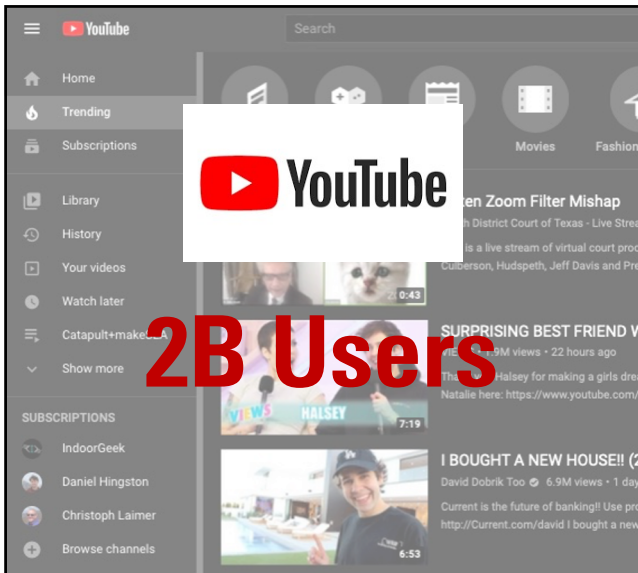


Content Management, Sharing, and Cross Platform  
Collaboration for Mixed Reality

makeSEA

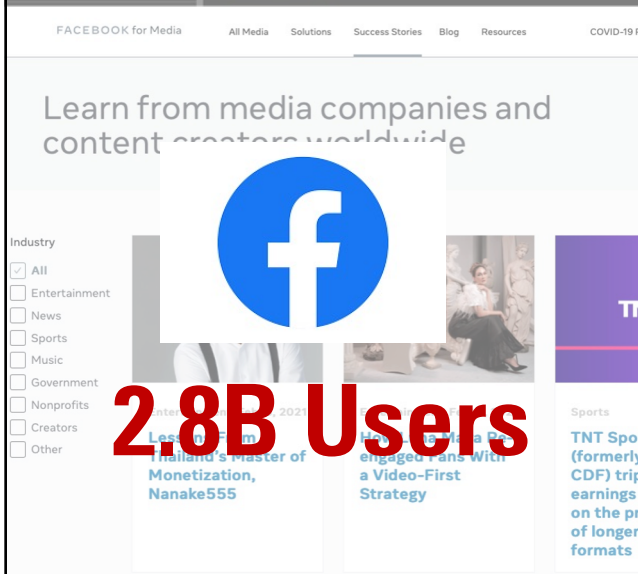
THE EASIEST,  
FASTEST, BEST  
WAY TO SHARE  
**YOUR CONTENT**  
**IN EVERY REALITY**



**2B Users**



**1B Users**



**2.8B Users**



**140M Users**

There's a venue for photos, video, Advertisers get it to the tune of \$50B+ per year (Facebook), there are even niche venues for gaming like Twitch and Roblox

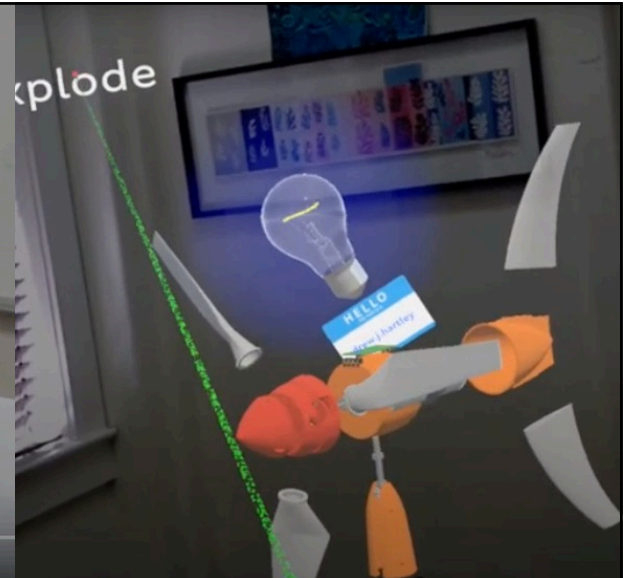
**A VENUE FOR EVERYONE**

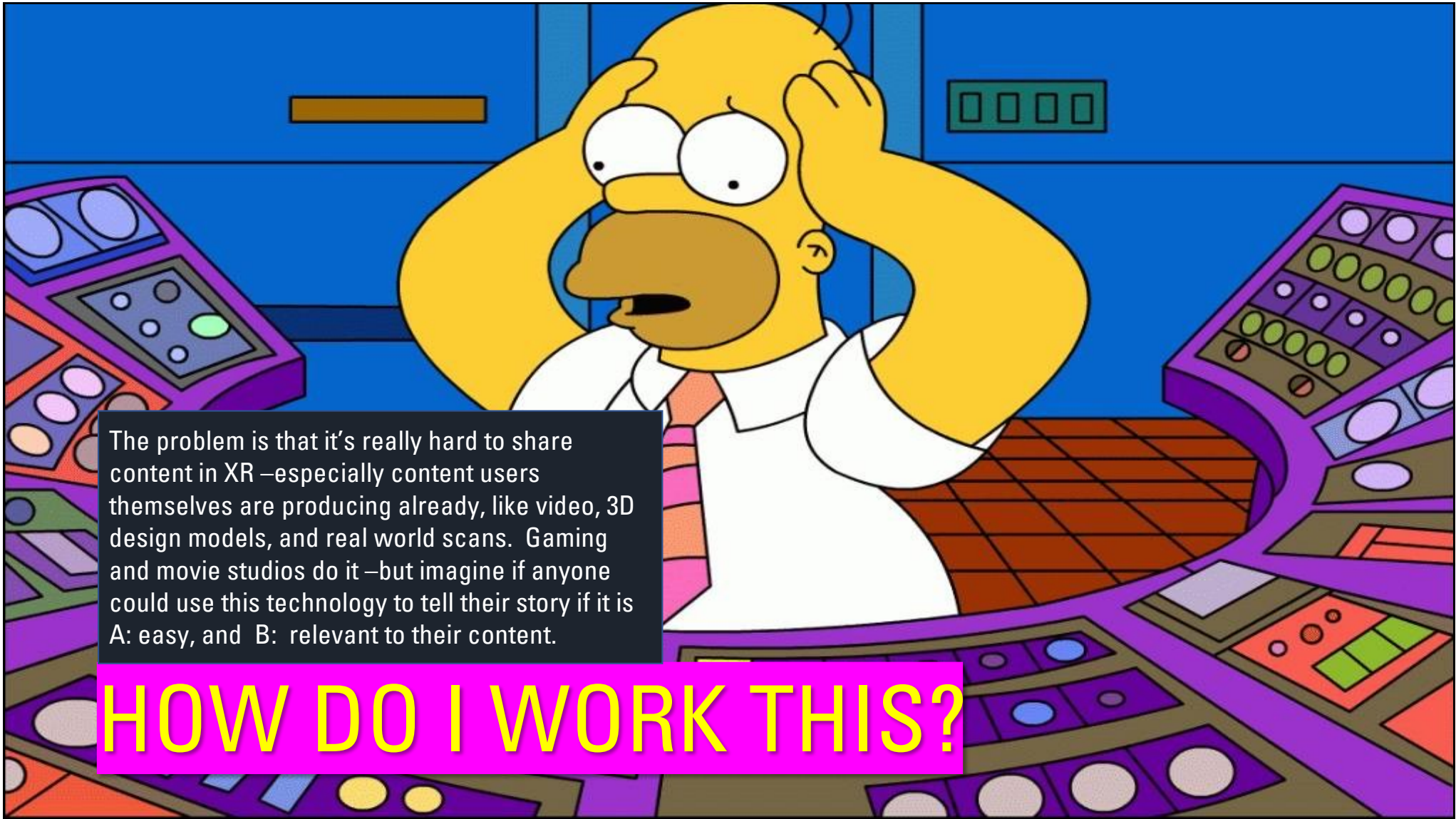
# MIXED REALITY (AR/VR/XR)

Guess where we are headed?

*Hint:* it is as close to first-hand as you can get: Virtual, Augmented, Mixed Reality

With XR you can put any audience in any location at any scale, as if together in real life.





The problem is that it's really hard to share content in XR –especially content users themselves are producing already, like video, 3D design models, and real world scans. Gaming and movie studios do it –but imagine if anyone could use this technology to tell their story if it is A: easy, and B: relevant to their content.

**HOW DO I WORK THIS?**

# POOF... YOU'RE A MIXED REALITY PRODUCER

## makeSEA

is a platform that solves the “hard”  
part of XR publishing and puts mixed  
reality in the hands of every creative,  
every teacher, every business,  
EVERYONE.

... isn't that what YouTube did for  
video?



---

# EASY-PEASY



**Upload**



**Publish &  
Track**



**Spatialize**



**Collaborate**

**makeSEA**

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For Video Examples of makeSEA in Action Please Visit:

<https://www.makeSEA.com/examples>

makeSEA

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TRIANGLE OF  
DISRUPTION

makeSEA

Tools



Creators



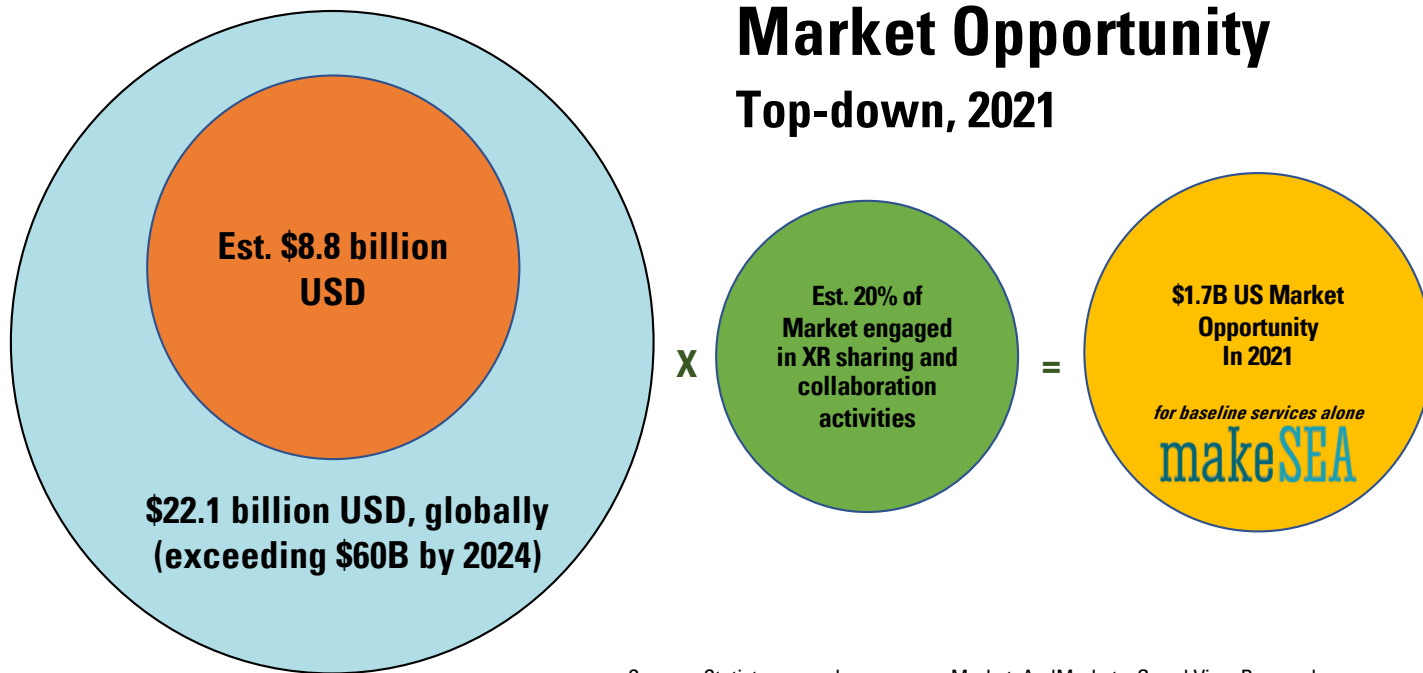
Devices





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# VORACIOUS APPETITE



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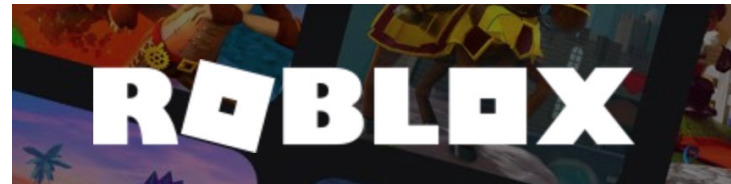
Source: Statista; secondary sources: MarketsAndMarkets, Grand View Research

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## PERSPECTIVE

 **YouTube**  
= \$15B in Revenue

*Instagram*  
= \$1B Acquisition



March 9, 2021, CNBC:  
“Roblox goes public  
Wednesday — **here’s how  
indie game makers turned it  
into a \$30 billion company”**”

**makeSEA** is analogous to these services, but for XR, with a platform capable of also serving mid-market business and enterprise sectors.

---

3 DISCRETE  
REVENUE  
PIPELINES  
ON THE  
ROADMAP

**B2C:**  
**Web facing  
software-as-  
a-service  
(SaaS)** platform at  
[www.makeSEA.com](http://www.makeSEA.com)

**B2B2C:**  
**white label  
turnkey  
solution for  
mid-market**  
vertical applications and  
private domains

**Enterprise:**  
**fully  
customizable  
standalone  
version for  
enterprise** and  
embedded applications



**Phase 1  
(now)**

**Channel Customers  
\$2,900-\$4,900/Year  
/Customer/Channel**

All Pipelines Served from a Common Technical Platform

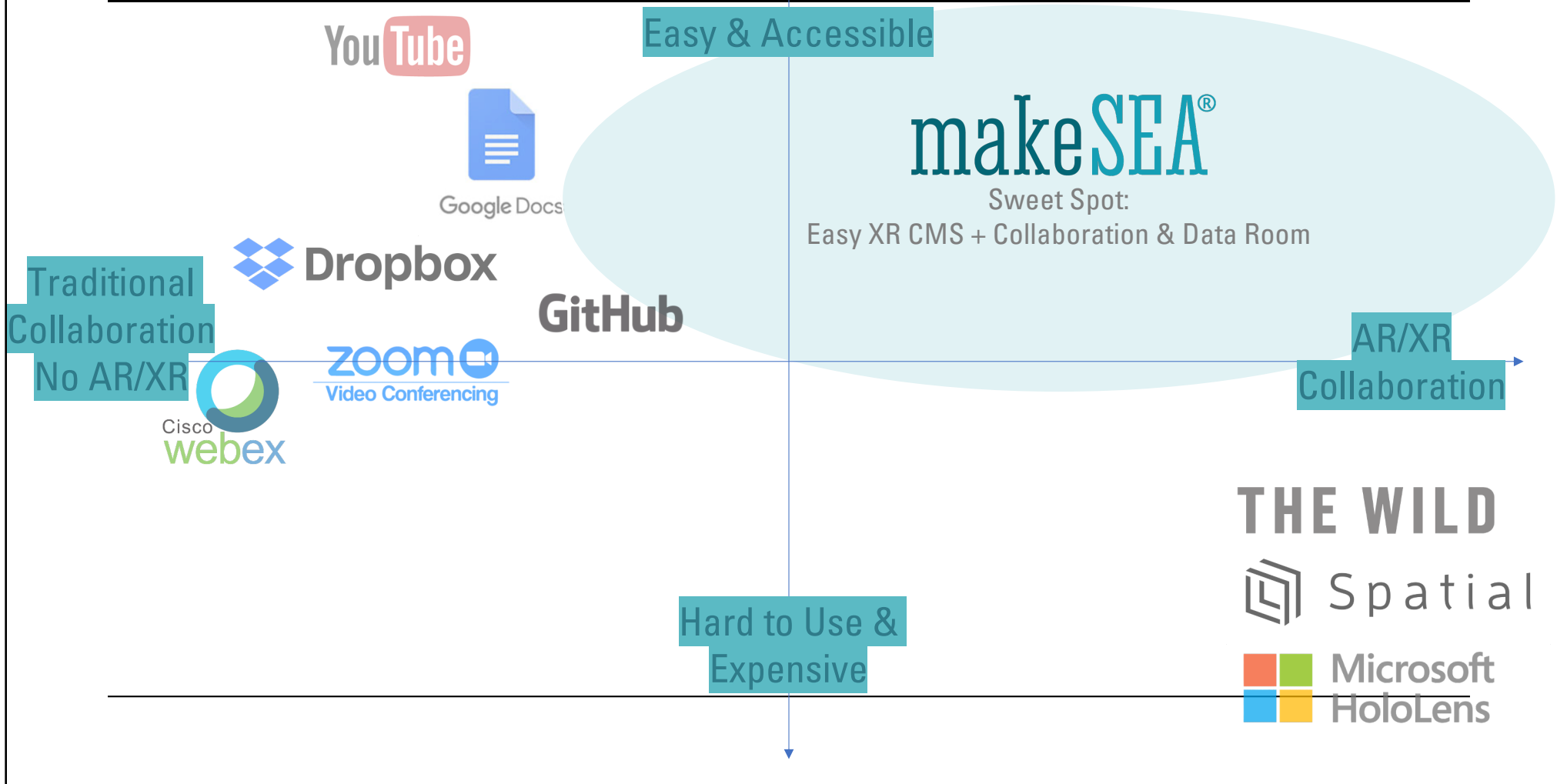
naturally  
leads to...

**Enterprise  
Customers  
\$35K-\$60K  
each**

...establishing  
name brand for  
burgeoning  
consumer  
markets

**Independent Creators  
\$0 - \$29/month**

# COMPETITIVE LANDSCAPE (ABSTRACT VIEW)

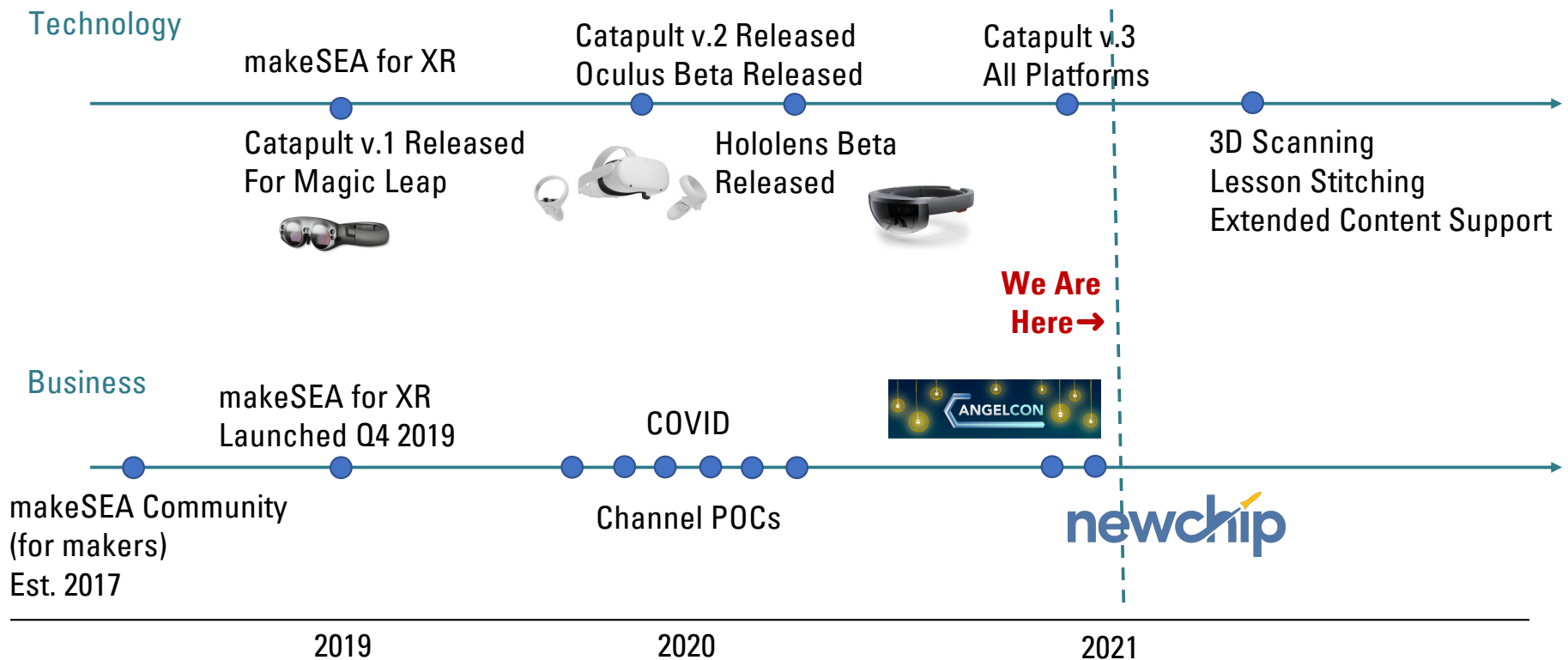


TRACTION

PAYING POC,  
CHANNEL &  
TECHNOLOGY  
PARTNERS



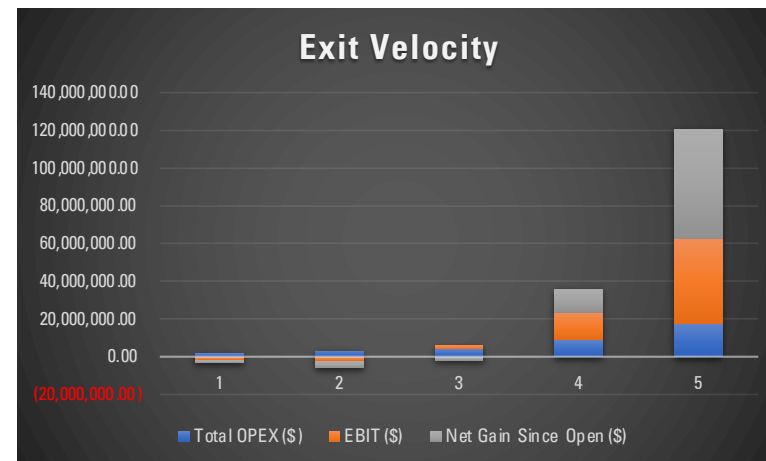
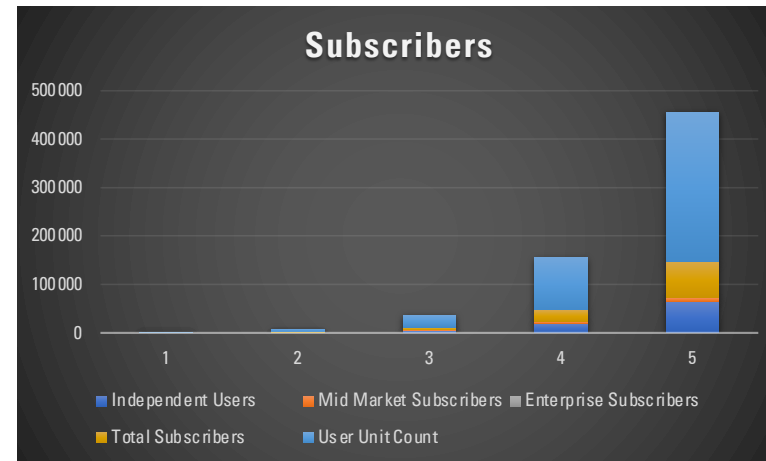
# MOMENTUM DESPITE COVID CHAOS



COVID killed our launch strategy in 2020, so we dug in and made it even better!

# MODEST, BUT AMBITIOUS

Seeking to achieve  
inflection by year 3 and  
>\$45M EBIT by year 5  
with IPO or Acquisition  
North of \$300M  
Depending on Market  
Forces

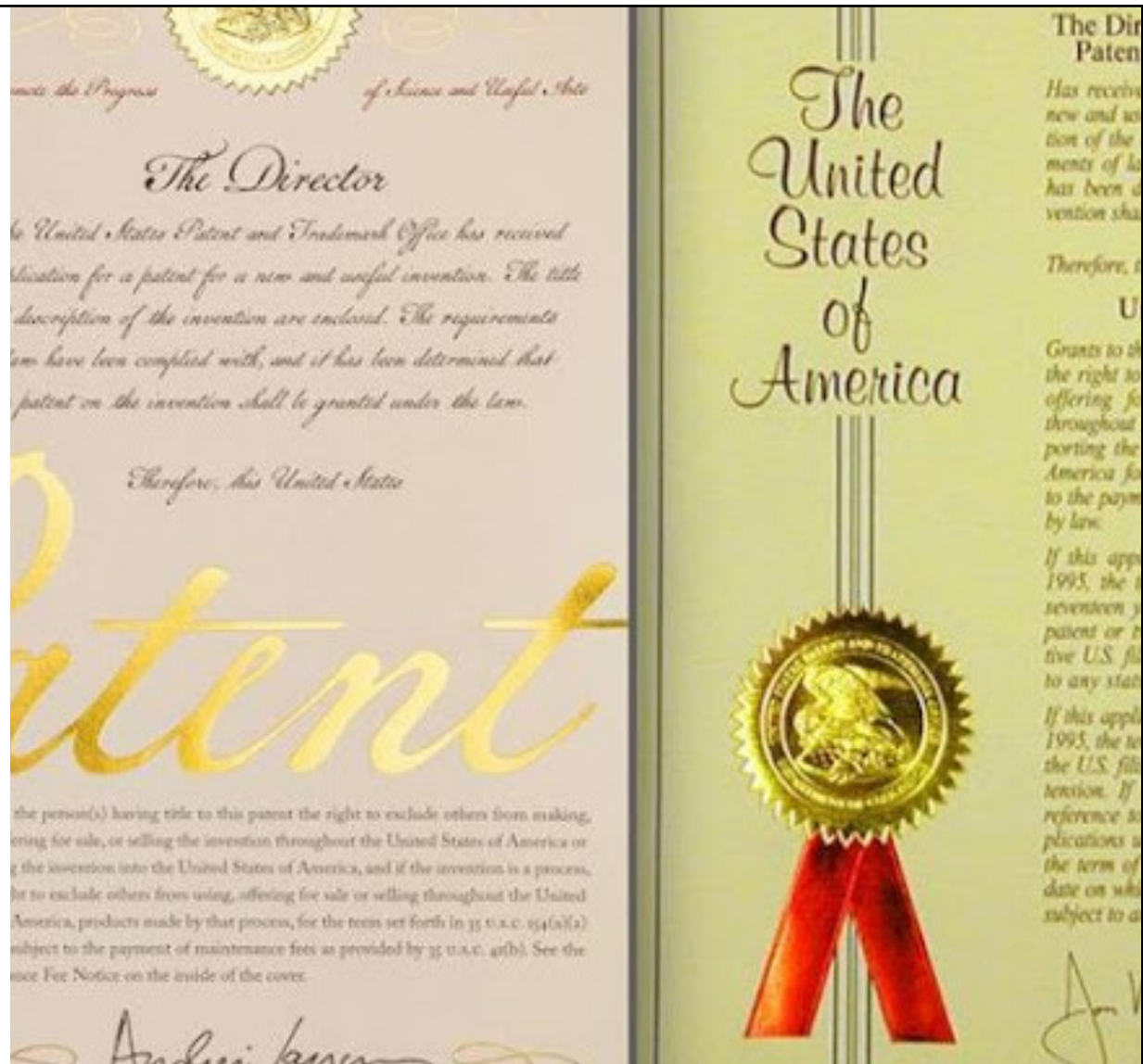




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# #IP4DAYS

- Patent Awarded 2016 for “Attribution With Pay” workflow
- Our technology is proprietary and hard to replicate
- We are the repository for our users IP, too



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# FAMILY FIRST



**Chris Stavros**  
**Founder, Chief Architect**

10 years building/operating successful boutique enterprise portal hosting and managed services company  
8 years in tier I digital agency space as Director of Engineering, Senior Strategist and Architect  
8 years in enterprise computing for K-20 and Cal State System



**Drew Hartley**  
**XR Experience Engineer**

Unity developer  
Cal Poly San Luis Obispo Graduate



**Roberta Doblek**  
**Marketing & Customer Relations**

Seasoned Client Relations and Operations Manager  
Director of Client Services



**Bill Berks**  
**Web Experience Engineer**

Senior Enterprise Application Architect  
Java/Liferay Developer



**Stuart Hallin**  
**Operations & Systems Administration**

Seasoned IT Operations and Security Officer  
Senior Operations Manager

Our team has been building custom apps for brands including Apple, Blue Cross Blue Shield, BOSCH, CISCO, COACH (Tapestry), HP, Monster Energy, and MANY others for decades. Now we are investing our time in something we are truly passionate for: uninhibited collaboration and sharing in XR.

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JOIN US,  
EAT WORLD

- In production
- Pre-revenue (paid POCs)
- Seeking seed funding for Sales, Marketing, and Operations
- Targeting 20X+ exit in year 5 with much higher potential

makeSEA