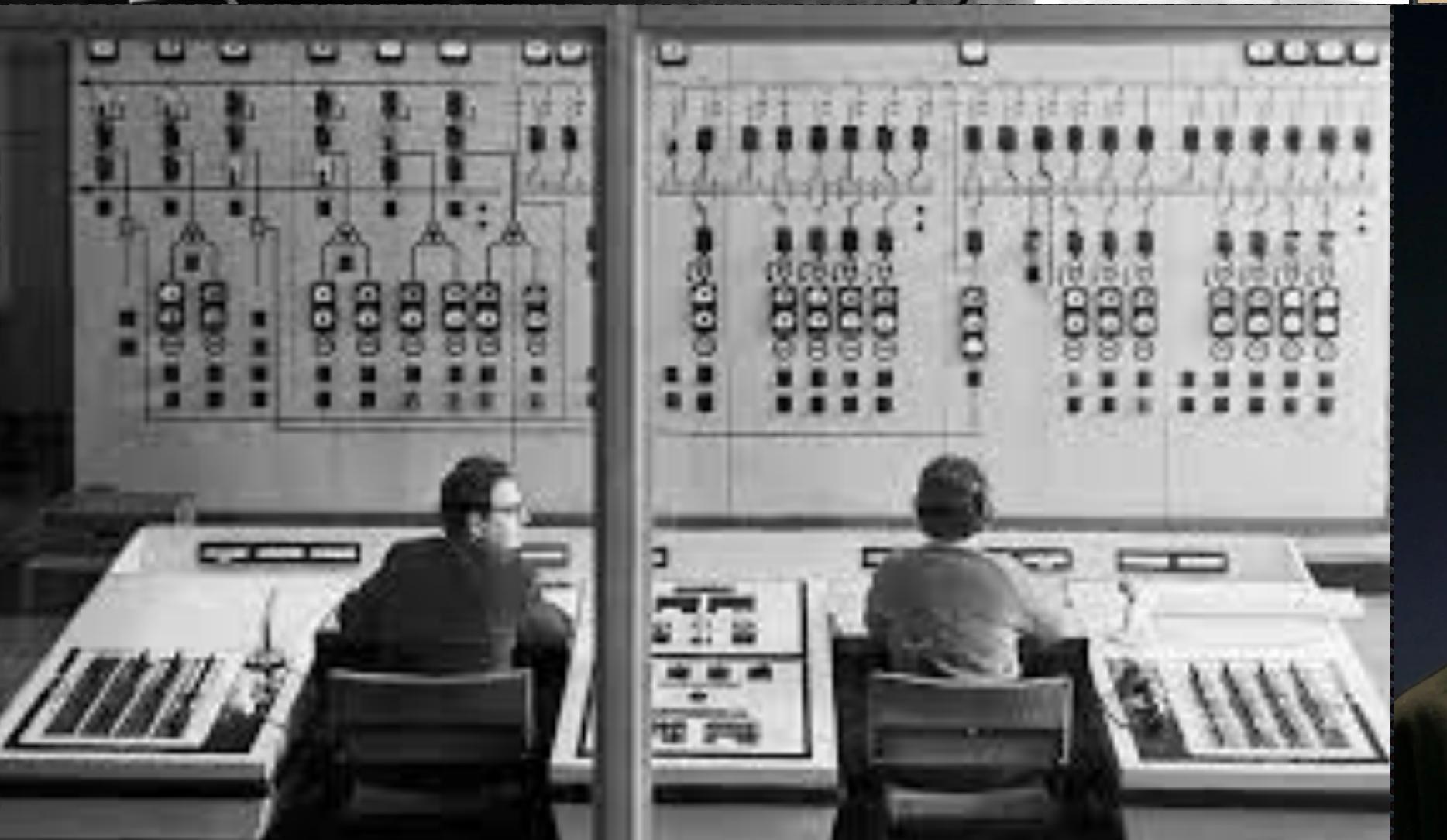
— Fei-Fei Li

**How AI will
understand
the real world**



Human-centered Spatial Awareness

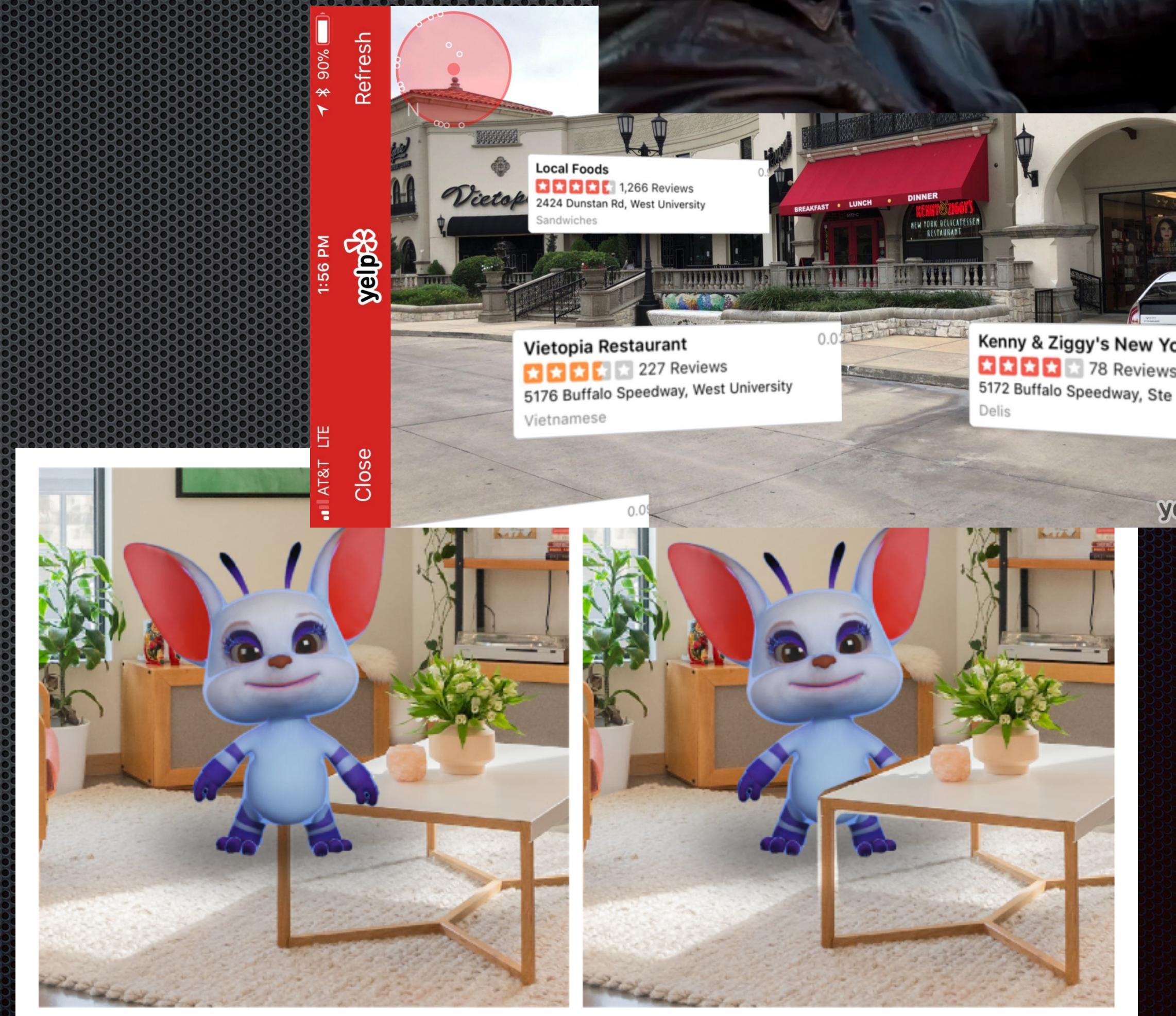
- Why AR Glasses?
 - The ultimate last-mile information collection and delivery solution before Neurolink
 - Infinitely being close to human sensors
 - Collects ambient and biometrics for better AI models
 - Processes data on-device in real-time
 - Immersive and preemptive content delivery and sensuality
 - Motion-sickness friendly



Every time information got faster and closer, it revolutionized human productivity.

Next ____ Case Study

- Character.ai
 - Sensitive, Active, Responsive
- Autopilot
 - Fatigue detector
- Spotify
 - Mood booster
- Yelp
 - On-spot customer reviews
- Netflix
 - Sports / Concert Streaming

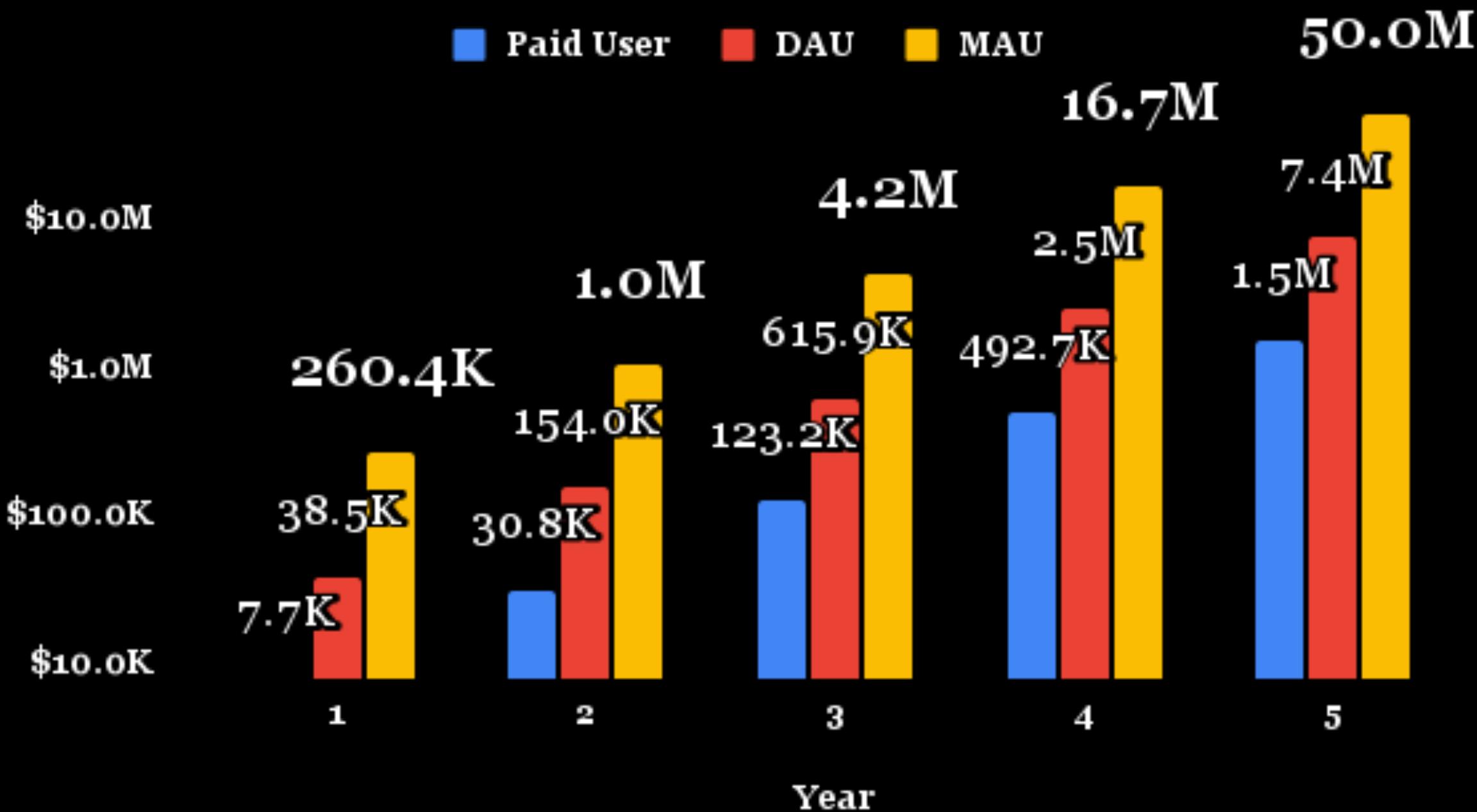




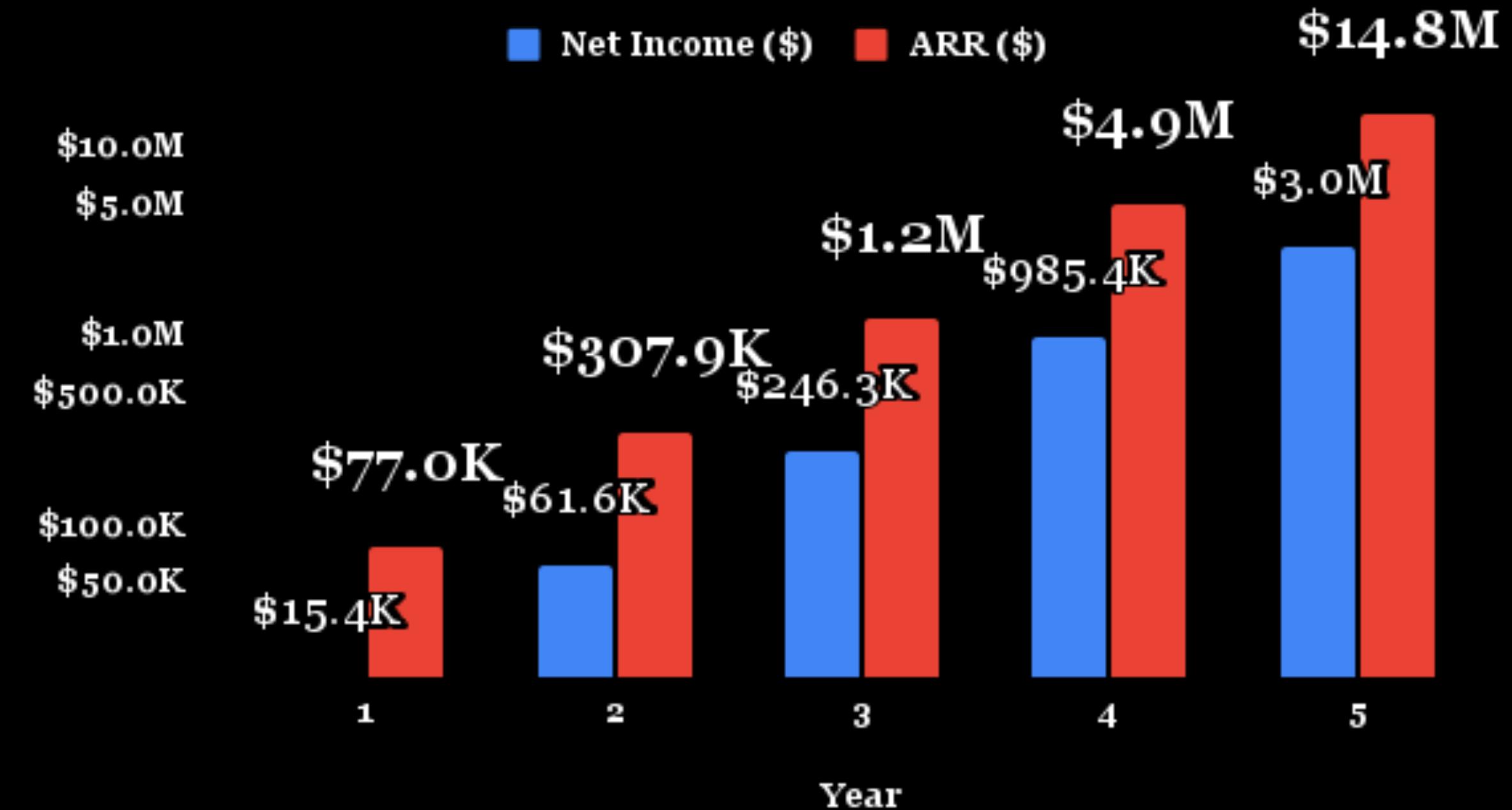
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Financials

PanoQ Active User Projection



PanoQ Financial Projection



*Character AI - 20 million active users (2021 - 2024), 120 minutes average duration
Discord - 614 million registered users, and 196.2 million daily active users in 2024
Clubhouse - 10 million active users (2021 - 2024)*

*Source: [whatsthebigdata](#), [backlinko](#), [influencerMarketingHub](#)



MISSION

Bring the world closer again by AI and AR



VISION

To build the spatial, smart, and seamless social platform