



SPACEOUT.VR

The Virtual Reality Future Forward!
Market insights, consumers, developers,
& distributors of software and devices

Spaceout.VR

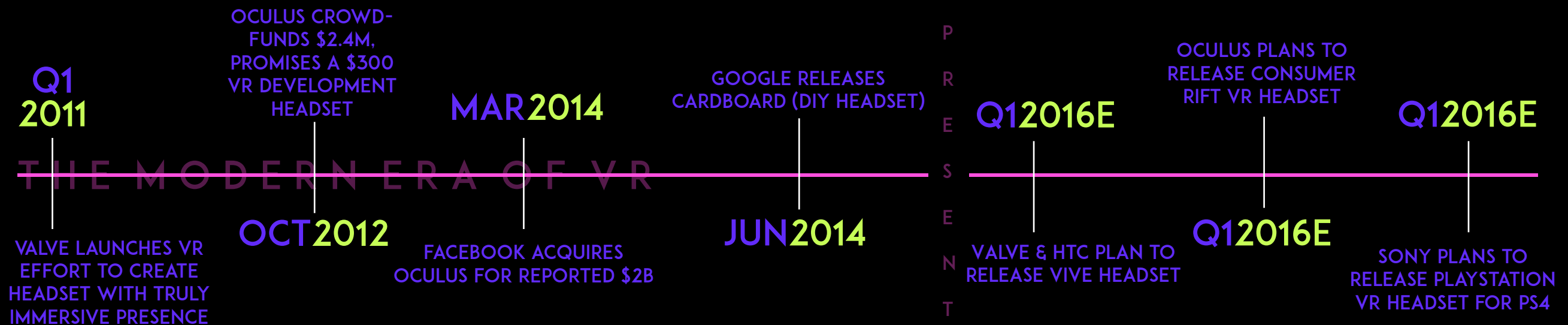
Multi-featured VR Entertainment

SpaceoutVR, Inc. was founded in 2015. Formerly Daydream.VR, we gained 60 000 users in a 5 month marketing period. We make software that transforms your personal media into Virtual Reality entertainment, communication and games. We are an integrated content publisher for Google, Oculus, Vive, Gear VR and the Spaceout.VR Viewer.

The most recent advancements of the software platform include the addition of the Soundcloud Music Streaming, The Beta Test of the powwow.vr Chat application. The manufacturing and delivery of the Spaceout.VR plastic viewer.



State of VR Today



The status quo

Missing:

- >Private brands of plastic/cardboard viewers
- >Millions of 3D cinema goggles in Asia
- >Glasses Based Cardboard- Google Daydream platform
- >Other devices

Social

“[VR] has the potential to be the **most social platform ever**. Immersive, virtual, and augmented reality will be part of people’s daily lives.”

–Mark Zuckerberg
CEO of facebook

Games

“Working on game development, we always try to create a new kind of experience, and having VR technology is almost unfair.”

–Shuhei Yoshida
President of Sony PS Studios

Film

“We’re right on the cusp of a **major upheaval** of the entertainment world once [VR] technology really kicks in.”

–Peter Jackson
Director of Lord of the Rings Trilogy

Music

“I can only do so many concerts. So to be able to have more people experience them through VR... that would be **epic**.”

–Miley Cyrus
Singer/Songwriter

Advertising

“[VR] is a **perception changer** for any advertiser that wants to associate with a new frontier in media.”

–Mitch Gelman
VP of Product for Gannet Digital

Education

“[VR] is going to be really important for education. Because kids don’t learn best from reading a book or looking at a chalkboard.”

–Palmer Luckey
Creator of the Oculus Rift

Market Matrix of VR

IMMERSIVE

IMMERSIVE VR

htc VIVE

oculus

SONY

FOVE

MIXED REALITY

magic leap

Microsoft
HoloLens

ODG

Artificial Reality

1) Virtual Reality - 360 - Immersive -
Goggles

2) Augmented Reality - Data Overlay -
Glasses

3) Mixed Reality - Holographic,
4D objects in normal light. - Glasses
or contact lenses.

AMBIENT

VIRTUAL REALITY

Samsung Gear VR



AUGMENTED REALITY

HETA

EPSON

DAQRI



castAR

SULON



SKULLY



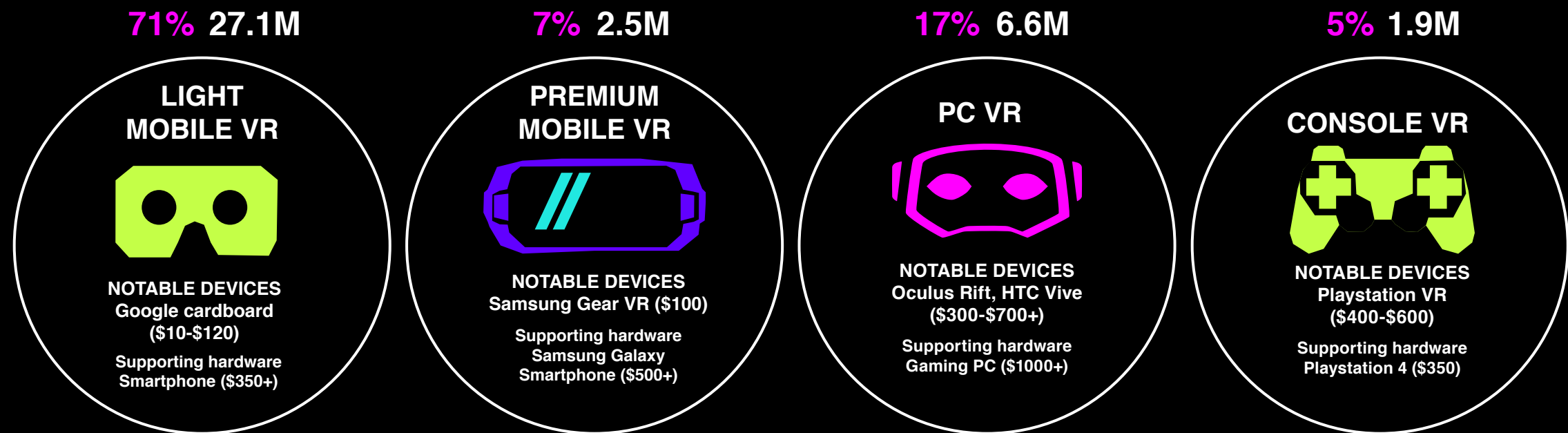
VR Content Matrix Driving Usage



To use VR technology you need:

- 1) Device - Head Mounted Display (HMD)
- 2) Software - 3D Engine to render images and environments.
- 3) Content - Entertainment, Games, Social, Information, Music.

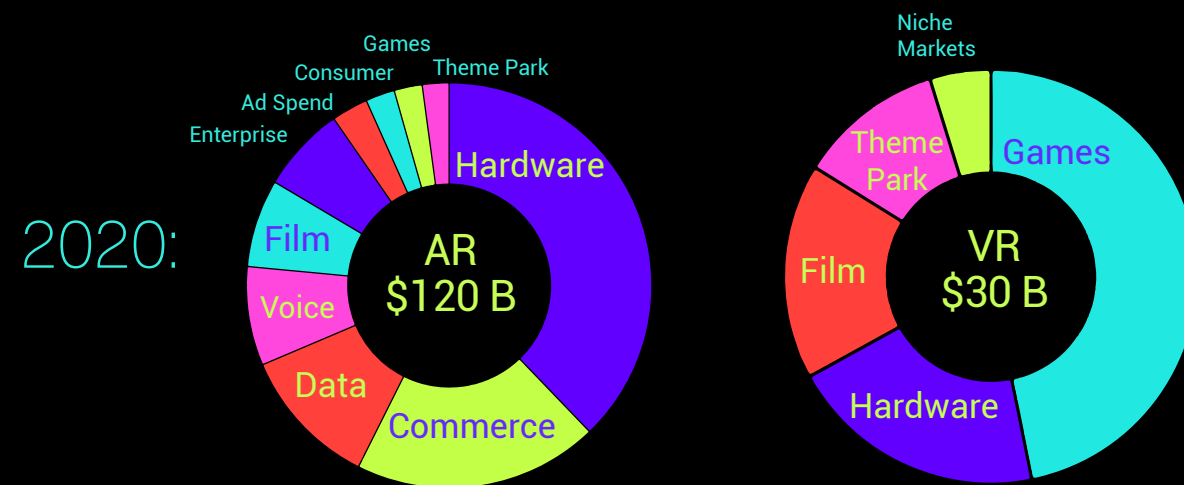
VR Device Market Share



	2016	2017	2018	2019
	9,600,000	17,280,000	31,104,000	55,987,200
HIGH-END VR	1,248,000	2,246,400	4,043,520	7,278,336
GEAR VR	3,750,000	6,750,000	12,150,000	21,870,000
CARDBOARD	4,602,000	8,283,600	14,910,480	26,838,864

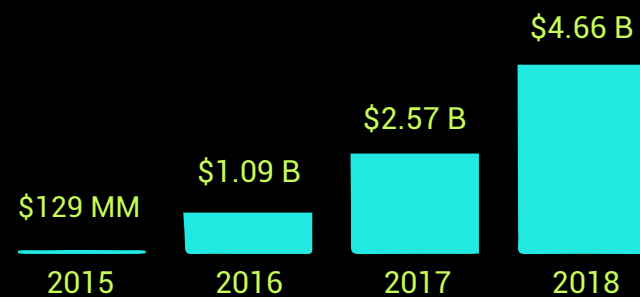
VR Market Opportunity

By 2020, The AR/VR market is projected to reach **\$150 billion** in total revenue.

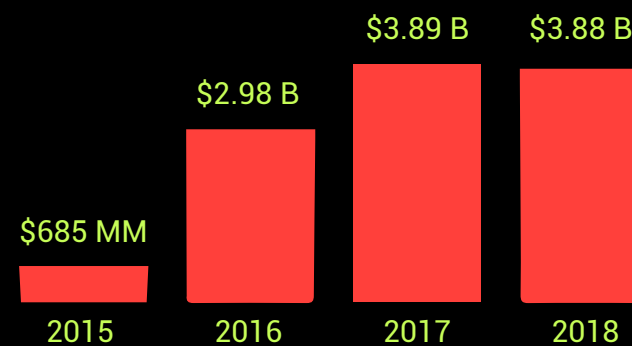


Source: Digi-Capital

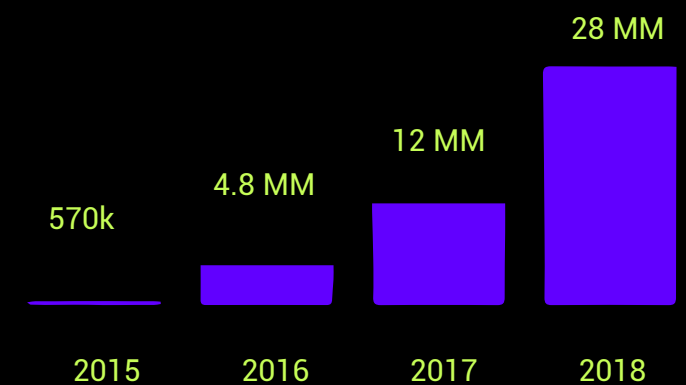
VR Software revenue worldwide from 2015-2018



VR Head Mounted Displays revenue worldwide from 2015-2018



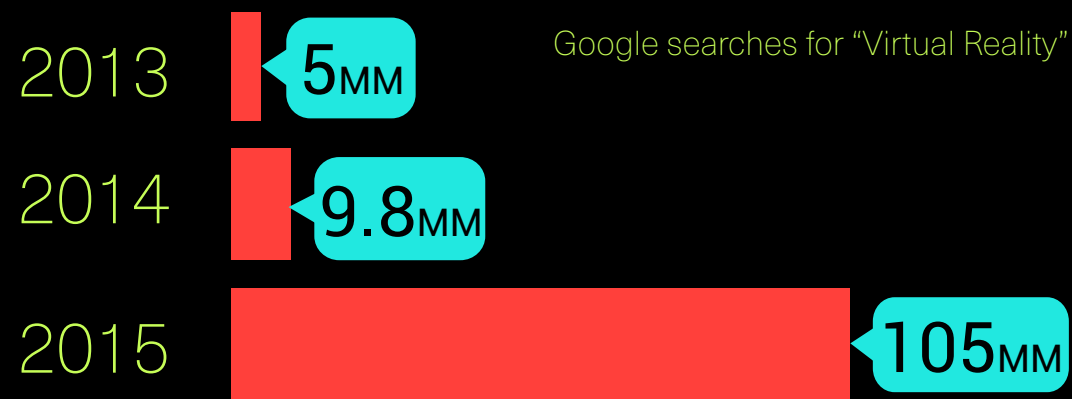
Number of paying VR users worldwide from 2015-2018



Source: KZero

Audience and Behaviors for Mobile VR

Total: 89.8 MM

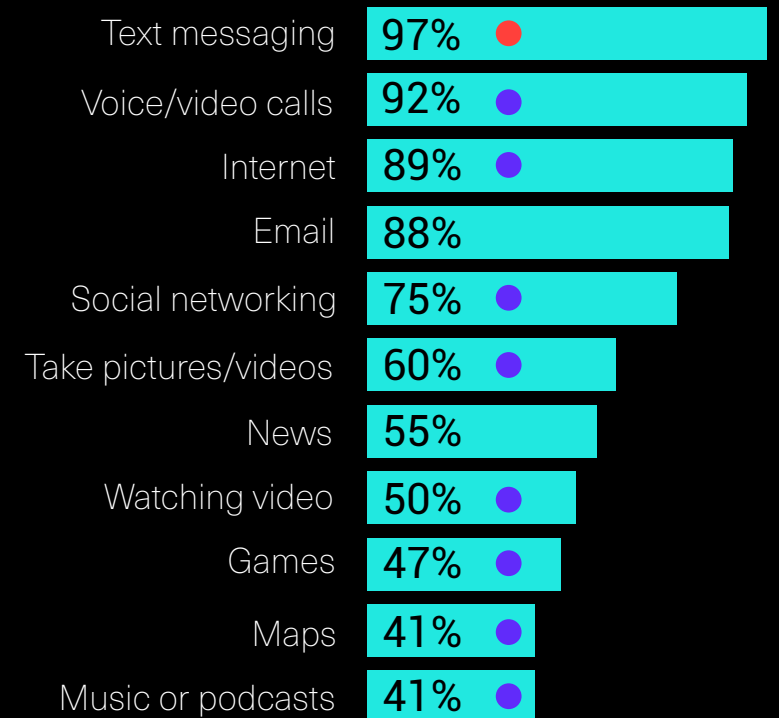


VR will reach over
55M users in 2016E

- > INVESTORS
- > CONTENT PLATFORMS
- > HEADSET MANUFACTURERS
- > HARDWARE MANUFACTURERS
- > CONTENT DEVELOPERS

**VIRTUAL REALITY
USERS,
55.8M**

**daydream.io virtualizes
popular mobile behaviors**



Sources: Google Search, CTIA, Emarketer

The Spaceout.VR Mobile VR Platform

Transform your music
into a hallucinatory
audiovisual experience.

Explore and share
your photo & video
in magnificent 3D
memory palaces.



Socialize in a smart VR
space that visualizes a
trail of data from your
ideas.

Rhythm.VR

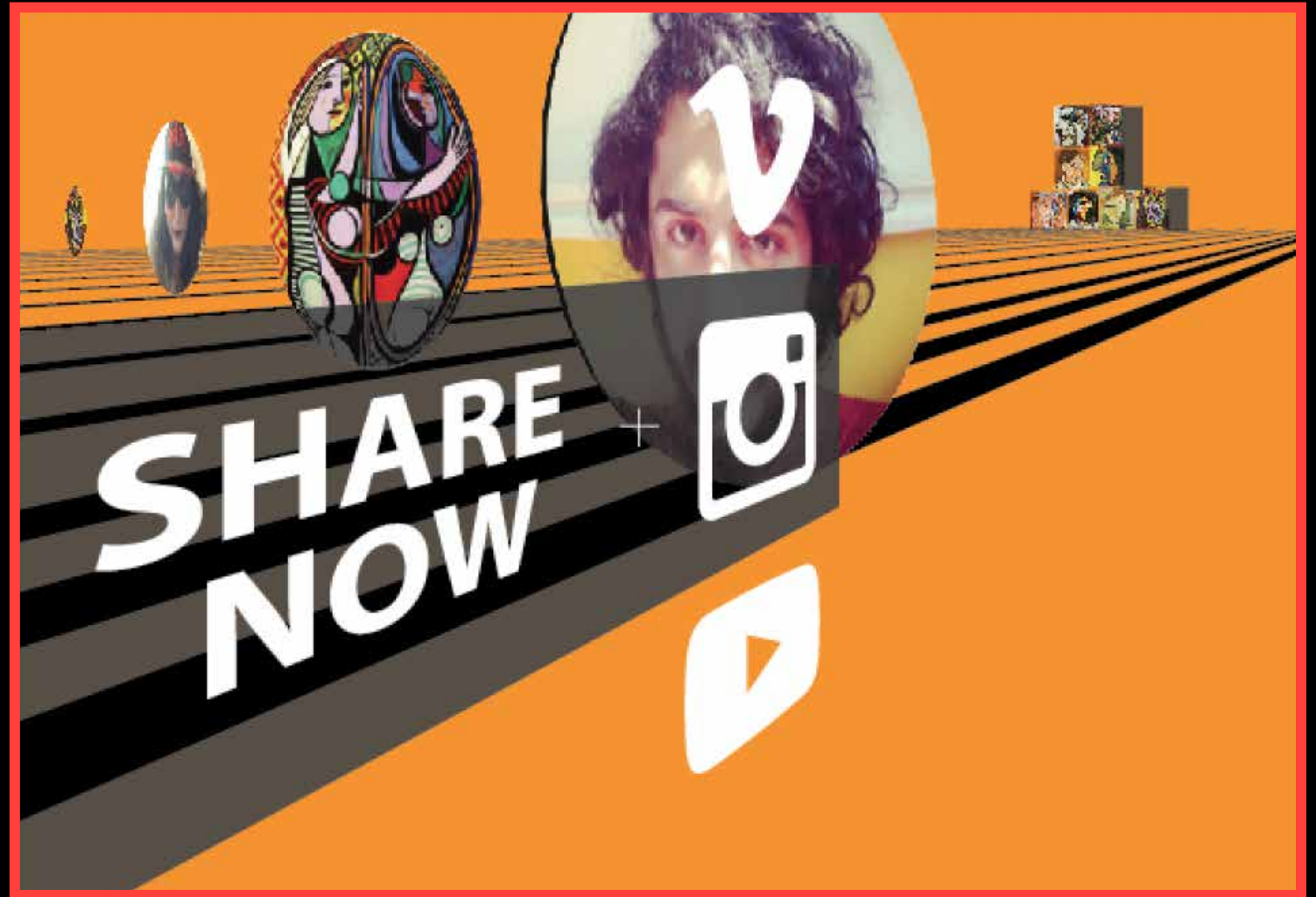
- Transform your music into fantastical immersive worlds
- Music “virtualizer” responds to frequencies of audio
- Plays local music from your phone
- Streams from Soundcloud, Spotify, Apple Music, etc.
- Fun music/game overlay (like DDR, Guitar Hero).



A view of the music selector

Visions.VR

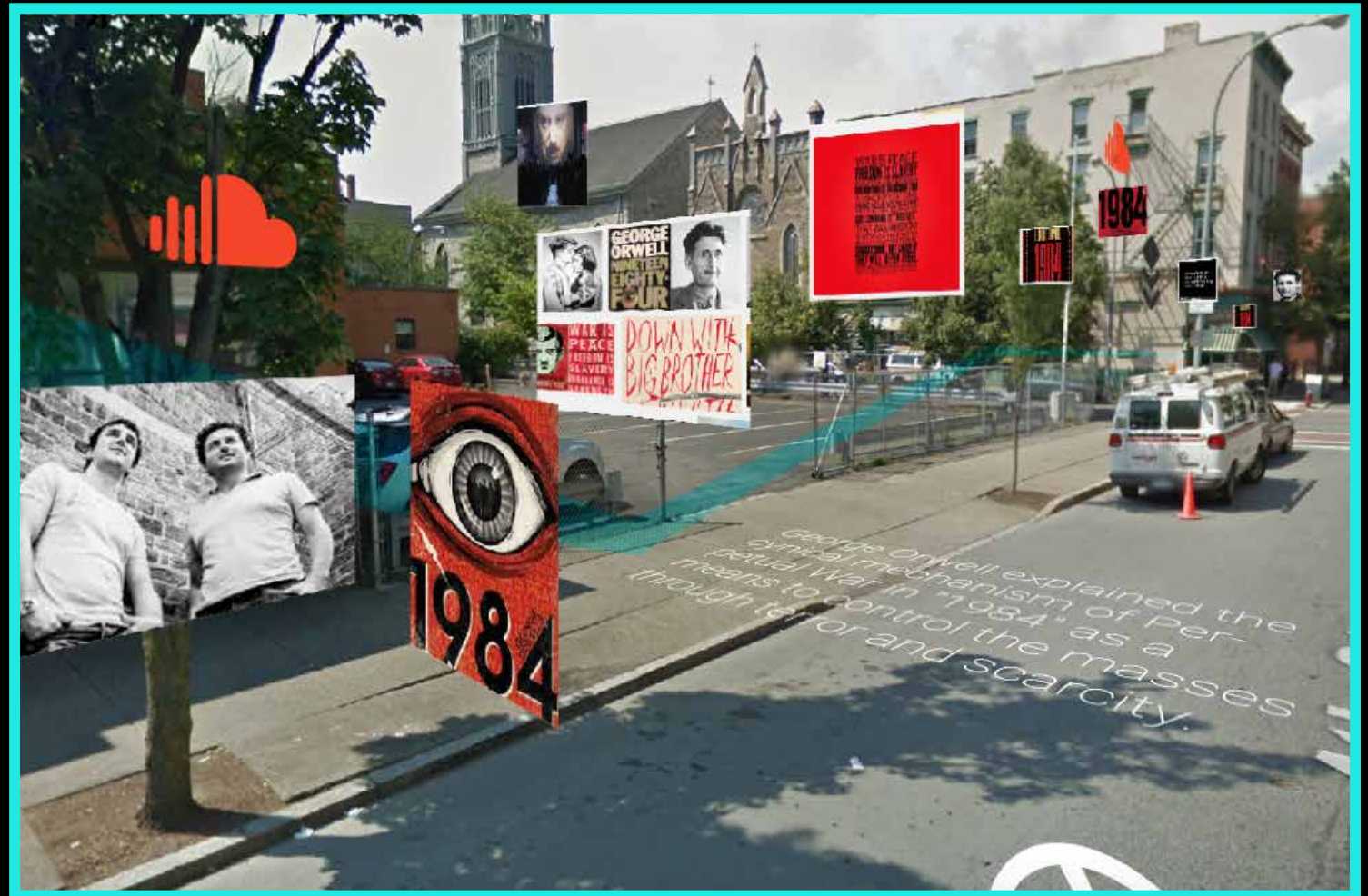
- Create immersive museums of your photos and videos
- Share with friends
- Visit your picture palaces and movie theaters together
- Import photo/video from your phone
- Virtualize your facebook, flickr, Youtube or instagram profiles
- Experience VR videos from all over the world.



Share with friends on multiple platforms

Powwow.VR

- Socialize in VR & leave an intelligent trail of data from your conversations
- Images, links & transcriptions augment your thoughts
- Visualize the web and social networks as 3D holograms
- Iterate ideas in a data-rich environment that is tuned to enhance your mind
- Review and edit sessions with time transportation tools



Discussing George Orwell in a virtualized Troy, NY

Potential VR Commerce Activity

Virtual Goods:

- 1) Games: In App Purchases - Unlocks, Features, Power Ups
- 2) Entertainment: Music, Movies, Streaming Content
- 3) Subscriptions

Travel and Leisure:

- 1) Airfare, Hotels, Car Rentals, Vacations, Cruises
- 2) Restaurants, Delivery

Ecommerce:

- 1) Apparel
- 2) Consumer Goods
- 3) Subscriptions
- 4) VR Headsets

Financial Services:

- 1) Credit
 - 2) P2P
 - 3) Bill Payment
 - 4) Donations
-



In partnership with

MYER

Shop. Virtually. Anywhere.

#eBayVR

<https://www.youtube.com/watch?v=0kEmwQII5Z0>



HACKNEY CENTRAL ➡
DISTANCE TO DESTINATION 194m
TIME TO NEXT TRAIN 06:21
STATION (2019)

BETHNAL GREEN
WHITECHAPEL
ALDOATE

VR HMD Sales & Shipments

Problems:

Sizes

Bulky VR goggles

Handle with Care

Many sizes from large to small packages

International vs Domestic

Commerce platforms lack flexibility in packing

VR Headsets Shipped- Cardboard v1.0



Packing

L 1

W 8

H 10

Shipping

L 1

W 9

H 11

Weight

130g/4.5oz

VR Headsets Shipped- Cardboard v2.0



Box

L 7.5

W 3

H 5

packaging

L 8

W 4

H 6

Weight

153g/5.39oz

VR Headsets Shipped- Spaceout.VR Plastic



Inside Box

L 6

W 8.5

H 5

Shipping Package

L 7

W 9

H 6

Weight

263g/9.277oz





**ReadyPost 12 x 10 x 8-inch
Mailing Carton**
\$5.94 - \$33.00



Priority Mail Express Box - 1
11" x 8-1/2" x 5-1/2"




**Dual-Use Priority Mail (Flat Rate)/Priority Mail
Express (Weight & Zone) Box - 1**
11" x 8-1/2" x 5-1/2"

Business opportunities for Shipping

SMB VR Service Ideas

VR Shippers

- a) Boxes - Sizes to fit products - on-demand
- b) Rates - Bulky but not heavy, should reflect in prices for VR shipments.
- c) Volume discounts
- d) Priority/First Class
- e) Remote packing designs - Custom Logo's, Promo



Shipping Country:
United States ▼

Shipping Method:
Standard (3-8 business days) ▼

Shipping: \$6.25

USPS VR Mail Integration Potential

VR COMMERCE SUPPORT

Make app SDK for adding mail support to
VR environments and worlds

Use WEB VR to make experimental Post office
Unique UI/UX

Conclusion

NEXT 10 YEARS

From the information to immersive age

NEXT 20 YEARS

“CONVERGENCE”

IoT + AI + VR/AR= complete redesign of postal support for business and consumer operations

Thank
you!

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