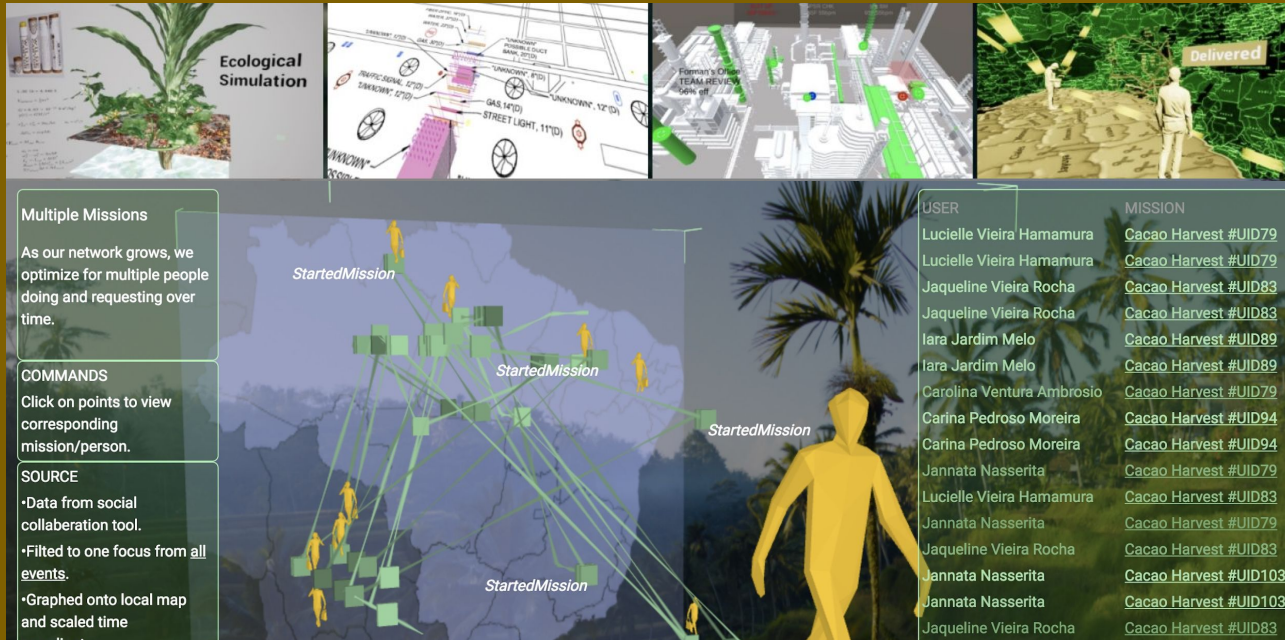


Lewcid 4d



spatial-mapping + business-time = 4d

Mission

*"Objects, people and processes form 4d fibers as they move over time,
the language of a living world peace will be expressed in how we are able to
communicate and weave these fibers together
and in tune with nature's own cycles."*

- Lewey

Problem

4d processes... vital to our lives at every scale... are not resolvable, expressible nor even addressable, they are not “things” / “URLs” yet.

Financially, wealth is ending up away from where it was produced, creating massive reinforcement of poverty divide. This is a 4d problem.

Ecologically unsound practises are unaccountably disrupting natural cycles which are coming back to wrecking havoc on larger regions. This is a 4d problem.

Sociologically we are less connected to those around us, and more connected to those who by definition reinforce isolation, suicide and local disconnection. This is a 4d problem.

Physiologically our bodies are the un-healthiest in history, with obesity, stress and suicide at all time highs, with education and integration of our body's natural cycles at an all-time low. This is a 4d problem.

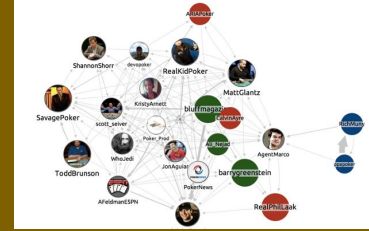
Solution / Value Proposition



maps



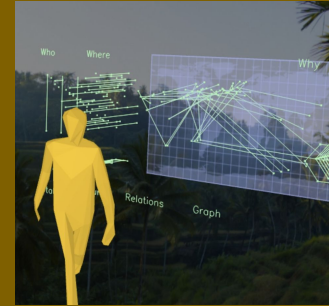
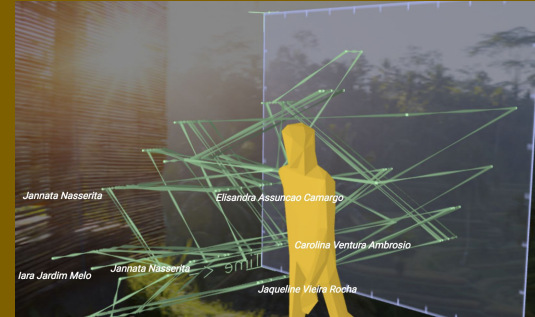
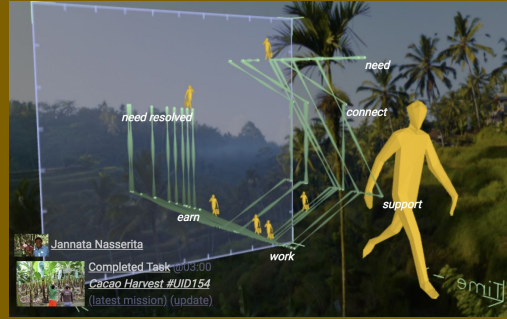
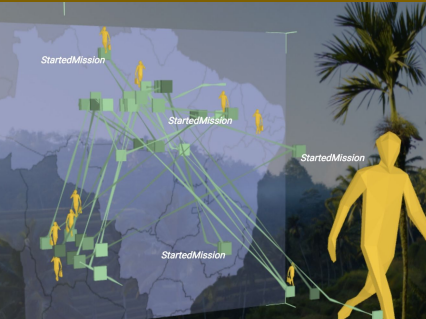
processes



social networks



multi-views



4d allows broad-overviews and zoom-able details to exist together by providing the context of time.

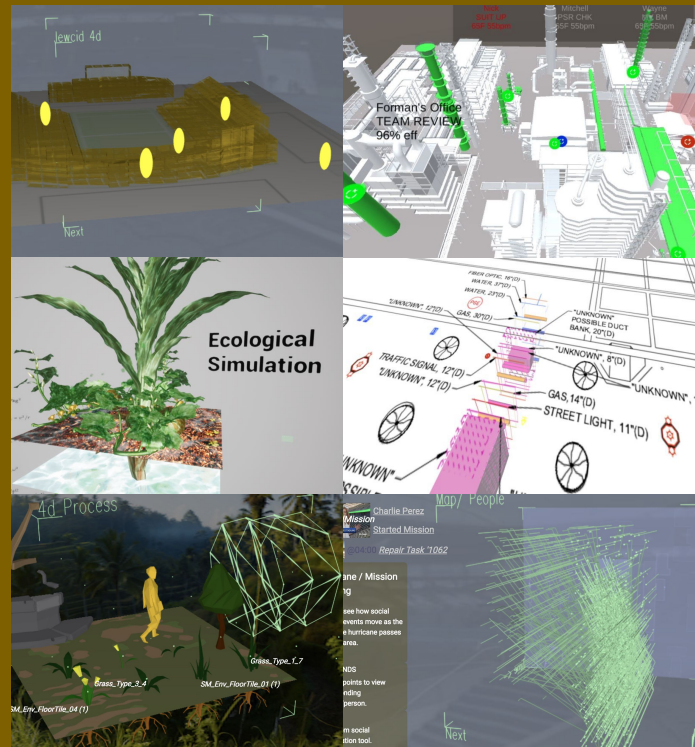
Key Features

scalable space, time and data interaction architecture

hybrid blend of graphics, database, and UI representations

intuitive Web3D and Unity XR front ends on...

Laptop - Phone/Tablet - XR

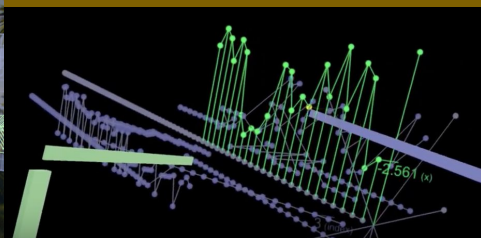


Business Model

Freemium-Web

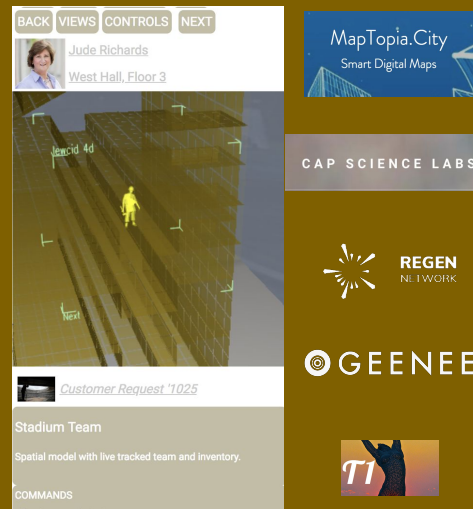
Premium-VR

Interface Clients



- Massive public data sources made into 4d-web interfaces
- World, regional, building, personal and bio scales.
- (web features +)
- Immersive holographic simulations
- Physically pivot and join data with your hands

(could hit x10+ payback, but requires VC investment)



- Custom UX Design, 3d Modelling, Service Integrations, etc.

(self-sufficient)

Go-To-Market

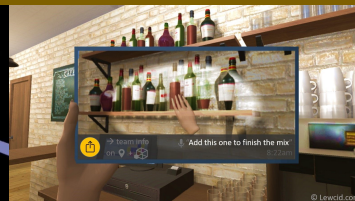
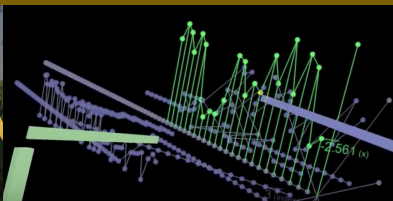
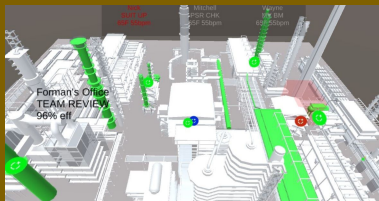
Now

September 2018
spatial-data
deployments
(x3)

December 2018
freemium 4d
web-experience

2019
VR
4d-immersion

2020
AR
4d-in-context



Competitive Landscape

Service Additions



Stand Alone



Traditional 3D Adapted



Open Source - coding heavy



AR/VR



Deep competitive advantage in 4d focus and partner integrations...

Lewey Geselowitz



Xbox 360
Graphics &
Performance

Kinect
Gesture
Recognition

HoloLens
Spatial UX &
Excel 3D

Lucasfilm XLab
Magic-Leap,
VOID and first
VR Oscar®

Lewcid 4d
Web + XR
Smart Cities

Partners



GIS at city
utility
accuracy

CAP SCIENCE LABS

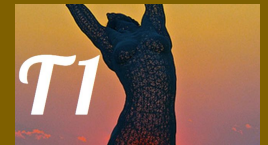
10k real time
sources and
viewers



Machine
vision & AR
app dev



Satellite and
ecological
processes



Biological
processes

```

graph TD
    Design --> Modeling
    Modeling --> Evaluation
    Evaluation --> Monitoring
    Monitoring --> Optimization
    Optimization --> Design
  
```

A network graph showing connections between various poker players. The nodes are represented by circular icons, some with player names and others with logos. The edges represent connections between players. The graph is dense with many interconnections. Key players include RealKioPoker, Malmgren, and Malmgren's connections to many others.

The dashboard displays seven charts related to website analytics:

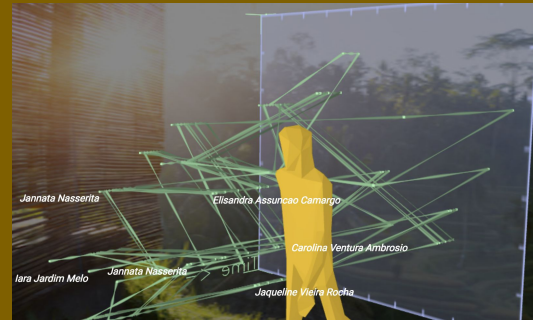
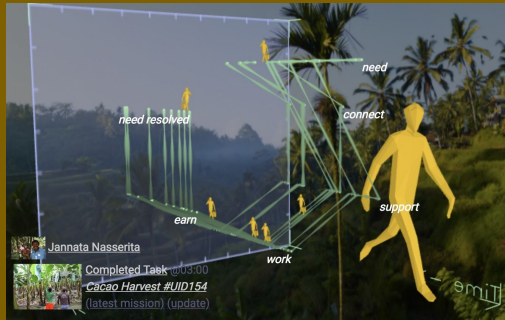
- Visits by Month or Year:** A line chart showing monthly visits from 2014 to 2017. The y-axis ranges from 0 to 100,000. Visits generally trend upwards over the years.
- Bounce Rate by Month or Year:** A line chart showing the bounce rate percentage from 2014 to 2017. The y-axis ranges from 0% to 100%. The bounce rate fluctuates between approximately 40% and 60%.
- Traffic Sources:** A pie chart showing the distribution of traffic sources. The data is as follows:

Traffic Source	Percentage
Direct	26%
Display	5%
Organic	38%
Referral	15%
Search	9%
Social	7%
- Visitors by User Type:** A bar chart comparing the number of visitors for 'New' and 'Returning' user types. The y-axis ranges from 0 to 100,000.

User Type	Visitors (approx.)
New	80,000
Returning	20,000
- Top 5 Domains by Conversion:** A horizontal bar chart showing the conversion rate for five domains. The x-axis ranges from 0 to 100.

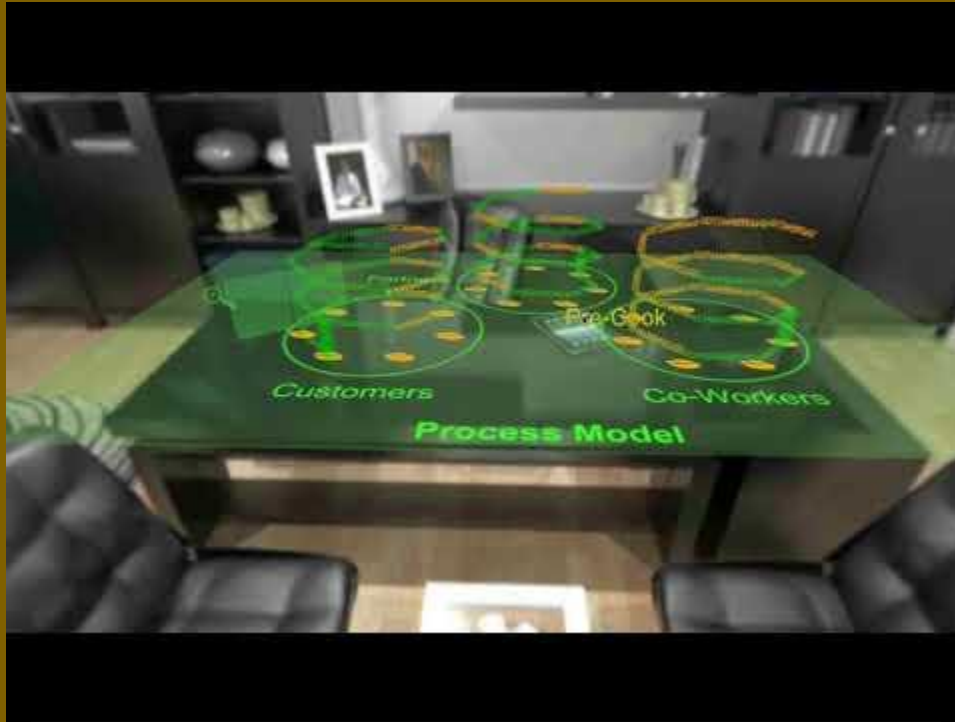
Domain	Conversion Rate (approx.)
example.com	85
example.org	75
example.net	65
example.edu	55
example.gov	45
- Top 5 Pages by Conversion:** A horizontal bar chart showing the conversion rate for five pages. The x-axis ranges from 0 to 100.

Page	Conversion Rate (approx.)
example.com/page1	85
example.com/page2	75
example.com/page3	65
example.com/page4	55
example.com/page5	45

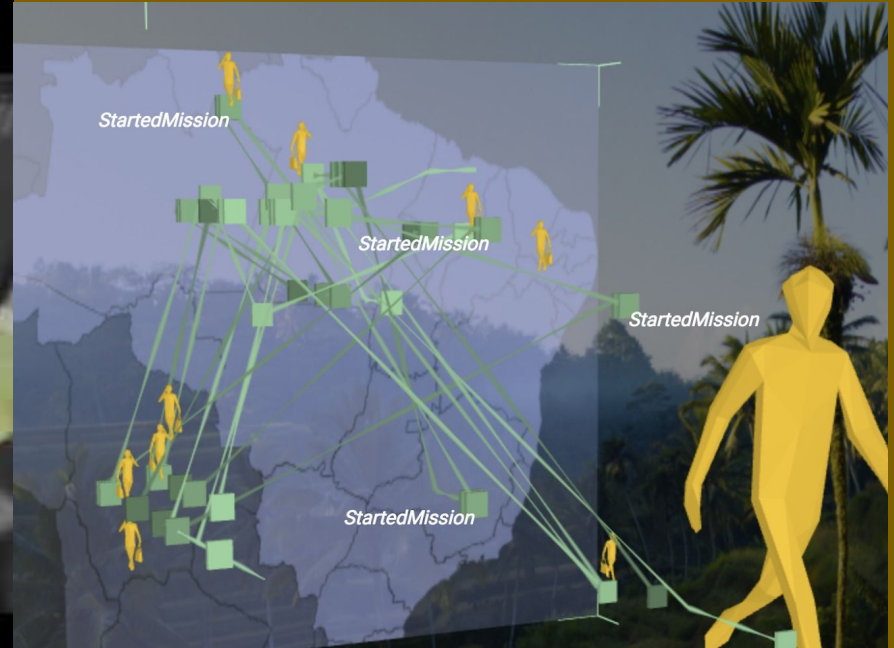


- Marketing/Onboarding (x2): finance, ecology, and smart-city markets.
- Developers (x4): data-science, rendering, UX and DevOps
- Platform: to support 10k simultaneous users, and 1k creators

Appendix



original vision video



[non-client demo](#)
(see VIEWS menu)