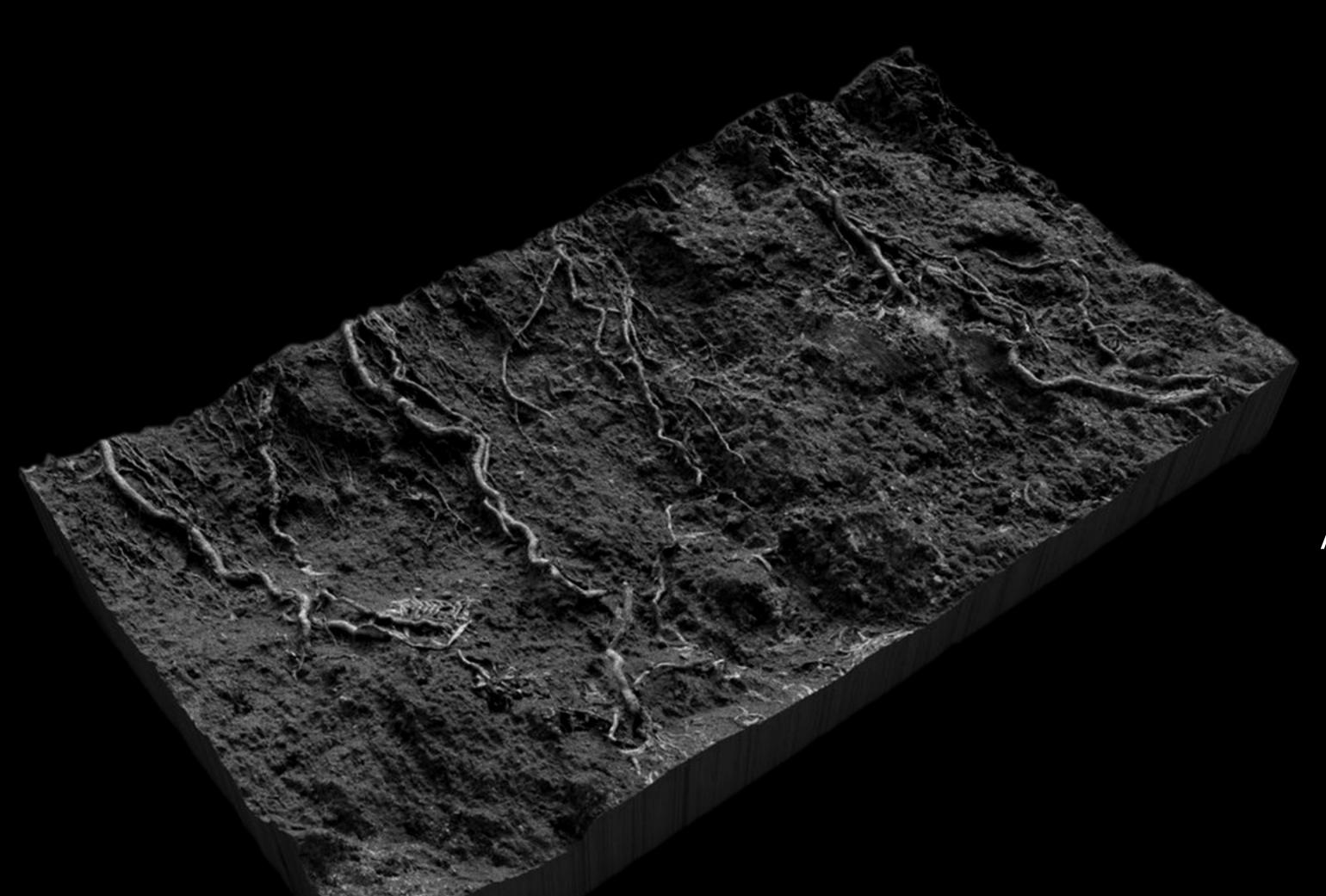


A VIRTUAL WORLD THAT FEELS REAL.

TECHNOLOGICAL INNOVATION



ZENART VR OFFERS A CATALOG OF GLOBAL DESTINATIONS PRESENTED IN IMMERSIVE VIRTUAL REALITY.

COMBINING PHOTOGRAPHY, ARCHITECTURE, AND GAMING, WE ACHIEVE UNPRECEDENTED GRAPHICAL FIDELITY.

OUR IN-HOUSE R&D PROCESS INCLUDES SOPHISTICATED PHOTOGRAMMETRY AND A COMBINATION OF ARTISTIC APPROACHES.

ZENART VR IS DEVICE-AGNOSTIC AND CAN BE EXPERIENCED THROUGH THE OCULUS RIFT, HTC VIVE, PLAYSTATION VR, AND UPCOMING VR DEVICES (HUAWEI GLASSES, VARJO VR, ETC.)





VR MARKET EXPECTATIONS

337M VR USERBASE BY 2025 /FORECAST: HUAWEI GLOBAL INDUSTRY VISION GIV@2025/

IMPORTANT NUMBERS: /VARIOUS SOURCES/

- 58% OF GLOBAL POPULATION WILL USE 5G BY 2025
- THE GLOBAL AR AND VR MARKET IS EXPECTED TO GROW TO \$209.2 B BY 2022
- 100M VR DEVICES TO BE SOLD IN 2020-2023
- GLOBAL VR VIDEO GAMING REVENUES **REACHED \$15.1B IN 2019**
- DEMAND FOR STANDALONE VR DEVICES WILL GROW OVER 16 TIMES BETWEEN 2018 AND 2022





THE UNIVERSAL NATURE OF VR ALLOWS IT TO PENETRATE AND BENEFIT A GREAT NUMBER OF INDUSTRIES AND FIELDS.

ZENART VR'S EXPERTISE AND CUTTING-EDGE TECHNOLOGY GUARANTEE THAT ANY OBJECT OR ENVIRONMENT CAN BE SCANNED AND TURNED INTO VR CONTENT WITH UNMATCHED QUALITY.

OUR VR-BASED CATALOGUE HAS ALREADY BEEN ACCESED ON A REVENUE-SHARE BASIS BY OVER 1000 LBE (LOCATION-BASED ENTERTAINMENT) VENUES AND EDUCATIONAL INSTITUTIONS AROUND THE GLOBE.

WE ARE BEING APPROACHED BY A NUMBER OF VERTICALS (RETAIL, CORPORATES, MEDICAL COMPANIES), TO CREATE CUSTOM CONTENT FOR THEM UNDER A PROJECT-BASE MODEL.

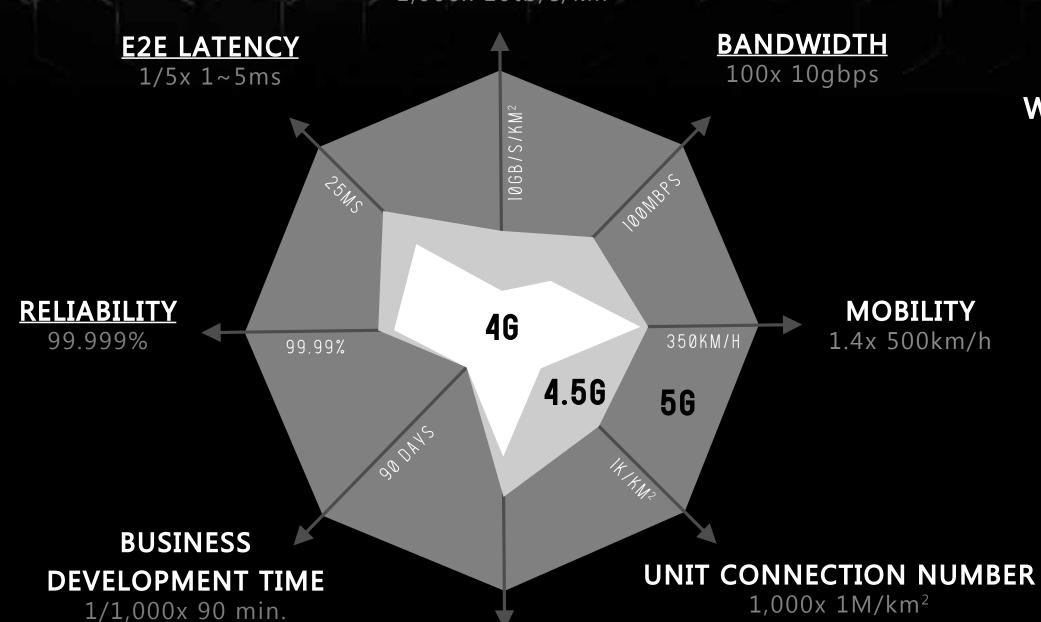


4G VS 5G DIFFERENCES IN FIGURES /SOURCE: 5G PPP/

USE CASE: 5G & VR

MOBILE DATA TRAFFIC

1,000x 10tb/s/km



ENERGY CONSUMPTION 1/10x

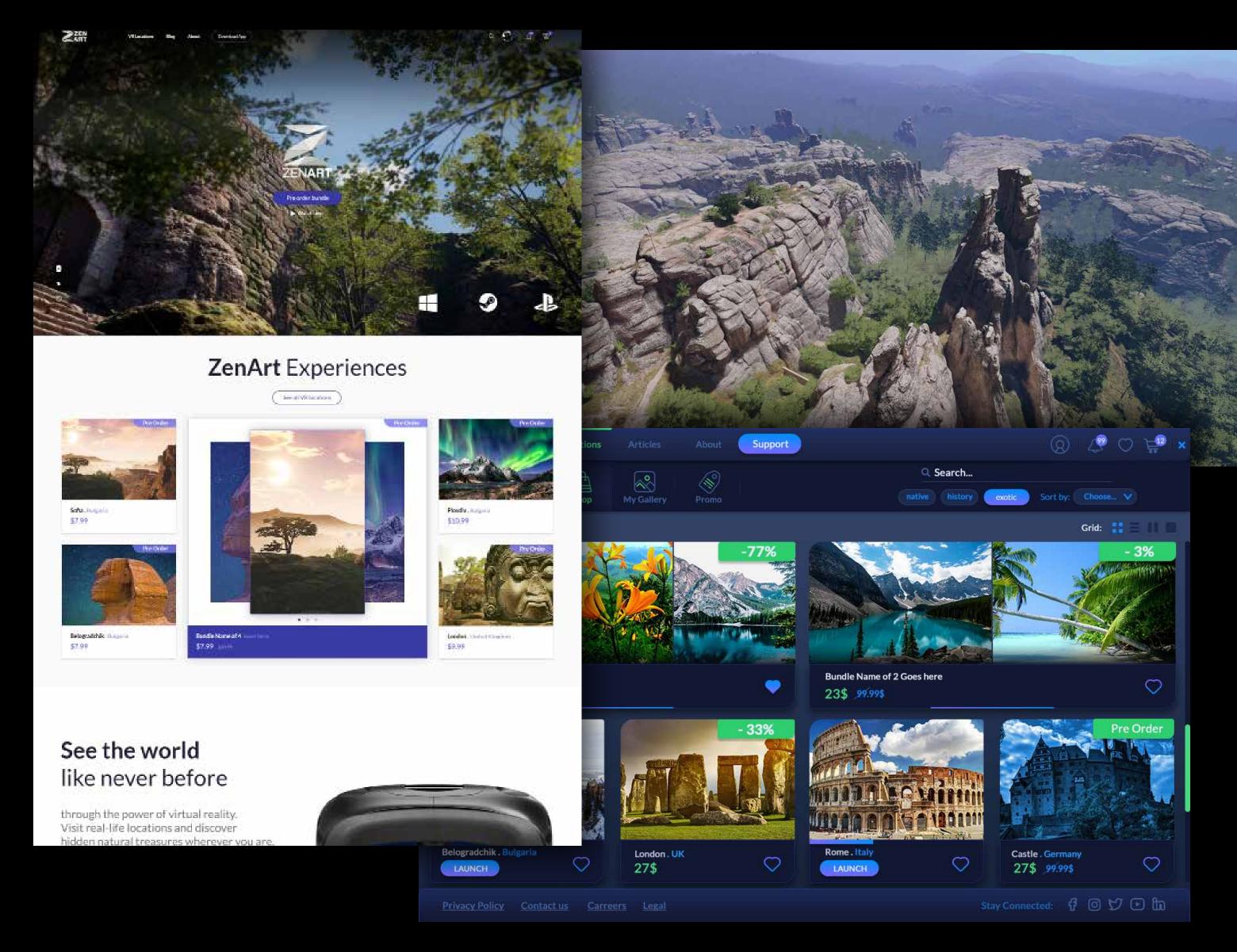
AS TECHNOLOGY MATURES, VR GAINS WIDER ADOPTION. —

WITH 5G, VR DEVICES WILL BECOME SMALLER AND LIGHTER, AND CAN BE APPLIED IN MORE SCENARIOS. VR WILL DEVELOP TO BECOME BETTER SUITED TO ENTERTAINMENT, CORPORATE AND CONSUMER SCENARIOS.

VR IS A PERFECT MEDIUM TO SHOWCASE AND MONETIZE 5G AND CLOUD-BASED SOLUTIONS, AS VR REQUIRES HIGH BANDWIDTH AND EXTREMELY LOW LATENCY IN ORDER TO BE DELIVERED OVER A MOBILE/FIXED WIRELESS NETWORK.

THIS IS WHY HUAWEI HAS SELECTED US AS THEIR OFFICIAL 5G PARTNER AND IS PROACTIVELY RECOMMENDING US TO THEIR TELECOM PARTNERS FOR **5G SHOWCASING AND MONETIZATION.**





BUSINESS MODEL

B2C

PLANNED RELEASE ON CONSUMER PLATFORMS STEAM, EPIC STORE, RIFT STORE, ETC. OWN LAUNCHER, OWN WEBSITE (ZENARTVR.COM) AND PAYMENT METHODS.

B2B

ALREADY PARTNERING WITH LBEVR ARCADES, UNIVERSITIES, AND MUSEUMS

<u>B2B</u>

PROJECT-BASED WORK FOR RETAIL, CORPORATE, AND MEDICAL ENTITIES (NEGOTIATIONS UNDERWAY FOR SIDE PROJECTS THAT DON'T INTER-RUPT OUR WORKFLOW)





PARTNERS & FEEDBACK

"THIS IS HOW DESTINATION VR SHOULD BE DONE"

- SYNTHESIS VR -

"AMAZING SCENERY"
- SPRINGBOARD VR -

"I TRIED TALES OF THE ROCKS AND WAS VERY IMPRESSED. AMAZING GRAPHICS,
BEST I HAVE SEEN IN VR, AND I HAVE SEEN A LOT!"

- CENTRE VR, LONDON -

"WITH AMBITIOUS GOALS, ZENART VR AND ARTOMATIX ARE WORKING TOGETHER
TO "BRING TOURISM HOME" AND MAKE PEOPLE FEEL
AS IF THEY ARE PRESENT IN THE LOCATION"
- ARTOMATIX -

"5G WILL BRING AN UNPRECEDENTED GRAPHICAL FIDELITY TO VIRTUAL REALITY.
OUR PARTNERS ZENART VR ARE DEVELOPING ULTRA-REALISTIC
ENVIRONMENTS USING ADVANCED 3D-SCANNING TECHNOLOGY.
EXPERIENCE NEXT-GENERATION VR STREAMING WITH HUAWEI AND ZENART VR"
- HUAWEI TECHNOLOGIES -





COMPETITORS

EVEREST VR (SÓLFAR STUDIOS)

- INFERIOR VISUALS
- POOR MONETIZATION
- NO SUSTAINABLE BUSINESS MODEL
- NOT OPTIMISED FOR THE LATEST HEADSETS

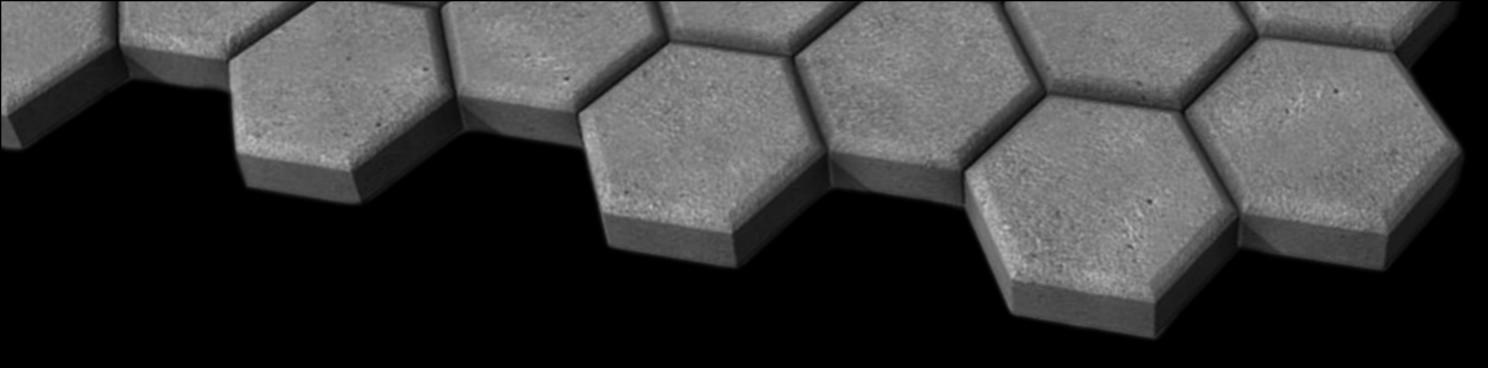
DEATH VALLEY (REALITIES.IO)

- INFERIOR UX/UI
- LOW INTERACTIVITY
- NO VIRTUAL GUIDE
- NO COMPELLING NARRATIVE

AGE-OLD CITIES (UBISOFT)

- VERY LOW LEVEL OF INTERACTIVITY
- LOW ENGAGEMENT VALUE
- MIXED REVIEWS





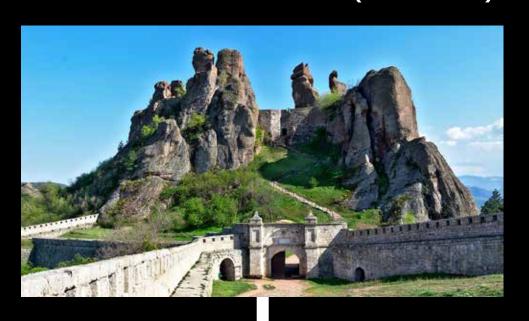
TIMELINE & ROADMAP

COMPLETED |

POST-PRODUCTION

IN PROGRESS

BELOGRADCHIK FORTRESS (BULGARIA)



THE FAMED "HOME OF THE GODS":
ALL THE MYTHS, DEITIES, TEMPLES AND
LEGENDS OF THE MOUNT ABOVE THE CLOUDS.
INCLUDES TALKING TO THE GODS THEMSELVES, FUN GAMEPLAY AND EDUCATIONAL
ACTIVITIES.

PIRATE TREASURE HUNT (DOMINICA)



THE PERFECT PLACE TO ESCAPE TO AND ENJOY THE BLUE SKY, SUNSHINE, WAVES, THEOCCASIONAL FRIENDLY PARROT AND A NICE TUNE.

READY FOR CONSUMER LAUNCH

DEC 2019

AN ANCIENT FORTRESS BUILT AND USED BY ROMANS, CELTS, CRUSADERS, OTTOMANS, ETC. AMONGST BREATHTAKING ROCK FORMATION THAT HAVE BEEN AROUND SINCE THE TIME OF THE DINOSAURS.



MOUNT OLYMPUS (GREECE)

THE LEGENDARY HIDEOUT OF THE PIRATES OF THE CARIBBEAN AND THE UNDERWATER PIRATE CITY OF PORT ROYAL. A JUNGLE ADVENTURE FILLED WITH MYSTERIES, DANGERS AND HIDDEN TREASURES.



TROPICAL BEACH (MARTINIQUE)



ROADMAP

2020

THE ISLE OF AVALON (FANTASY)

THE FABLED ISLE WHERE KING ARTHUR HIMSELF GOT HIS MAGICAL SWORD EXCALIBUR. SOLVE PUZZLES, TALK TO FAIRIES, BECOME KING.



APR 2020

NIAGARA FALLS (CANADA)

JUN 2020

APART FROM BREATHTAKING VIEWS, THE FALLS HOLD LESSER-KNOWN SECRETS, LIKE THE CAVE OF THE WINDS OR THE MAID OF THE MIST.



AUG 2020

SVARTIFOSS (ICELAND)

OCT 2020

THIS POPULAR SIGHT IN THE IN VATNAJOKULL NATIONAL PARK IS SURROUNDED BY DARK LAVA COLUMNS, WHICH GAVE RISETO ITS NAME.



DEC 2020

FEB 2020



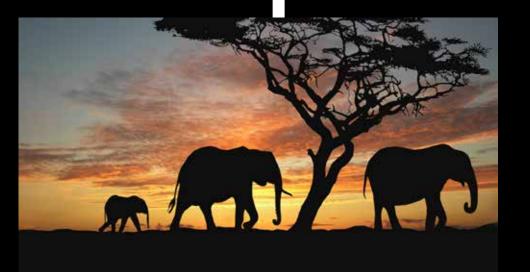
BRAN CASTLE (ROMANIA)

ENTER THE LEGEND OF COUNT DRACULA AS YOU WALK THE DARK CORRIDORS OF HIS MEDIEVAL CASTLE, ENCOUNTERING HISTORICAL FIGURES AND MYSTICAL CREATURES ALIKE.



MACHU PICCHU (PERU)

DATING BACK TO THE MID-1400S, THIS INCAN CITADEL WAS HOME TO EMPERORS. A MARVEL OF MORTAR-FREE LIMESTONE ARCHITECTURE DEEP IN THE AMAZONIAN JUNGLE.



AFRICAN SAFARI (KENYA)

MEET AND PET ELEPHANTS, LIONS AND CROCODILES AS YOU ROAM THE VAST GRASS-LANDS OF THE UNFORGIVING SAVANNA.











THANK YOU