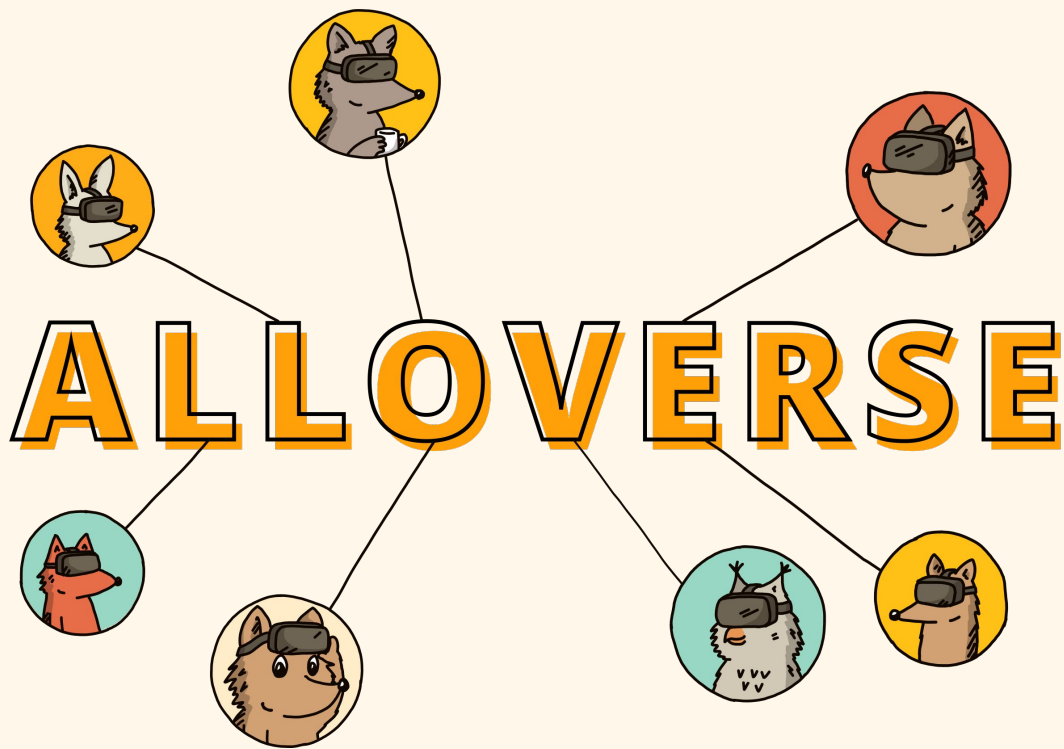


Alloverse @ AECTECH

Easily build collaborative apps for VR and 3D



A platform for collaborative workspaces



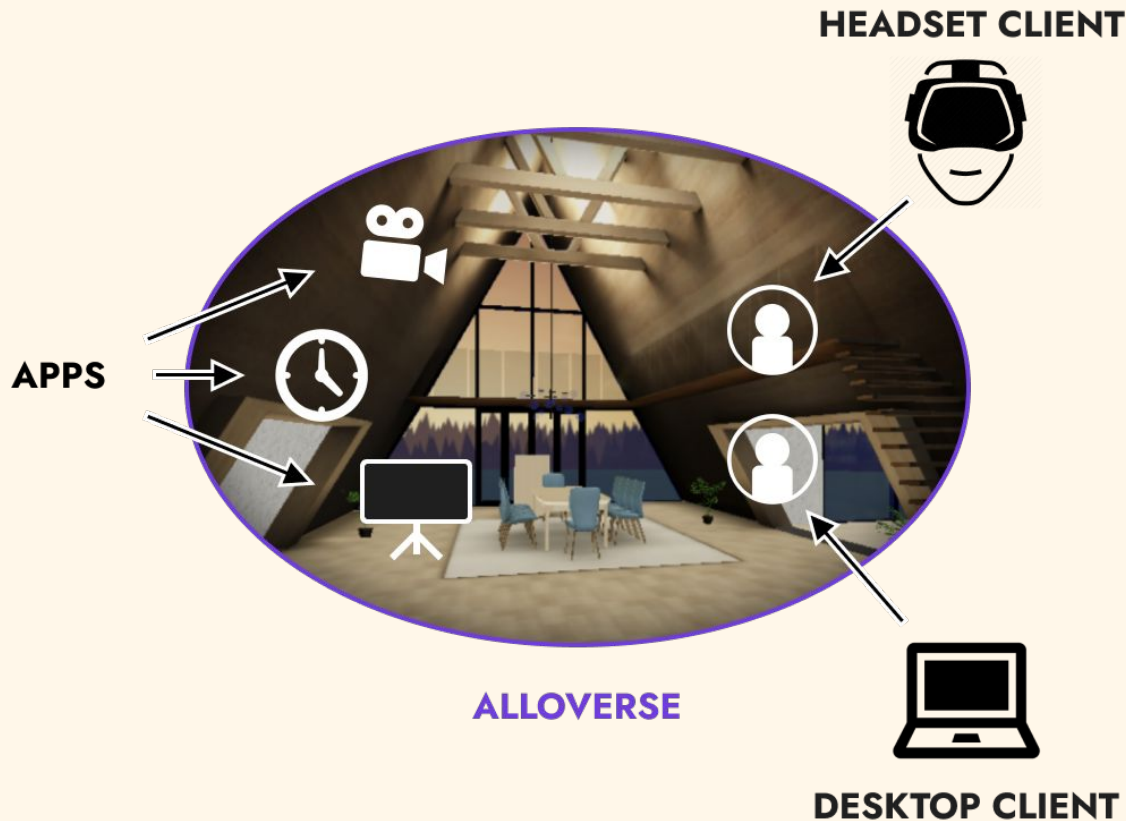
What is Alloverse?

1. A collaborative workspace:

A place for multiple people to talk, work and hang out together. (House, and avatars)

2. An open source app platform:

Software specifically written for Alloverse can run as 3D objects in the same space as us. (Apps)

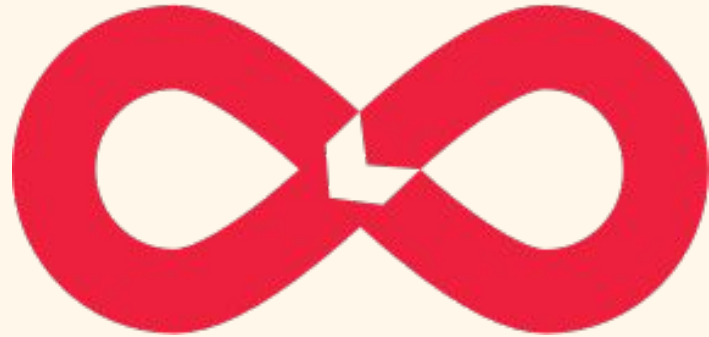




ShapeDiver AlloApp Demo



Introduction: Nevyn





Human computer interaction





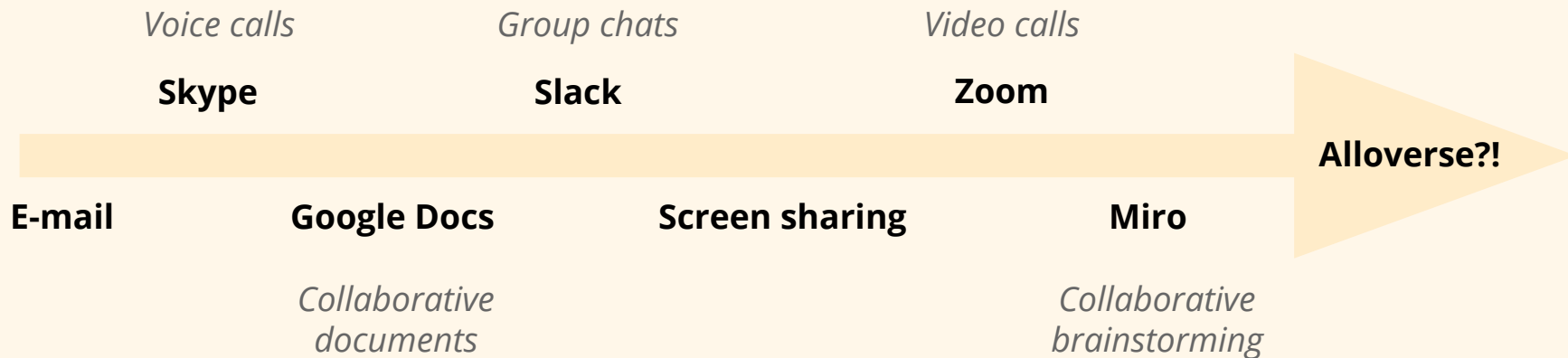
Introduction: Tobi



FYSIOTEST[®]



Remote Collaboration





The next big thing?

"YoU aReNt aLwAyS gOnNa
HaVe a cAlCuLaToR iN yOuR
pOcKeT!"

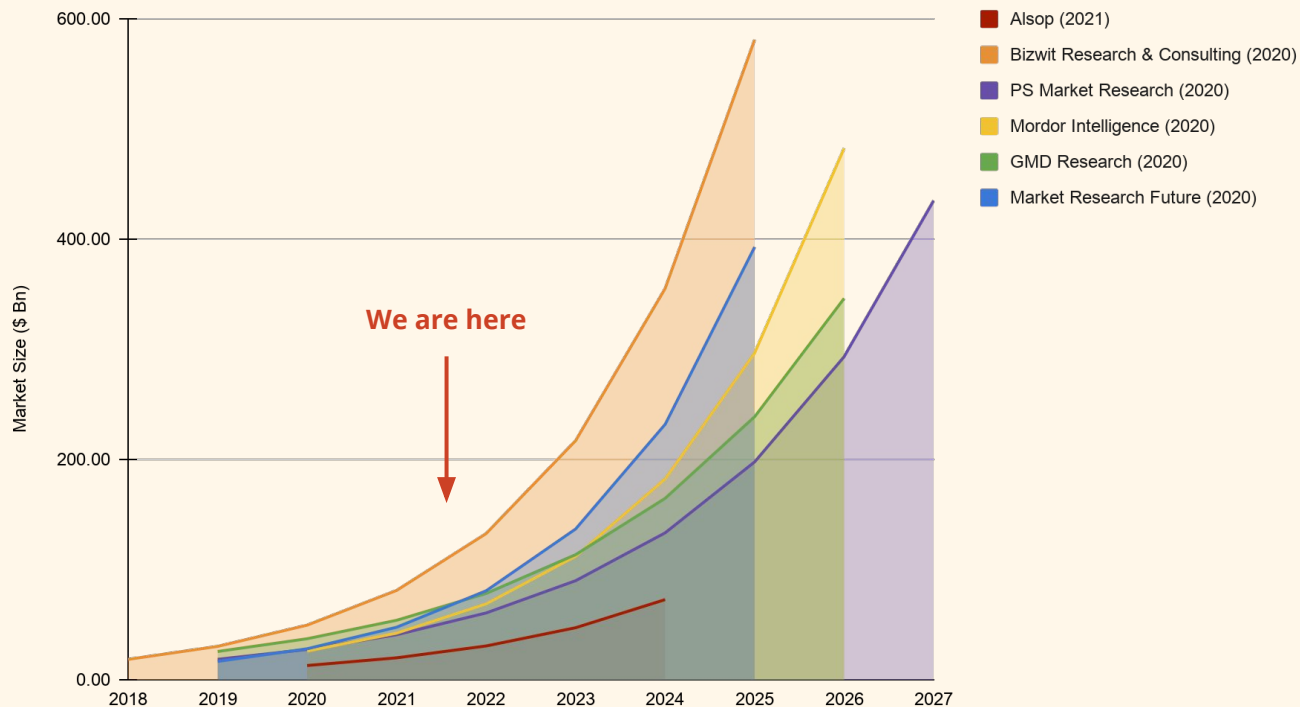
- lying ass 90s teachers





VR is taking off!

Projected XR Market Size (\$ Bn)





VR is taking off!

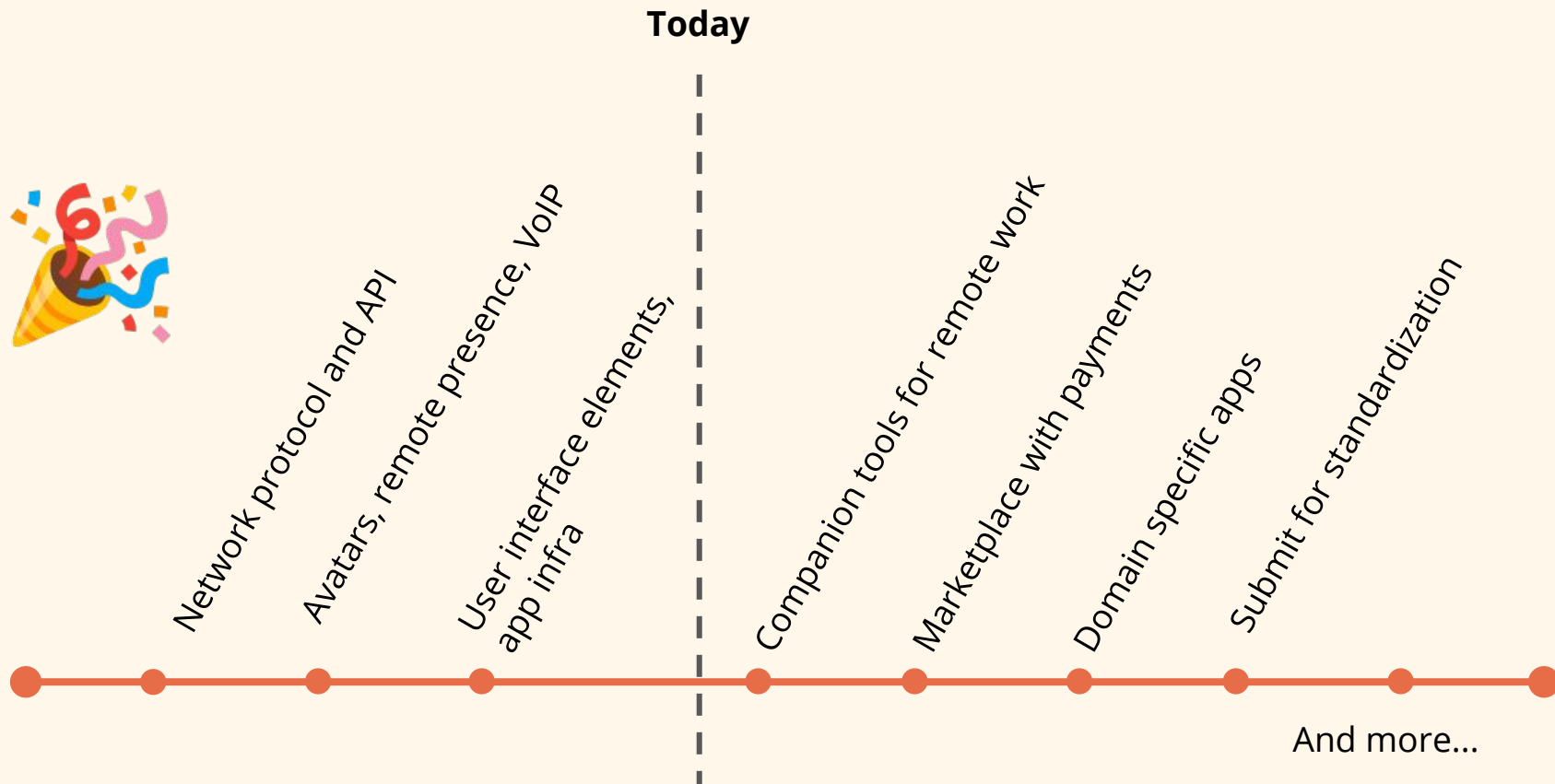
- Tech is rapidly getting cheaper and better.
- Interacting with things physically "just makes sense" for humans.
- Once a non-awkward headset is released, XR is gonna hit mainstream and start replacing smartphones.



Alloverse's Vision



Alloverse Timeline





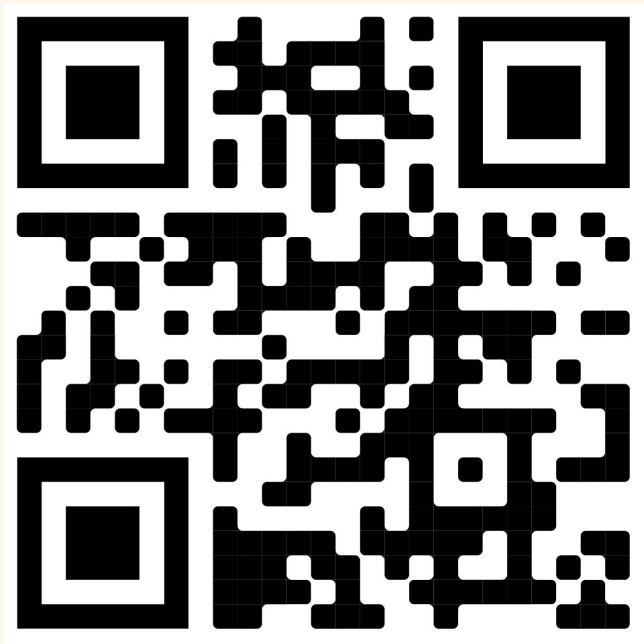
Live Coding Demo



Q&A



Thanks for listening!



alloverse.com



[Alloverse Discord](#)