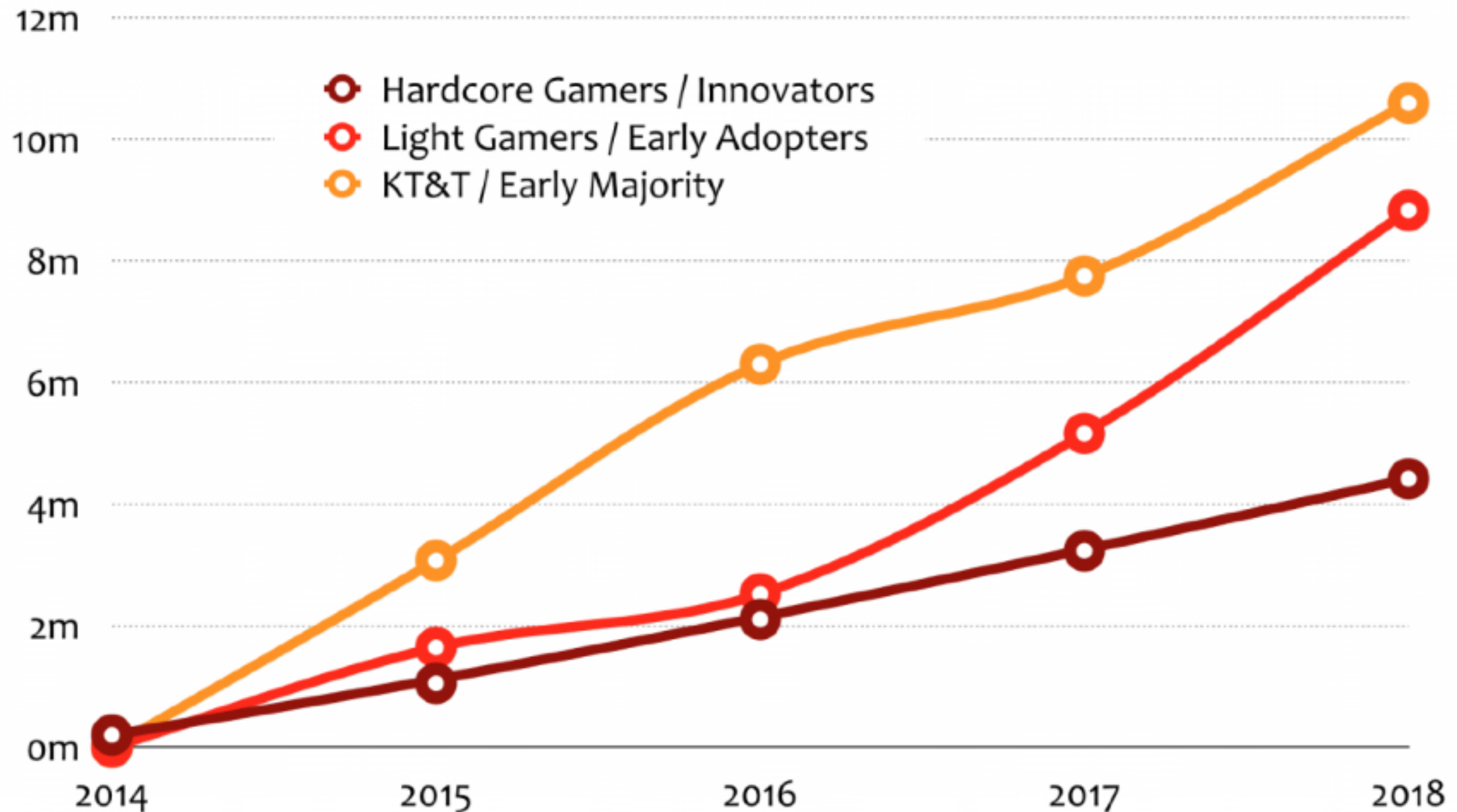


TARGET MARKET SIZE



Annual Unit Sales for Consumer Virtual Reality Devices



\$200 MILLION