

# METAVRSE

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The Future of XR.

MetaVRse.com



# XR a **New Communication Medium**

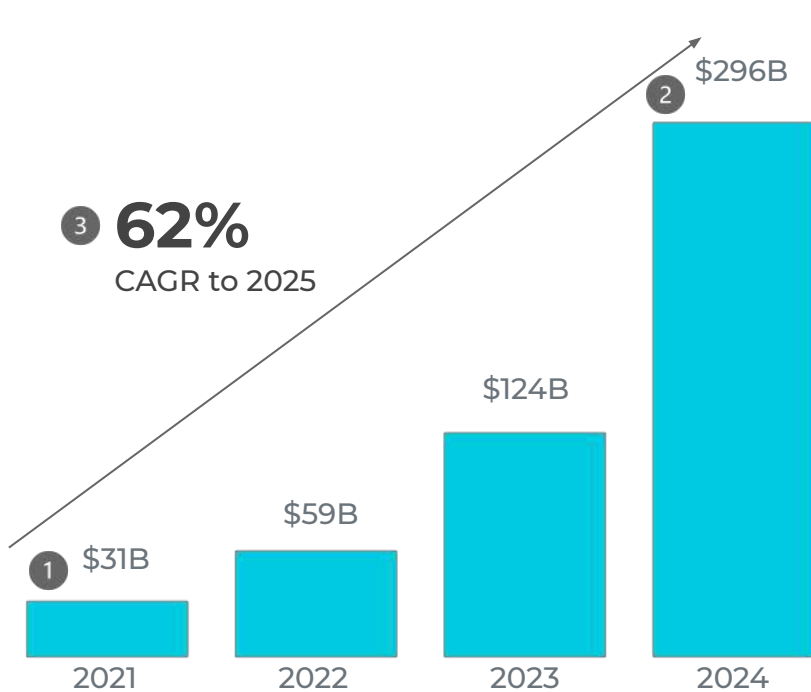
We are living in an age of technological transformation and explosive growth, but the **web has remained flat...until now.**

Virtual, Augmented & Mixed Reality (XR) is growing exponentially due to its immediate value creation across every industry. From **Manufacturing** to **Marketing, Training** to **Teaching** and **Sales** to **Service**, there will not be a single industry that will not positively impacted by this new technological revolution.

By harnessing the power of billions of devices from a one-click publish, we can truly build an **open, universal and democratized MetaVRse together.**



# Transformational Change is here.



1 The current XR market is valued at **\$31B**  
Source: [Statista](#)

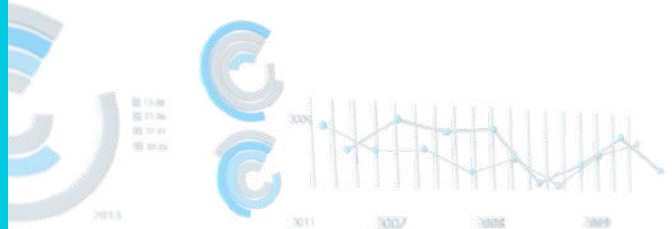
2 Predicted to grow **10x** to **\$296B** by 2024  
Source: [Statista](#)

3 The 5 year **CAGR** will be **62%** by 2025.  
Source: [MordorIntelligence](#)

XR adds **\$1.5T** to global economy by 2030.  
Source: [PwC 'Seeing is Believing'](#)



MetaVRse is a **code-optional** platform that makes it easy to create & share interactive XR experiences **instantly on the web**



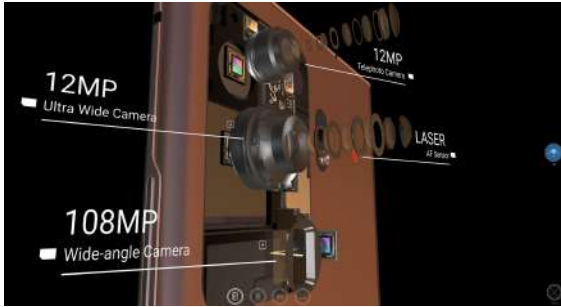
Meta**VR**se.com

## Our **Mission**

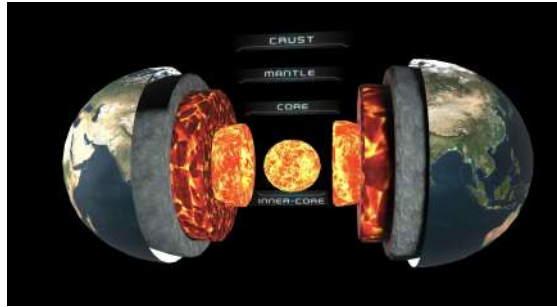
To unlock the power of **XR** for everyone.



# Uses for MetaVRse Technology



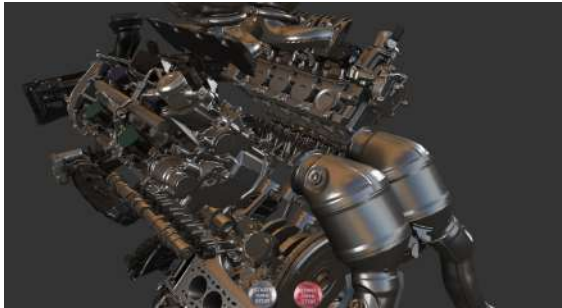
Engineering



Education



Retail



Industrial



Healthcare



Entertainment

# MetaVRse Demos

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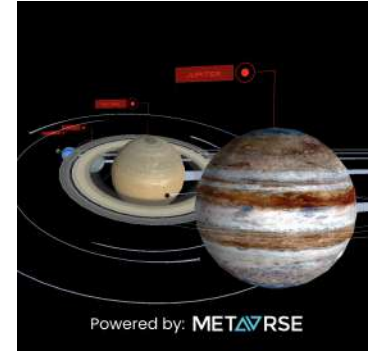
[Virtual Showroom](#)



[Ultrasound Training](#)



[Nike Customizer](#)



[Solar System](#)





*“MetaVRse is **3X Faster** and **2X Simpler** than Unity”*

*Sikaar Keita, XR Lab @ **ORACLE***

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**Visual Creation Platform**  
Drag and Drop



**Absolutely Secure**  
Public, Private or On-Premises



**Universal**  
Device, Browser & OS  
agnostic for Interoperability



**Code-Optional**  
Coding for Professionals,  
Code-optional for everyone else.



**Infinite Scale**  
Modular System for Maximum Versatility



**Zero Downloads**  
No Software or Special Hardware





*"This is a **badass platform.**"*

*Remco Vroom, Chief Growth Officer @*

**MEDIA  
MONKS**



No App Store Permissions  
or Commissions



One-Click Publishing  
Instantly to over 7B potential devices



Multiple Asset Support

- JPEG, PNG, MP3, MP4, HDR (for skyboxes)
- FBX, OBJ, GLTF, USDZ (coming soon)



Ultra-Efficient Rendering Pipeline

- Millions of Polygons, 4k textures
- Physically Based Rendering (PBR)
- Skybox / HDR Reflections
- Modular System for Maximum Versatility



Texture Applications

- Albedo Colour Wheel
- JPEG, PNG images
- Video files in MP4 or Streamed
- Dynamic Lighting with Shadows



# One Click **Publish Everywhere!**

MetaVRse offers a seamless **one-click publishing** to all platforms & form factors, with full compatibility for:

- ✓ Mobile & WebXR
- ✓ Browsers (Chrome, Safari, Firefox, Opera)
- ✓ PC (Windows, Mac OS, Linux)
- ✓ Android
- ✓ iOS
- ✓ HMDs (Quest, Hololens, Nreal)  
(coming soon)



# MetaVRse Ecosystem



# MetaVRse **Partners**

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MetaVRse works with and integrates with these great partners.



[Qualcomm XR Enterprise Partner](#)



[NVIDIA Official Technology Partner](#)



[Autodesk Technology Center Partner](#)



[Oculus For Business ISV Partner](#)



[CDL 2020/21 Prime Startup](#)



[Accelerator Partner](#)



[Next Founders Alumni](#)



[Unity College](#)



# Virtual Showrooms

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## + Increase **Conversion rates**

Macy's saw a **60%** percent increase in sales, **25%** reduction in returns and **100x** decrease in the retail space required.

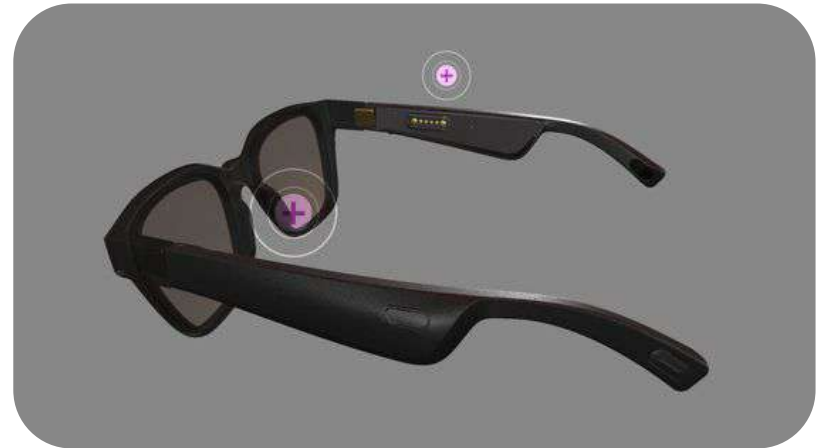


# Product **Marketing**

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## + Increase **Conversion rates**

A 3D configurator on a brand's website has helped to realize an **immediate 30% increase in conversion** and a **50% reduction in returns** by implementing interactive 3D visuals.



# Product **Marketing**

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## + Higher **Return on Ads (ROA)**

**80%** of business customers and consumers say that the **experience of buying** is as or more important as the product purchased.





# Product Marketing

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## + Higher Engagement

**61%** of Consumers Are Still Delaying  
Brick-and-Mortar Retail for **Fear** of Getting Sick



# Product Marketing

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## + Digital Revolution

Nike's goal pre-covid was **35%** digital by **2023**. In 2020, digital at Nike hit **50%** and is not going back.

Adidas announced **\$1.2B** on Digital Transformation



# Product **Training**

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## + Greater **Employee Satisfaction**

- Technical Skills
- Multi-Step Tasks
- Onboarding
- Product Knowledge Training

# Employee **Training**

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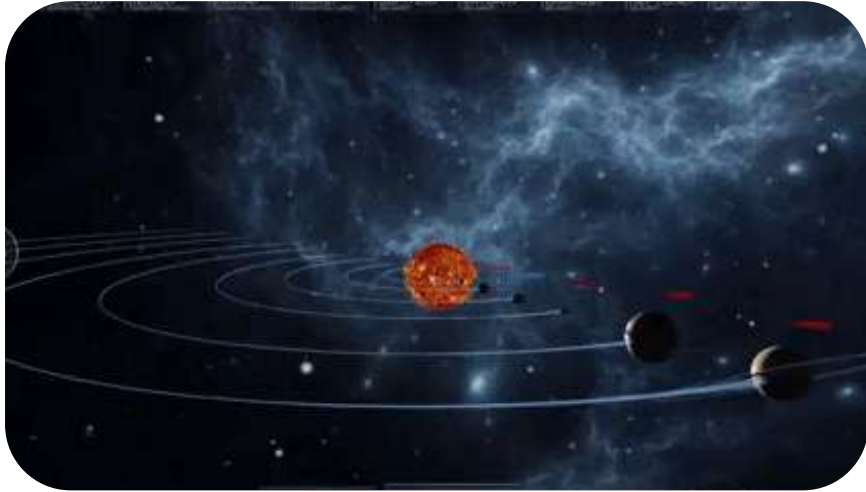


## + Better **Employee Productivity**

With the help of AR, **trainees completed the work in 35% less time** than trainees using traditional 2D drawings and documentation.

# Education

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## + Create **Fun & Wonder**

The world is 3-dimensional, we learn better in 3D across all possible measurements. In the attention economy, it is vital that we make learning **fun, engaging and effective**.

# Real-Time Analytics



- + Unprecedented **Z-Dimension** Data
  - Gain a deeper understanding of users instantly
  - Make decisions based on real time analytics
  - 3D heat maps offer unprecedented user insights



# MetaVRse Portfolio Companies

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**META****RSE**

Universal XR  
Creation and  
Collaboration  
Platform

[MetaVRse.com](https://MetaVRse.com)

**XR IGNITE**

Community Hub

[XRignite.com](https://XRignite.com)



Industry Resource  
Guide, Landscape  
and Directory

[XRCollaboration.com](https://XRCollaboration.com)

**XR**  
FOR BUSINESS    **XR**  
FOR LEARNING

Media Outlet,  
Podcast, Blog,  
Newsletter

[XRForBusiness.io](https://XRForBusiness.io)  
[XRForLearning.io](https://XRForLearning.io)





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