

METADROBE

Discovering your style with 3D



WAYNE WU

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Every Year, Consumers Make \$48B Worth of Poor Online Apparel Purchases



Lack of Visualization



Lack of Personalization

* Estimated based on studies from Trunk Club/OnePoll and Coresight Research

A surreal landscape with a large, glowing, golden ring in the sky, resembling a portal or a celestial body. Five silhouetted figures are walking across a dark, flat surface. The figures are dressed in dark, elegant clothing. The sky is dark with some clouds. The overall mood is mysterious and futuristic.

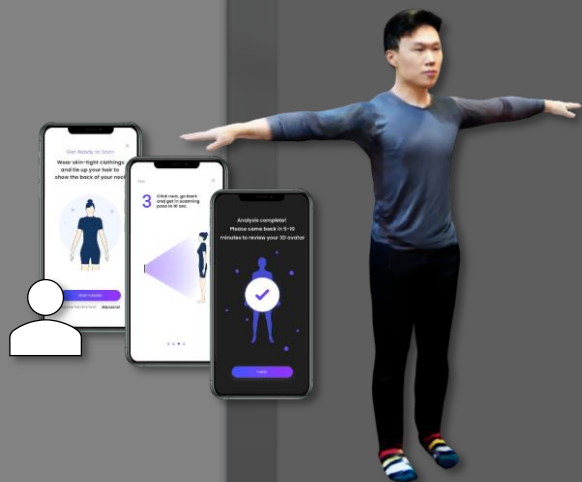
Better Purchase Starts from Better Discovery



**Metadrobe Empowers Consumers to
Discover Their Style through Highly
Personalized and Aesthetic 3D Virtual Try-On**

* Proof of concept made with Unreal Engine 5

METADROBE USES 3D DIGITAL TWINS FOR VIRTUAL TRY-ON



First time users can scan themselves using a smartphone to create their **true-to-life avatars** within minutes.



A large collection of **digital apparels** are sourced directly from 3D-enabled fashion brands.

WE DELIVER **AESTHETIC** CONSUMER EXPERIENCE THROUGH THE CLOUD



AND CREATE A **PERSONALIZED** JOURNEY USING CONSUMER ANALYTICS



YOUR FIT

Sizes from Measurements



YOUR PREFERENCE

Interests, Search History, Likes



YOUR WARDROBE

Saved Items, Previous Purchases



YOUR LOOK

ML Style Recommendation

AND CREATE A **PERSONALIZED** JOURNEY USING CONSUMER ANALYTICS



YOUR FIT



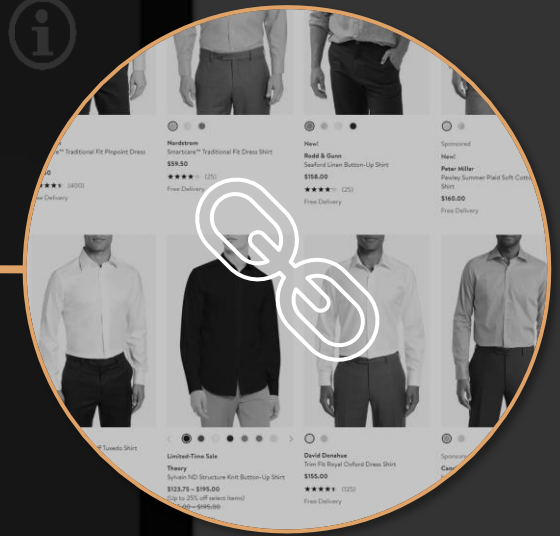
YOUR PREFERENCE



YOUR WARDROBE



YOUR LOOK

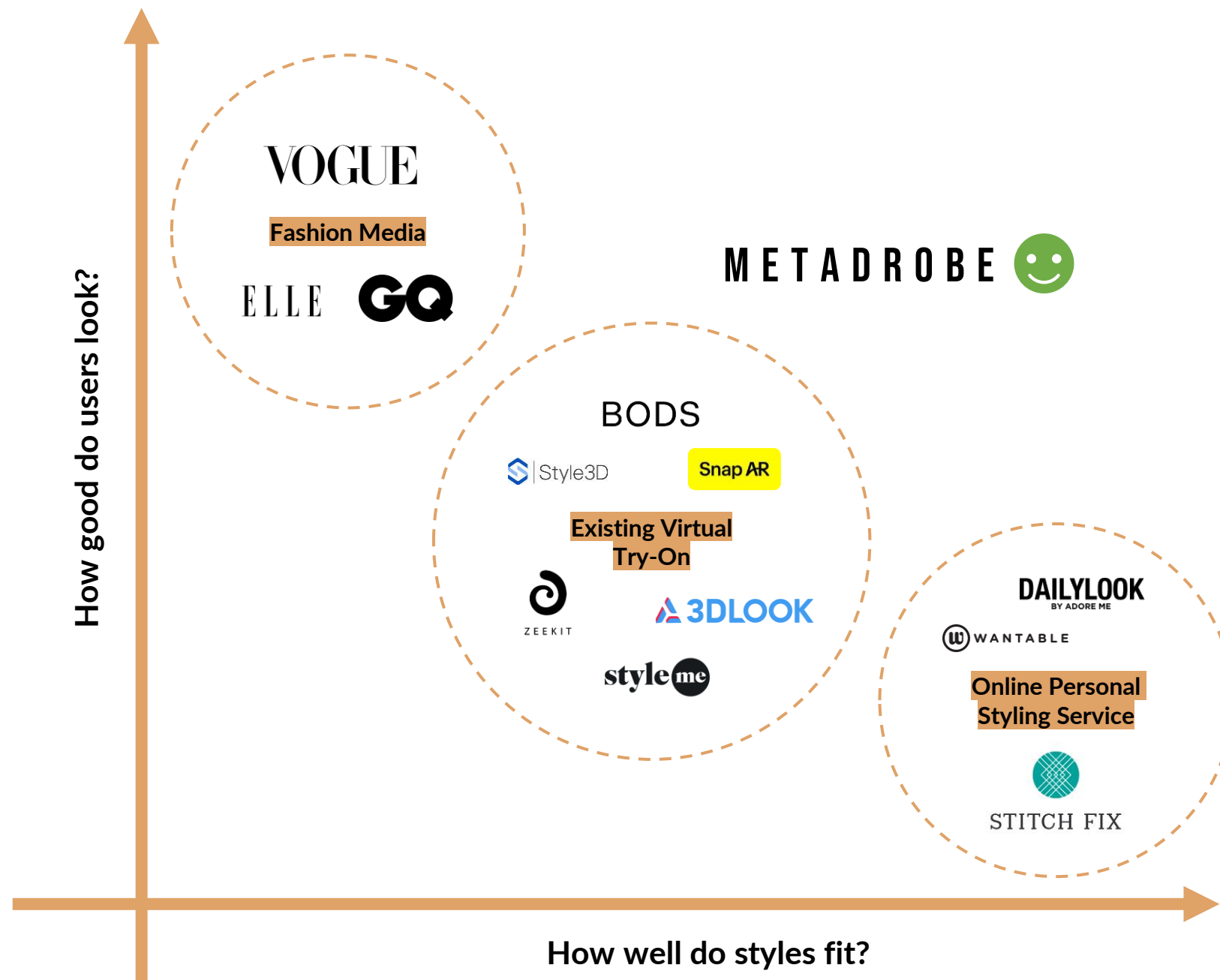


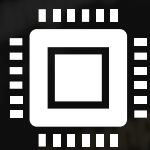
BETTER DISCOVERY

BETTER PURCHASE

through the brands' websites

METADROBE
MAKES
DISCOVERY
PERSONAL
AND
AESTHETIC





PROCEDURAL

Fully automated pipeline from scanning, try-on, to final pixel with minimal manual intervention.

INTEROPERABLE

Designed to work seamlessly with existing workflows and file formats from fashion designers.

SCALABLE

Enabled by cloud technology for maximum rendering and computing capacity.



STORYTELLING

Uniquely crafted virtual experiences that stay true to brands' stories and values.

LOOK DEVELOPMENT

High quality 3D models and textures to bring the users, the garments, and the environments to life.

VISUAL EFFECTS

An all-rounded enhanced journey with authentic visual touches and playful effects.

We Build a **Cost-Effective 3D Pipeline** so that
We Can **Focus on Delivering Aesthetics at Scale**

Metadrobe Aims to Transform the Shopping Experience Starting from Fashion-Conscious Young Adults

FASHION SPENDER

Age 22-32

Spends more than \$200/mo.

INDIVIDUALITY

Personality in Style

Aims for Authenticity

DISCOVER SOCIALLY

Instagram and Pinterest Users

Influenced by Social Media & Friends

DIGITAL NATIVE

Online Shoppers

AR/VR Adopters



METADROBE ADDRESSES A **\$2.4B+** OPPORTUNITY IN APPAREL RETAIL

(WITHIN THE US)



FASHION CONSCIOUS
YOUNG ADULTS



YOUNG
FASHION PIONEERS



ALL OTHER FASHIONABLE
INDIVIDUALS



37% of brands
are using 3D design
programs to develop
their products.

+9%
CAGR (2022-2027)

TECHNOLOGY
The New Technologies Fashion Schools Are Teaching Students
Students are training in 3D design and data analytics as the fashion industry undergoes a digital transformation and readies itself for an increasingly virtual future.

HOME > TOPICS > TECHNOLOGY

Consumer Demand for Sustainable Fashion Nudges Brands Toward 3D Design

BY KATE NISHIMURA 🇺🇸 NOVEMBER 27, 2019 5:55AM

TECHNOLOGY

Inside Adidas' Billion-Dollar Digital Transformation

The German sneaker giant is investing for a new era of tech-enabled retail in a bid to close the gap with Nike.

TECHNOLOGY

Tommy Hilfiger goes all
in on digital design

Fashion brands embrace 3D design

Shutdowns are forcing fashion brands to consider how much of their workflow could become digital, bringing 3D design to the forefront.

BY MAGHAN MCDOWELL

April 28, 2020

HUGO BOSS DIGITALIZES COLLECTION DEVELOPMENT AND DISTRIBUTION

PRESS RELEASES | CORPORATE
METZINGEN, OCTOBER 13, 2020

in  

Metadrobe Works with **3D-Enabled Apparel Brands** as 3D Adoption Continues to Accelerate

Metadrobe Translates Brands' 3D Digital Assets into **Million Dollar Business Potentials**

MORE EFFECTIVE MARKETING



+50%

Click-Through Rate



2X

Conversion Rate

Through our aesthetic and
targeted virtual try-on

MORE EFFICIENT OPERATION



-20%

Return Rate



-8%

Inventory Error

Through consumer insights
from our personalized journey

* Estimated based on marketed KPIs from similar virtual try-on solutions.



SUBSCRIPTION MODEL

Basic Version

Free

VIP Version

\$4.99/mo.

- Prioritized cloud rendering
- Higher render resolution (i.e. Full HD)
- More credits for custom renders
- Exclusive try-on poses and environments

OUR REVENUE IS
FROM **USER**
SUBSCRIPTION
AND
AFFILIATE
COMMISSION



AFFILIATE PROGRAM

Commission

10-20%

of final sales price

INCREASING USER BASE IS OUR NO. 1 PRIORITY



Initial Market Entry

1. Brand Collaborations

Selected Brands → Pilot Program → Initial Users



2. Viral Marketing

Influencers (KOLs) → Instagram/TikTok → More Users

Gain Market Traction



3. Direct Sales

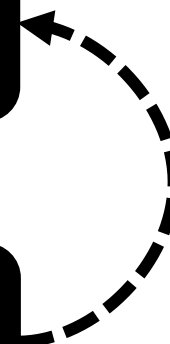
Salespeople → Fashion Retailers → More Digital Apparels



4. Word-of-Mouth

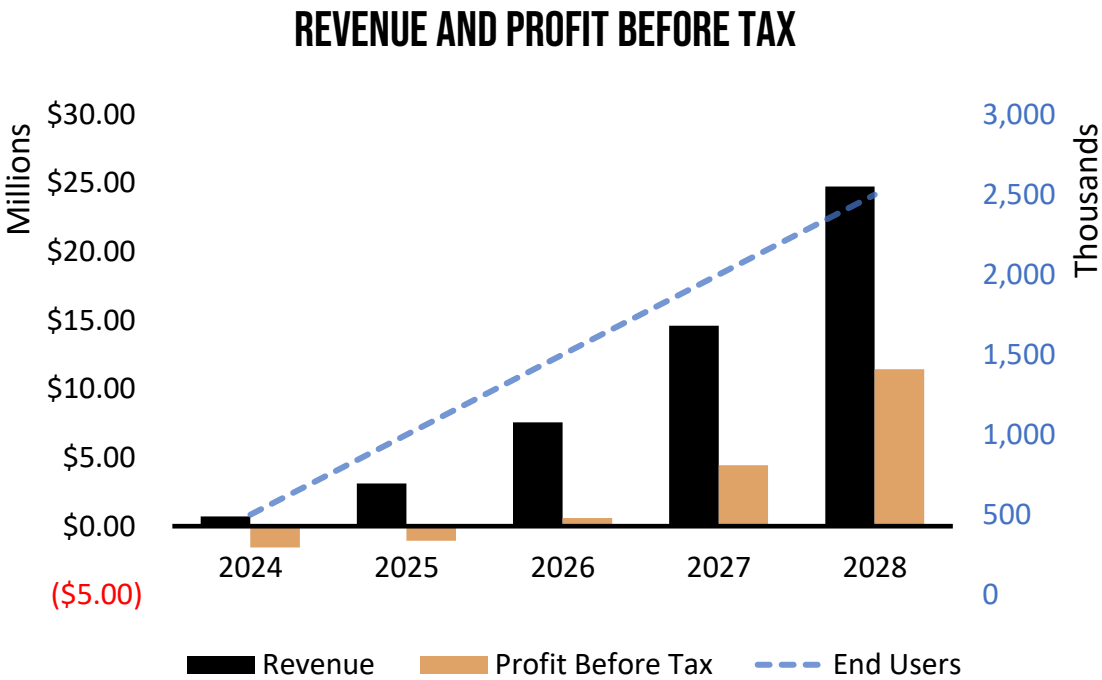
Organic Growth → More Users → More Brands

Steady State



We Project to Have 2.5M Active Users and Reach \$11M in Profit by 2028

	2024	2026	2028
Active Users	500k	1.5M	2.5M
Spending/per user All apparel purchases	\$2400	\$2400	\$2400
Capture Rate 3D adoption rate and estimated spending percentage	0.4%	1.3%	2.6%
Revenue/per user From commission & subscription	\$1.43	\$5.05	\$9.90
COGS/per user From content creation, server cost, data storage, computation	\$2.95	\$2.95	\$2.95
CAC/per user From influencer marketing, social media management	\$0.54	\$0.47	\$0.39
Sales & Tech Support	\$250k	\$750k	\$1.85M
R&D	\$190k	\$950k	\$2.85M
Net Income (before tax)	(\$1.5M)	\$550k	\$11.44M



A 3D Virtual Try-On Experience

Using 3D Technology and Consumer Analytics

For Fashion Conscious Young Adults

To Discover Their Fashion Style Aesthetically

Providing \$338M Initial TAM, \$2.4B Long Term Opportunity

With Affiliate Commission as Main Source of Revenue

Growing through Virality and Direct Sales

To Reach \$12M Profit by 2028

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