

The logo for makeSEA, with 'make' in a lowercase, blue, sans-serif font and 'SEA' in a larger, uppercase, blue, sans-serif font.

Content Management and Collaboration Platform  
for Mixed Reality

**THE EASIEST,  
FASTEST, BEST  
WAY TO SHARE  
YOUR CONTENT  
IN AR/VR AND  
EVERY REALITY**



**2B Users**



**1B Users**



**2.8B Users**



**140M Users**

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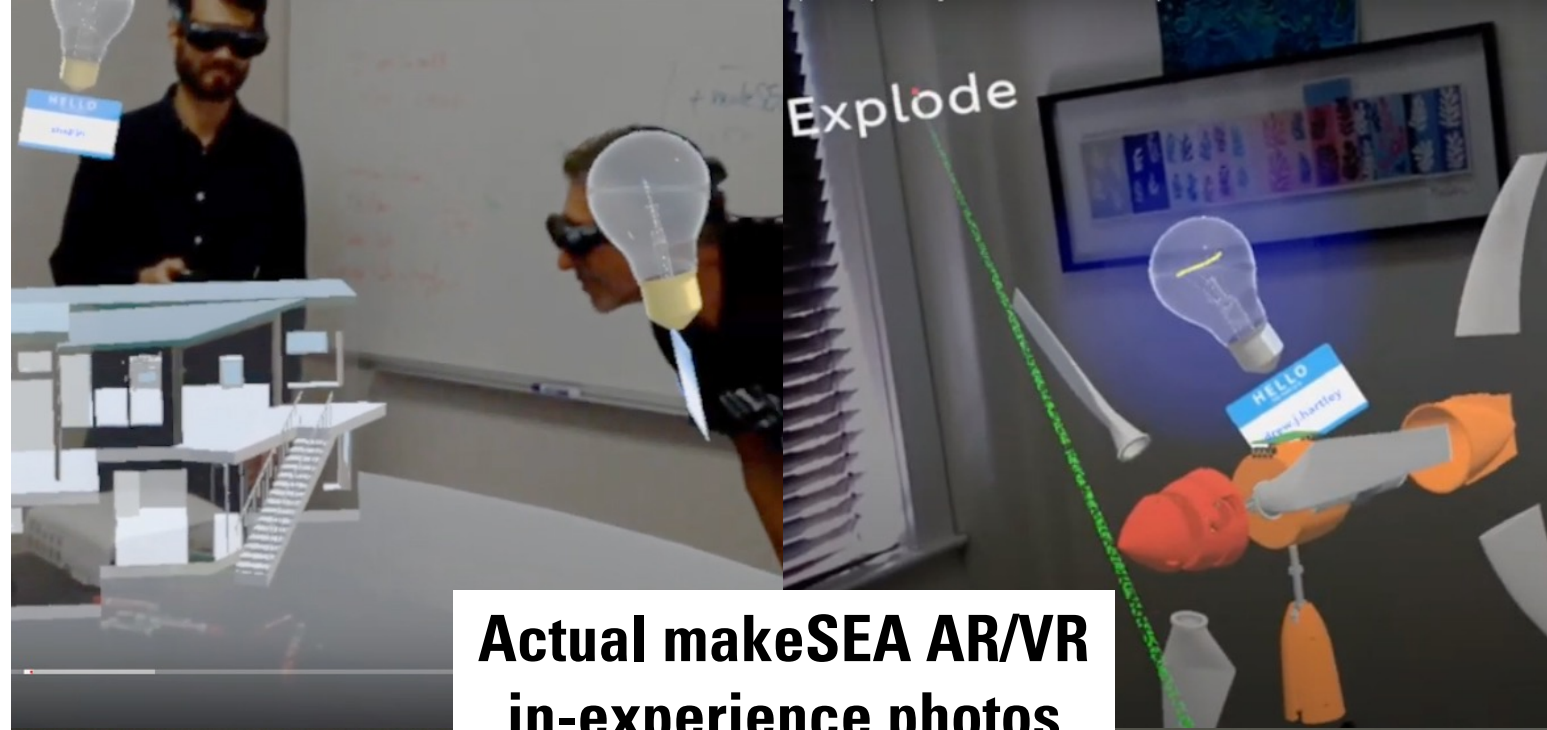
**EVERYONE HAS SOMETHING TO SHARE**

but pictures and video only go so far as to show us what somebody else sees

# AUGMENTED AND VIRTUAL REALITY COMPEL LIKE NO OTHER MEDIUM CAN

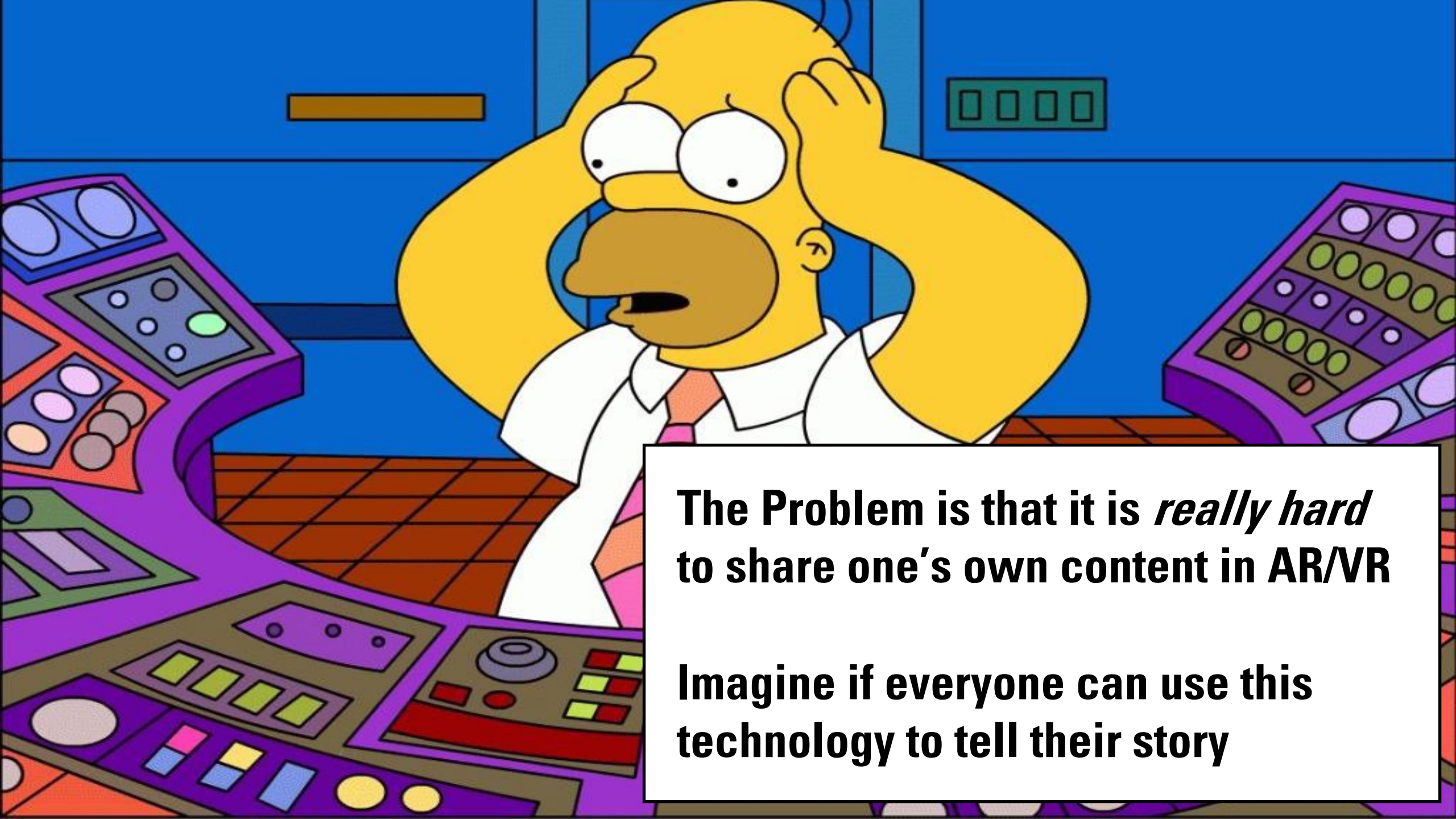
These new technologies give us first-hand experience –better than pictures or video

Research shows that AR/VR is more compelling and more likely to persuade an audience to buy, learn, and understand



**Actual makeSEA AR/VR  
in-experience photos**





**The Problem is that it is *really hard* to share one's own content in AR/VR**

**Imagine if everyone can use this technology to tell their story**

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# WE MAKE SHARING AND INFLUENCING IN XR EASY-PEASY



Upload



Share



Spatialize



Collaborate

makeSEA

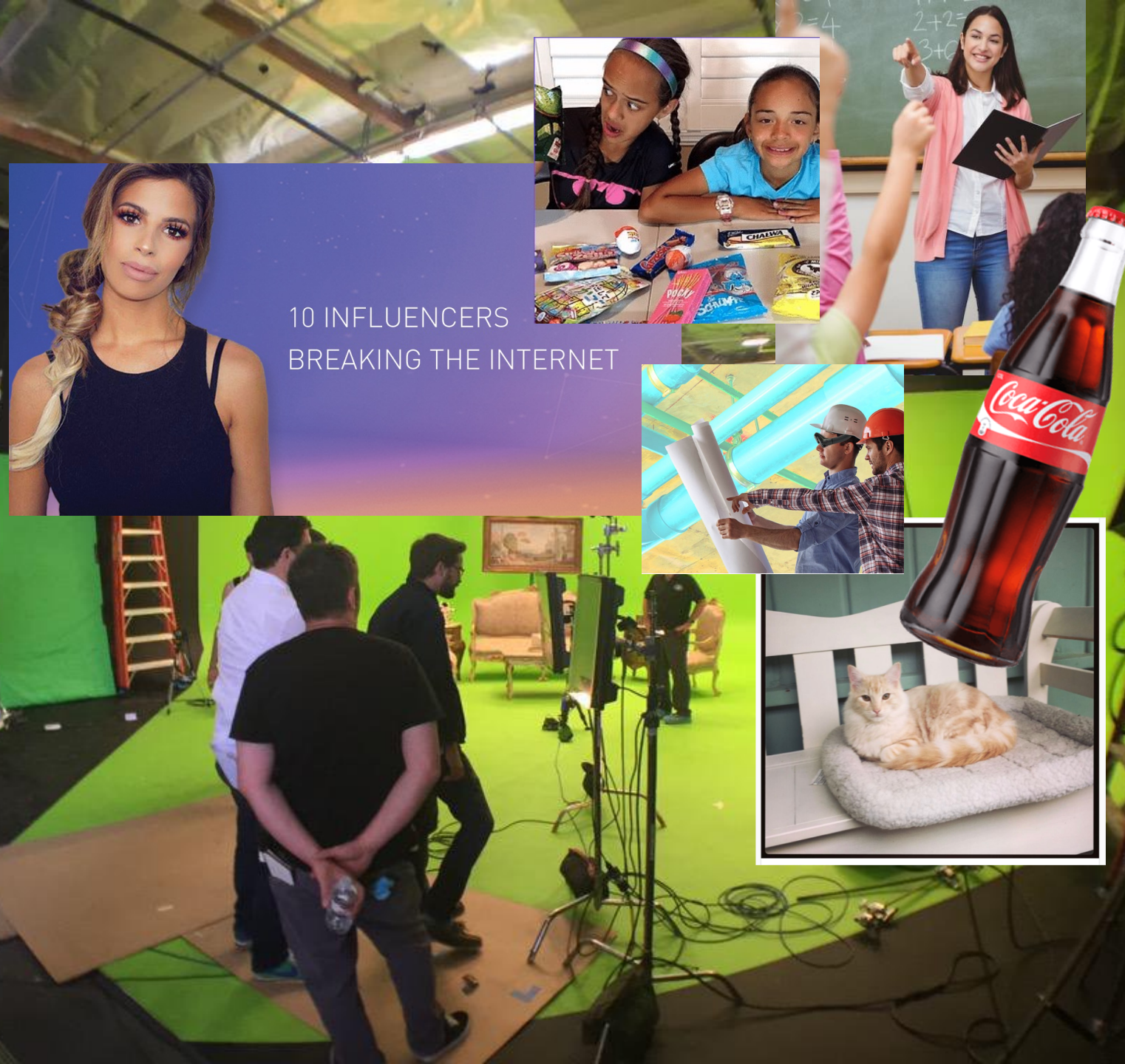
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# makeSEA

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

easy like social media  
posting

puts mixed reality in the  
hands of every creative,  
every teacher, every  
business, EVERYONE



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# 10X-100X TIME SAVINGS, REFRESH, REPEAT

Massively reduces AR/VR production time/cost

Blend content from existing sources to tell a better story

Hosts can interact with their audience LIVE

makeSEA keeps experiences fresh and relevant

makeSEA



See it in action here: <https://makeSEA.com/watch>

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# UNIVERSAL, EXPANDING MARKET

2020

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%

2021

XR/AR/VR/MR MARKET SIZE 2021

30.7bn USD

NUMBER OF AR/VR USERS IN THE U.S. 2021

150m

BOOST TO GDP FROM AR/VR IN THE U.S. 2021

49bn USD

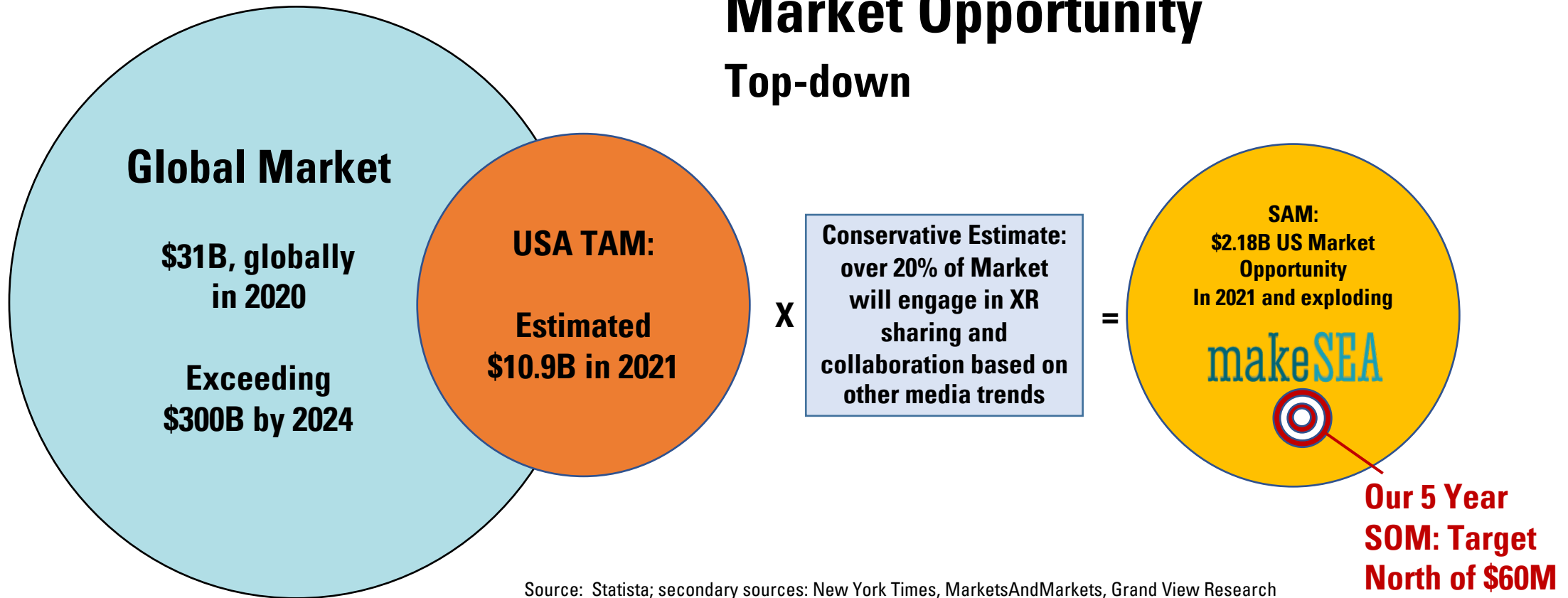
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# ANALYSIS: TOP-DOWN IS CONSERVATIVE

## Market Opportunity Top-down



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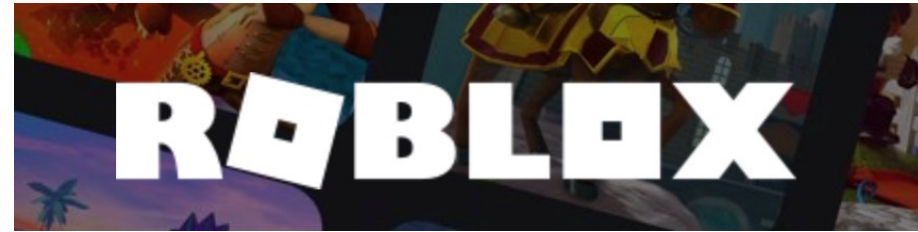
# PERSPECTIVE

 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”**”

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# 3 DISCRETE REVENUE PIPELINES

**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](http://www.makeSEA.com)

Today

2022

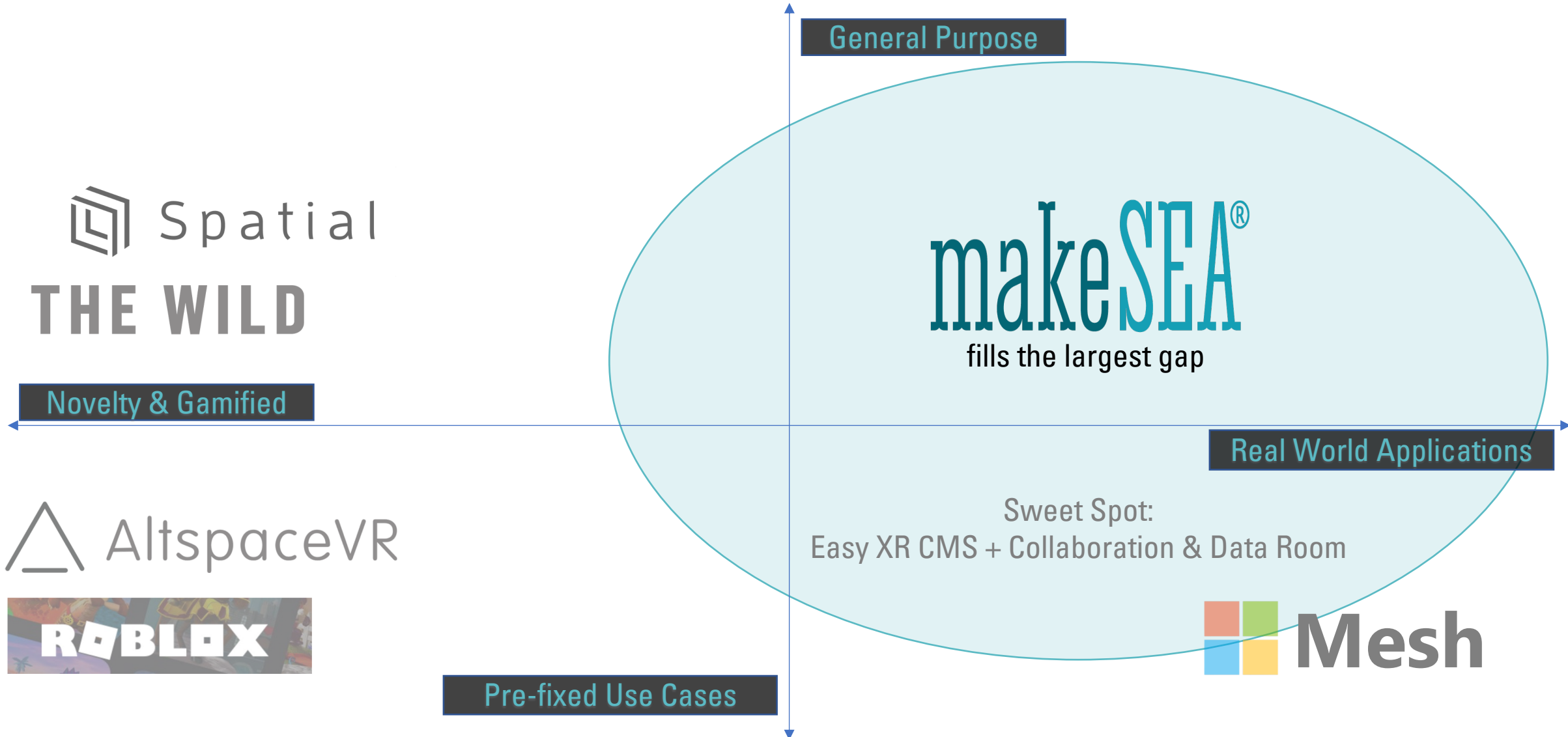
2023

**Channel Customers**  
**\$1,800-\$4,900/Year**  
**x Customers**  
**x Channels**

**Enterprise Customers**  
**\$35K-\$60K**  
**each, plus RR**

**Independent Creators (future subscribers)**  
**\$0 - \$29/month**

# COMPETITIVE LANDSCAPE



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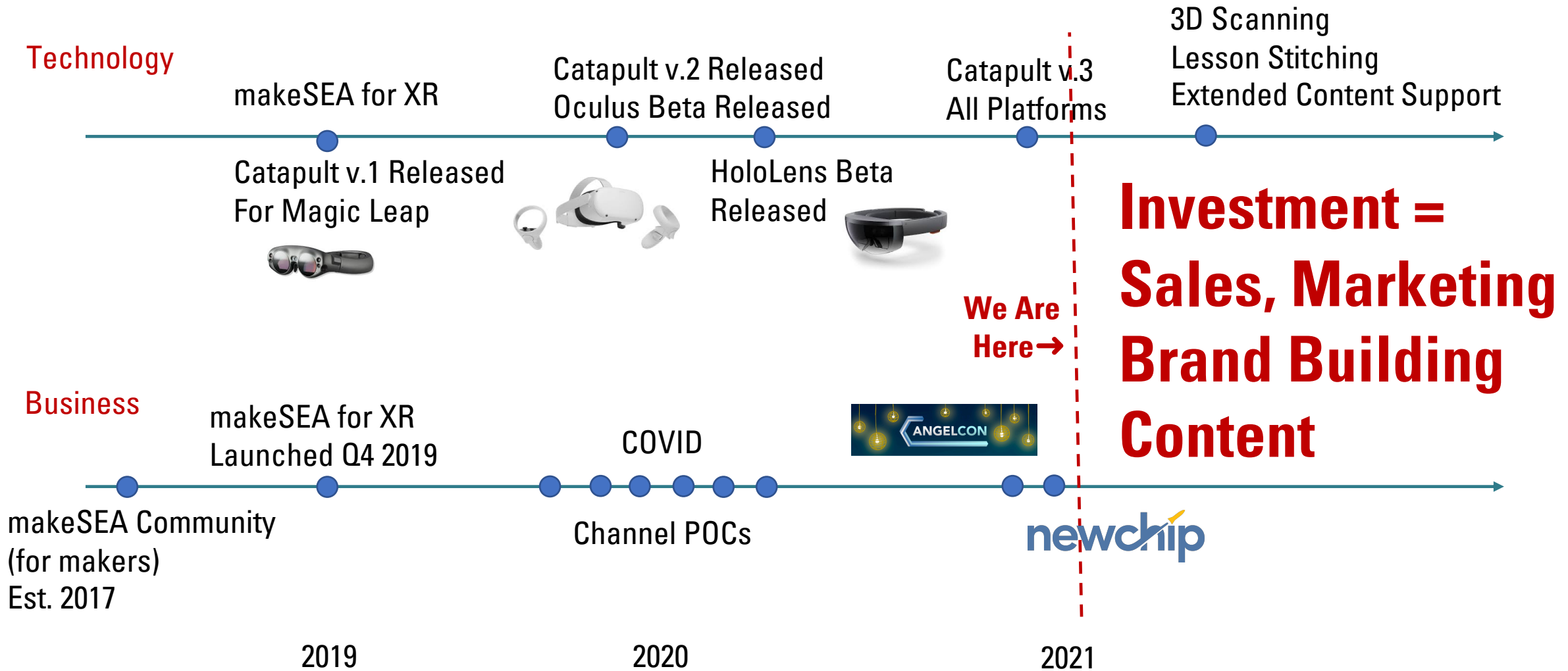
TRACTION  
SUBSCRIBING  
CUSTOMERS  
& PILOTS

CHANNEL  
PARTNERS

TECHNOLOGY  
PARTNERS

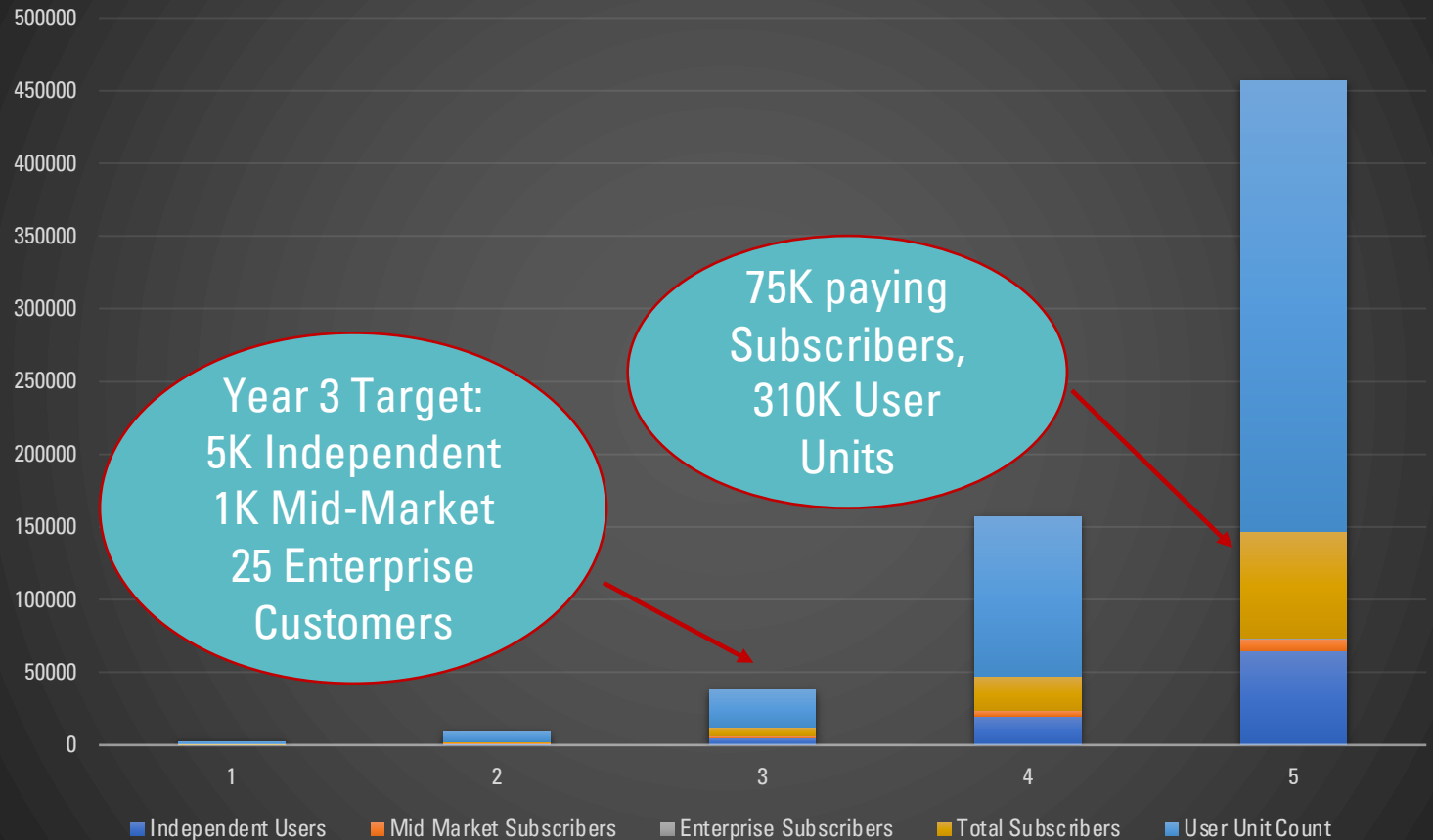


# READY FOR LIFTOFF

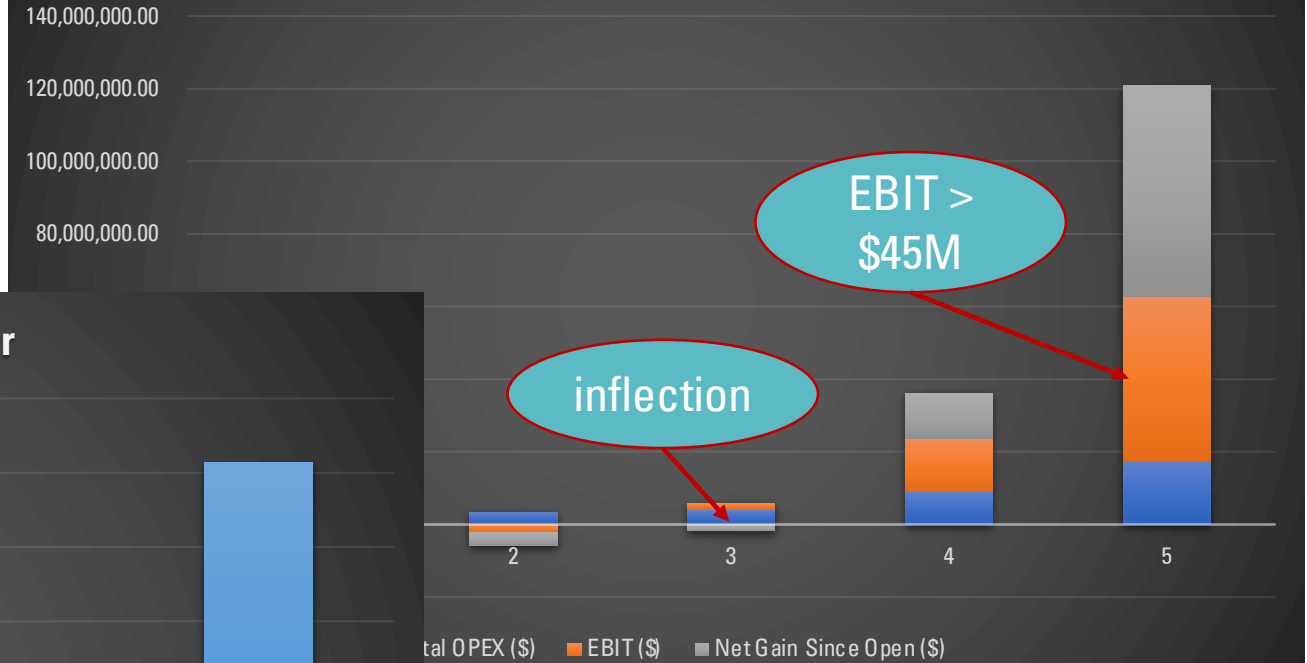


# MODEST BUT, AMBITIOUS GOALS

### Subscribers & Unit Sales per Year



### OPEX & EBIT per Year



- Profitability Inflection, Year 3
- IPO/Acquisition Option, Year 5

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# #IP4DAYS

**Patent 9,904,773 Awarded  
February 2018: DRM for 3D assets**

**Our XR technology is proprietary  
and hard to replicate**

**We are the repository for our  
users' IP, too**





# YES, WE KNOW HOW TO FLY THIS THING



Chris Stavros

Founder, CEO, Chief Architect

10 years building/operating successful high-margin boutique enterprise portal hosting and managed services company

8 years in tier I digital agency space as Director of Engineering, Senior Strategist and Senior Solutions Architect

8 years enterprise integration, architect for K-20 and Cal State System "My" portal architecture as Web Strategist



Drew Hartley

XR Experience Engineer

3<sup>rd</sup> Year Advanced Unity Developer,

Our "Rockstar Rookie"

Cal Poly San Luis Obispo Graduate



Roberta Doblek

Marketing & Customer Relations

Director of Marketing & Client Relations

Operating and Advisory Roles

20 years Tech Director experience, 10 years eCommerce

Platform Client Management, 15 years @Digital Agency



Bill Berks

Web Experience Engineer

Senior Enterprise Application Architect

Enterprise Java/Liferay Developer

45 Years Custom Enterprise Application Design

and Development (Fintech, Gov, Consumer, +)



Stuart Hallin

Operations & Systems Administration

Director of IT Operations and Security Officer

5 years IT Operations for eCommerce Platform

5 years Director of IT & Security Officer for Enterprise Hosting

Provider

Our team has experience building custom software solutions for the following notable brands:





**JOIN US,  
EAT WORLD**

- **In production**
- **Adoption is ramping**
- **New features released weekly**
- **Pre-revenue**
- **Seed fund round launches July 2021**

**makeSEA**