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

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

EVERYONE HAS A STORY

2B Users

1B Users

2.8B Users

140M Users

A VENUE FOR EVERYONE

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.
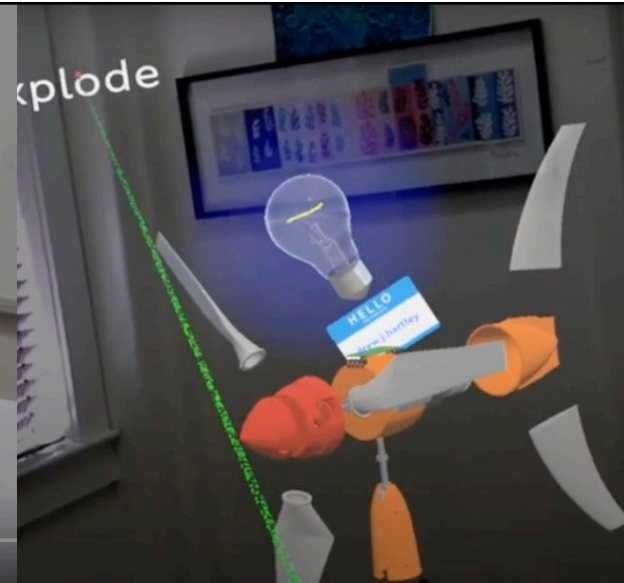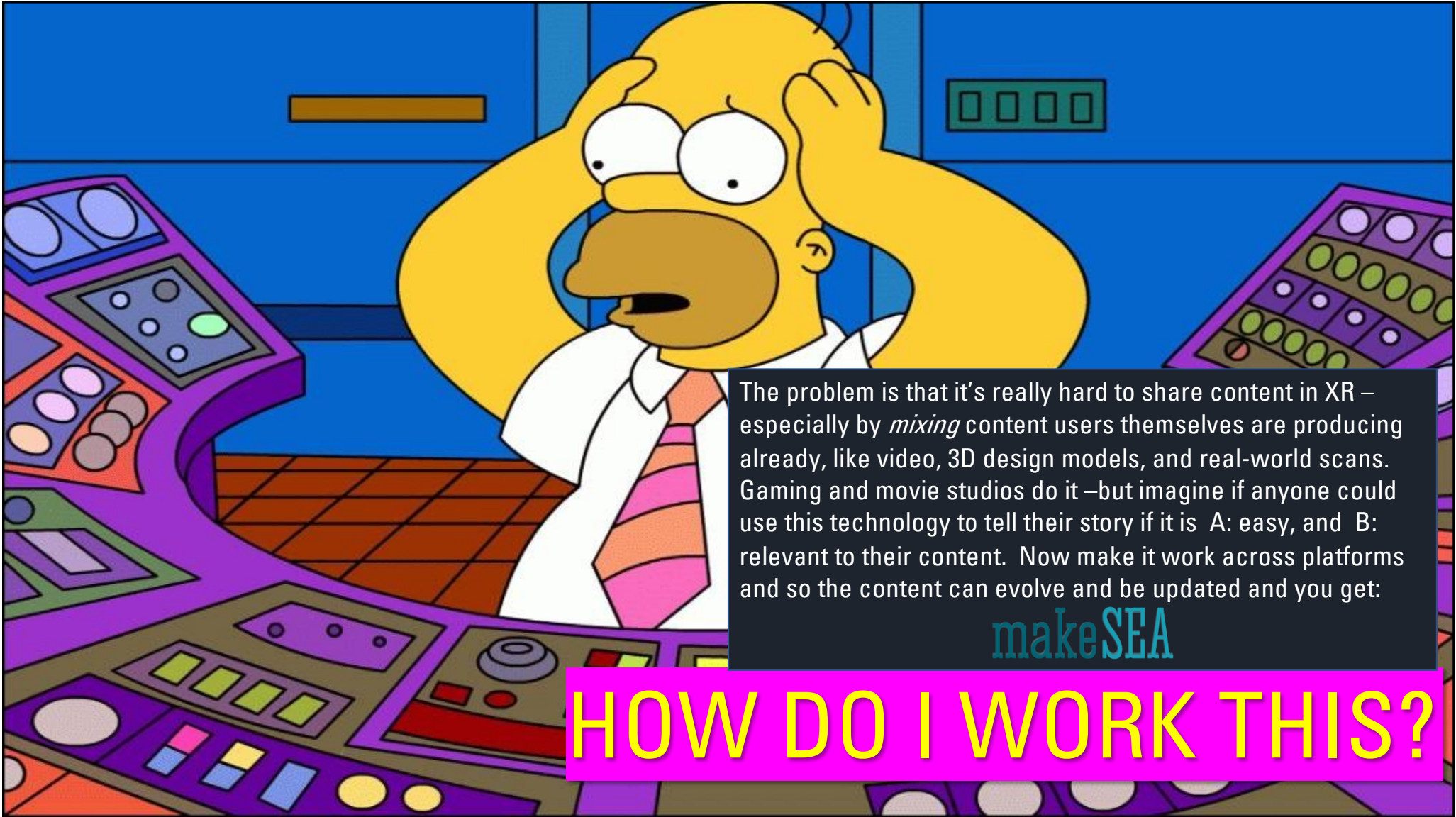
MIXED REALITY (AR/VR/XR)

Guess where we are headed?

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

With these technologies, 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 by *mixing* 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. Now make it work across platforms and so the content can evolve and be updated and you get:
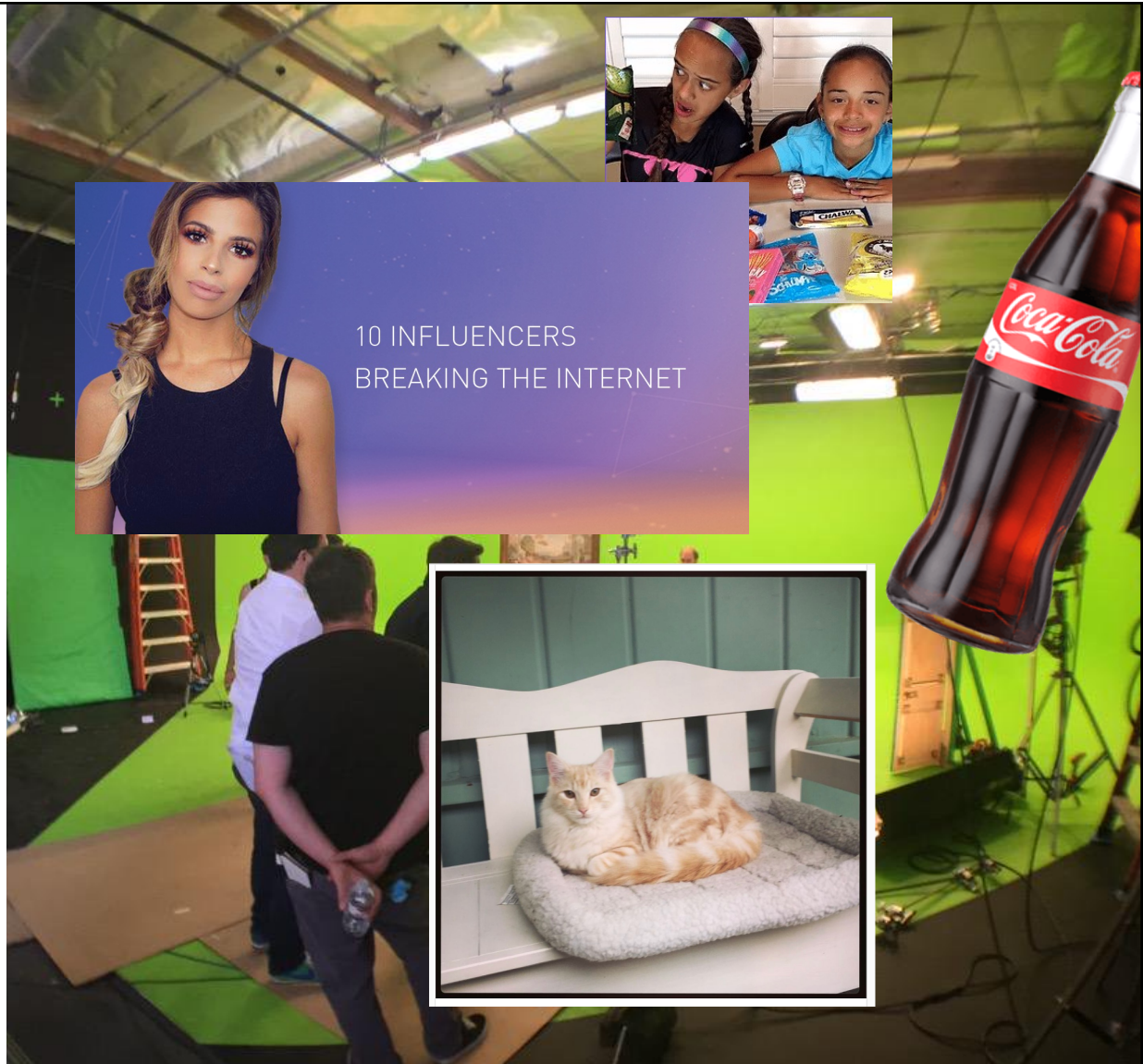
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HOW DO I WORK THIS?

POOF... YOU'RE A MIXED REALITY PRODUCER

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is a platform that solves the "hard" part of XR publishing by making it easy like social media posting and puts mixed reality in the hands of every creative, every teacher, every business, EVERYONE.

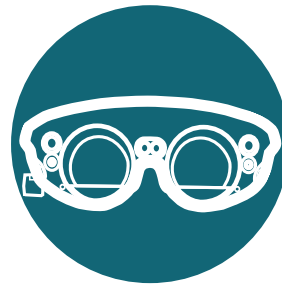. . . isn't that what YouTube did for video?

10 INFLUENCERS
BREAKING THE INTERNET

EASY-PEASY

Upload   **Share**   **Spatialize**   **Collaborate**

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For Video Examples of makeSEA and Catapult (makeSEA's XR client app), in action please visit:

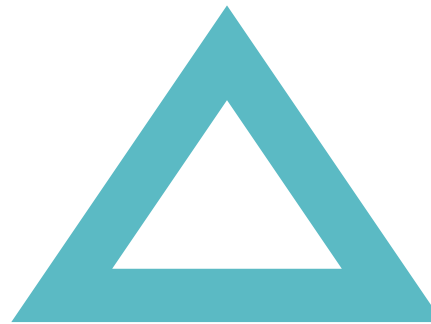https://www.makeSEA.com/examples

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TRIANGLE OF DISRUPTION

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Tools

Creators

Devices

UNIVERSAL, EXPANDING MARKET

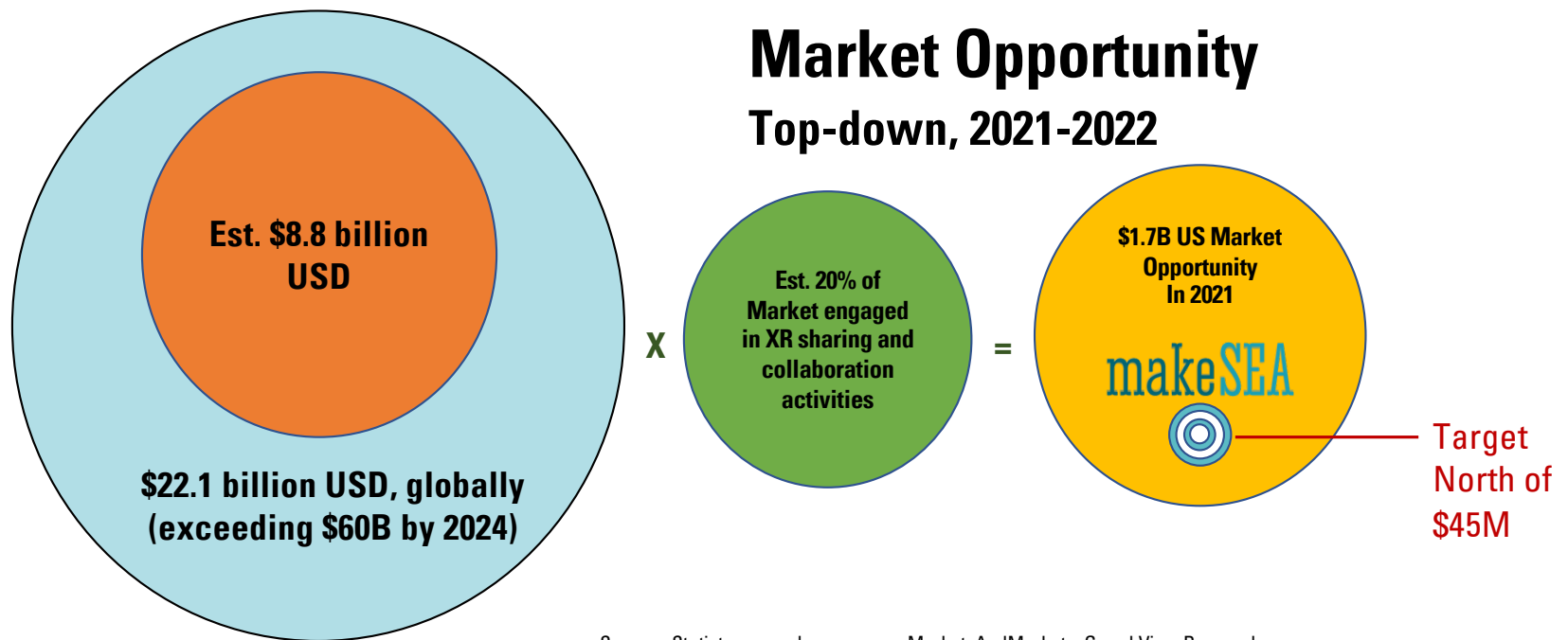**GLOBAL AUGMENTED AND VIRTUAL REALITY (AR/VR) MARKET SIZE 2020**

18.8bn USD

FORECAST CONSUMER SPEND ON AR/VR WORLDWIDE 2020

7bn USD

SHARE OF GLOBAL AR/VR SPENDING ON CONSUMER MARKET WORLDWIDE 2020

37.4%

VORACIOUS APPETITE

Est. $8.8 billion USD

$22.1 billion USD, globally (exceeding $60B by 2024)

X

Est. 20% of Market engaged in XR sharing and collaboration activities

=

$1.7B US Market Opportunity In 2021

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Target North of $45M

Market Opportunity
Top-down, 2021-2022

PERSPECTIVE

YouTube
= $15B in Revenue

Instagram
= $1B Acquisition
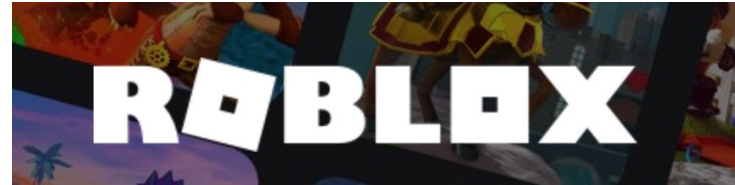
March 9, 2021, CNBC:
"Roblox goes public
Wednesday — **here's how
indie game makers turned it
into a $30 billion company**"

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

B2B2C: white-label turnkey solution for mid-market
(SaaS), vertical applications and private domains

ENTERPRISE: fully customizable standalone version for enterprise
(SaaS), standalone platform

D2C: Web facing software-as-a-service
(SaaS) at www.makeSEA.com

Today

2022

2023

for Architecture & Design

Magic Leap & AR/Mixed Reality Content Publishing

for Education & Making

MULTIPLE CHANNELS

for Construction

for Trade Shows & Exhibits

for Retail & Branding

Phase 1 (now)

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

All Pipelines Served from a Common Technical Platform
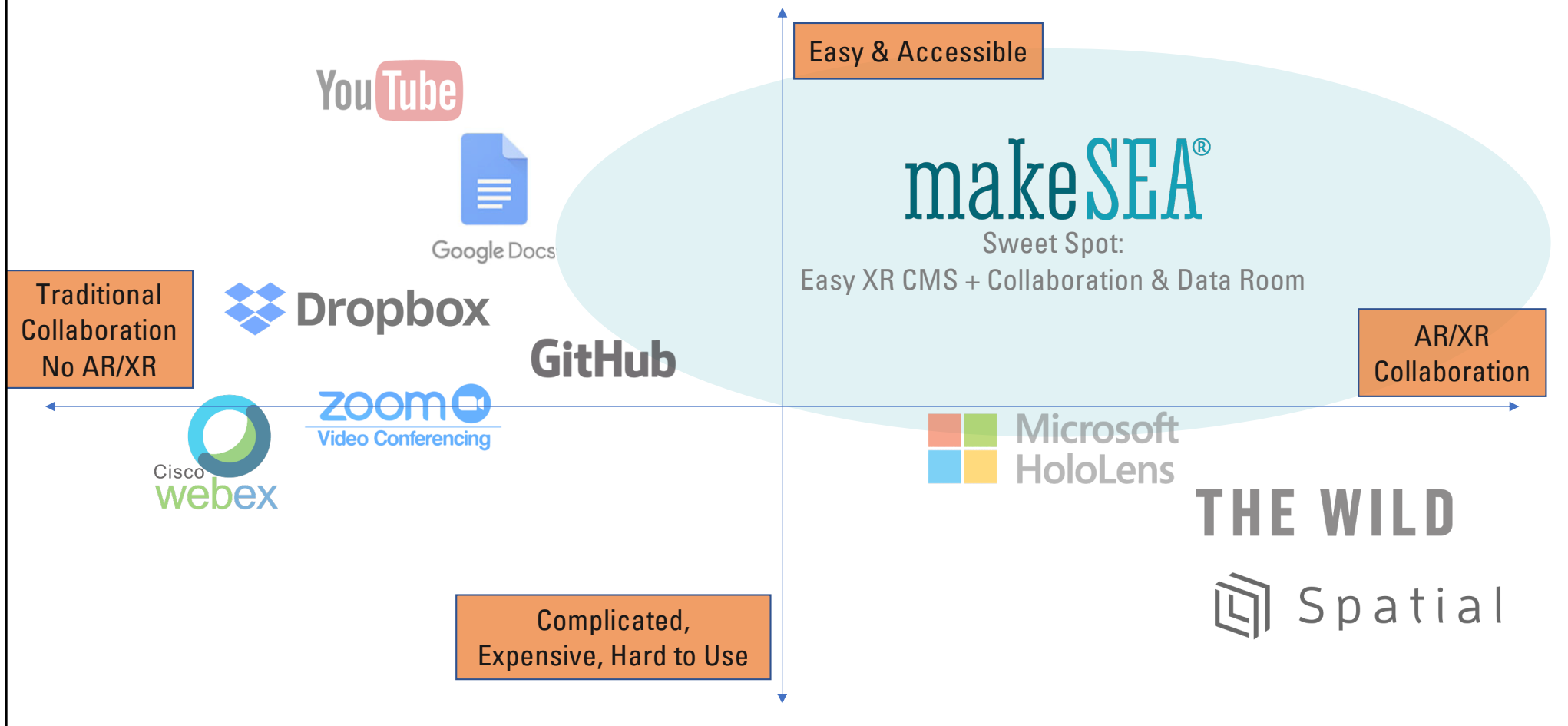
naturally leads to...

Enterprise Customers $35K-$60K each

...establishing name brand for burgeoning consumer markets

Independent Creators $0 - $29/month

LANDSCAPE

Easy & Accessible

makeSEA®

Sweet Spot:
Easy XR CMS + Collaboration & Data Room

Traditional
Collaboration
No AR/XR

AR/XR
Collaboration

YouTube

Google Docs

Dropbox

GitHub

zoom
Video Conferencing

Cisco webex

Microsoft HoloLens

THE WILD

Spatial

Complicated,
Expensive, Hard to Use

READY FOR LIFTOFF

Technology

makeSEA for XR

Catapult v.2 Released
Oculus Beta Released

Catapult v.3
All Platforms

3D Scanning
Lesson Stitching
Extended Content Support

Catapult v.1 Released
For Magic Leap

Hololens Beta
Released

**We Are
Here→**

**Investment =
Sales, Marketing
Brand Building
Content**

Business

makeSEA for XR
Launched Q4 2019

COVID

ANGELCON

makeSEA Community
(for makers)
Est. 2017

Channel POCs

newchip

2019

2020

2021
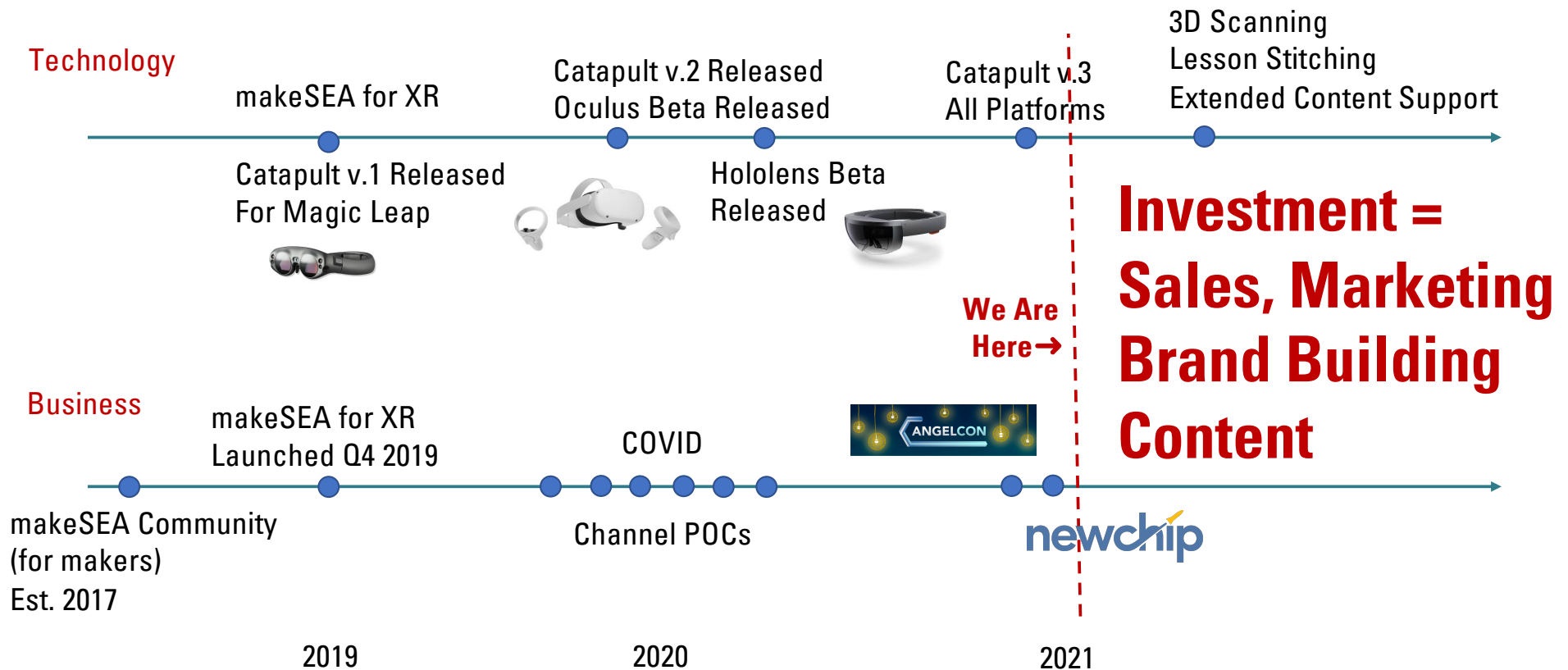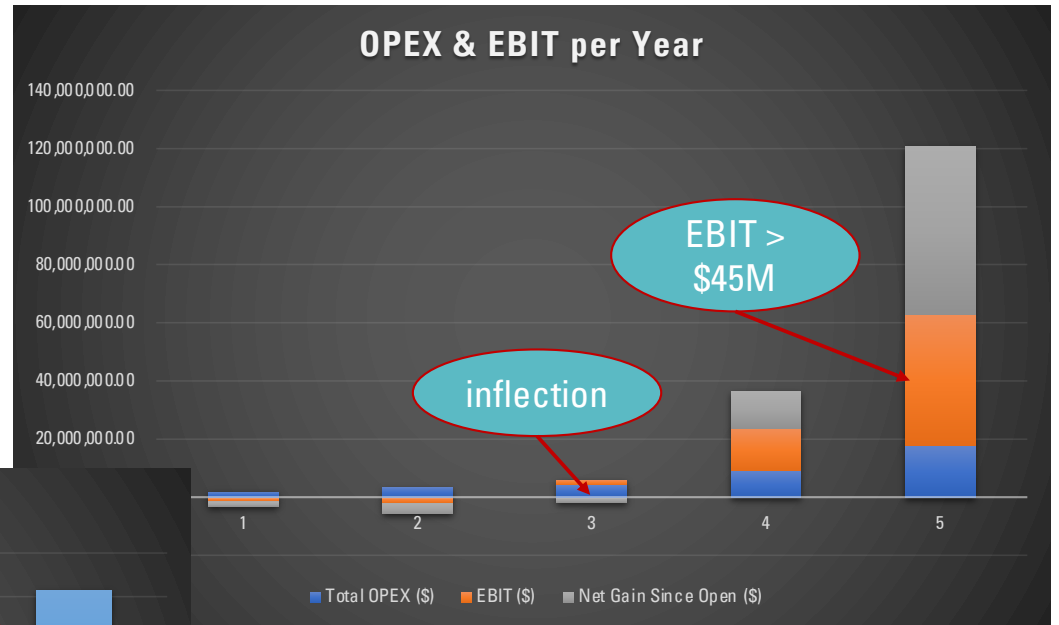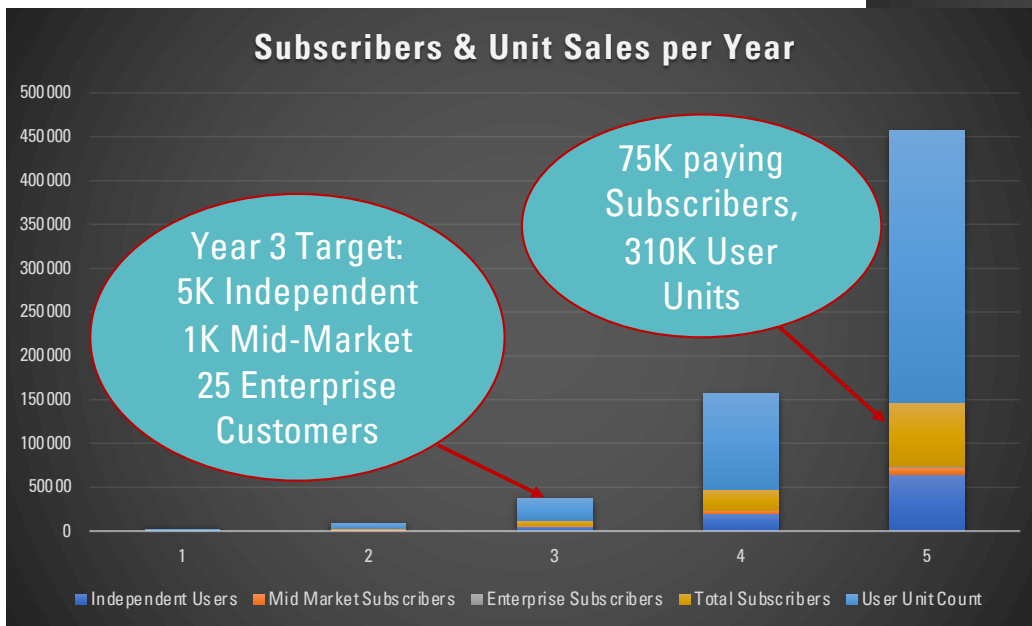
#IP4DAYS

- Patent 9,904,773 Awarded February 2018
- Our technology is proprietary and hard to replicate
- We are the repository for our user's IP, too

NOT OUR FIRST RODEO

Chris Stavros
Founder, CEO, 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 Dobolek
Marketing & Customer Relations
Seasoned Client Relations and Operations Manager
Director of Client Services

Bill Berks
Web Experience Engineer
Senior Enterprise Application Architect
Enterprise Java/Liferay Developer

Stuart Hallin
Operations & Systems Administration
Seasoned IT Operations and Security Officer
Senior Operations Manager

JOIN US,
EAT WORLD

- In production
- Pre-revenue (paid POCs)
- Seeking $2M Seed round to grow Sales, Marketing, and Operations
- Targeting very achievable 30X+ exit in year 5, with much higher potential

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