

# AVATARIS



CUSTOMIZABLE

AI AGENTS & TOOLS

## DIGITAL HUMANS

Aimigo is a **do-it-yourself platform** that enables you to create human-like digital **AI agents** in minutes, automating business tasks such as customer service, shopping assistance, onboarding, sales, education, recruiting, and a wide range of other AI-powered workflows. It aims to become an **AI marketplace**.



REALISTIC 3D/XR

DIGITAL HUMANS

**Main Information for Investors:**

<https://avataris.io/invest>

2-Minutes Pitch-Video:

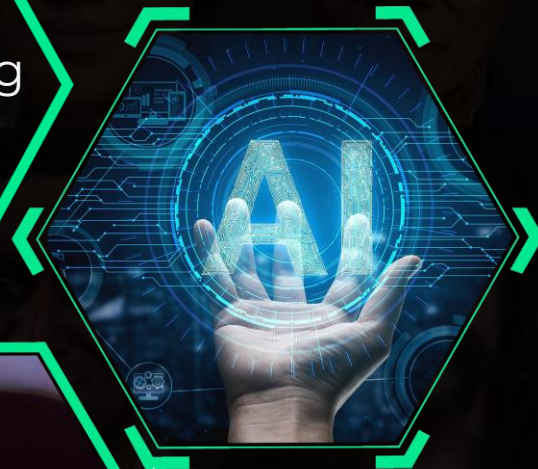
<https://youtu.be/BP9pEAQSBmo>

Landing-Page for our Chatbots:

<https://avataris.io/chatbot> or [/summary](#)

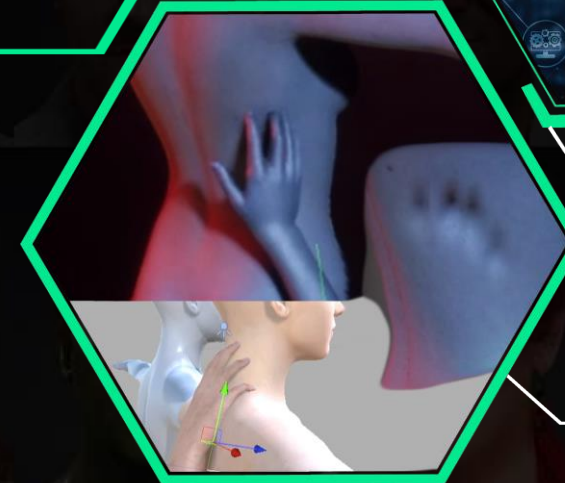
Sales-Video for our Chatbots:

<https://youtu.be/sm8F-onBGU0>



COMBINES DOZENS

OF AI SOLUTIONS

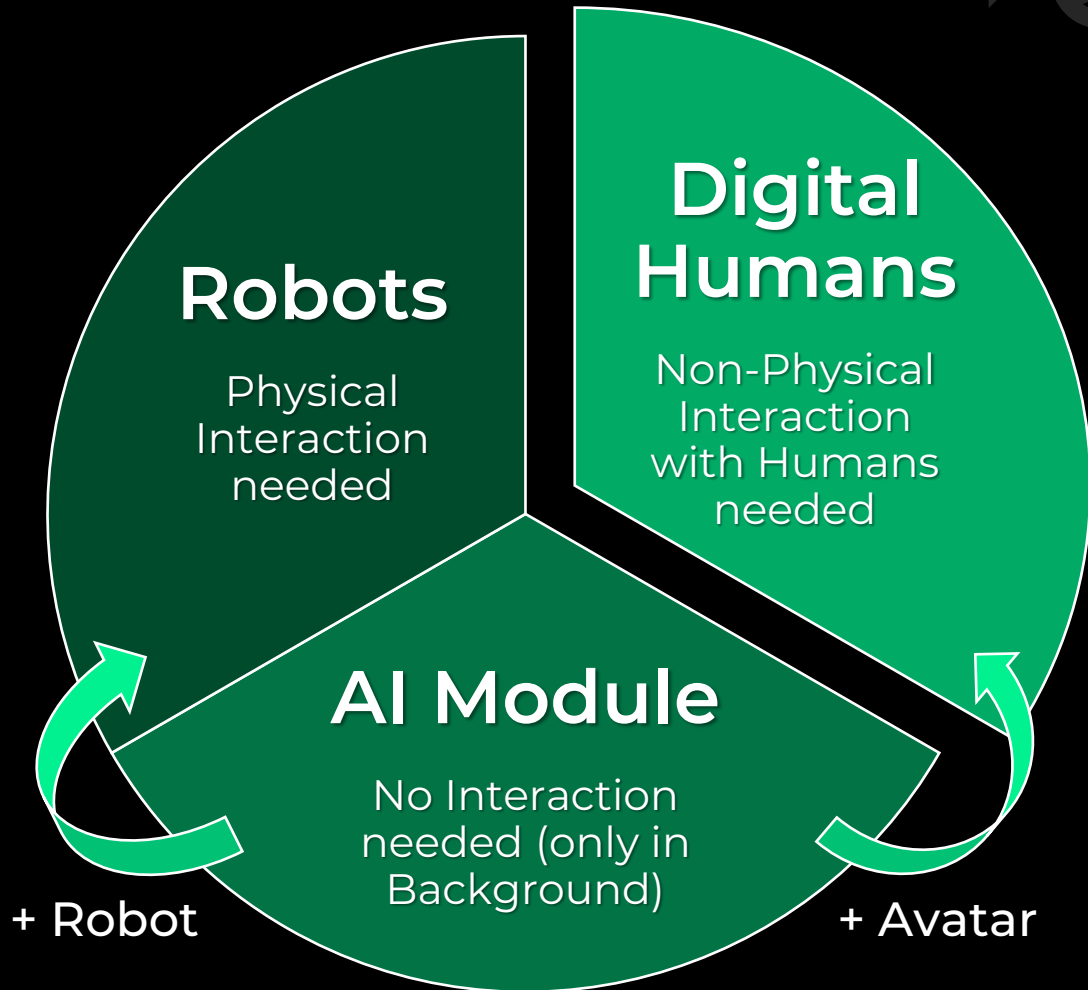


INTERACTIVE

LIKE IN REAL LIFE

# NEED FOR DIGITAL HUMANS

→ GROWTH MARKET



- (1) AI will replace ~35% of all Jobs
- (2) Only 3 Options:
  - No Interaction needed -> AI only in Background
  - Physical Interaction with World needed -> Robots
  - Only Interaction with Humans -> Digital Humans
- (3) Digital Humans: ~20% of all Jobs

# COMPANY VISION

## BUT WHY?

Because we believe that billions of people could benefit from AI without incurring high costs, wasting resources, or causing environmental pollution. AI can act as a digital assistant, handling mundane tasks, providing customized lessons, serving as a life coach, and making customer-company interactions easier & cheaper.

**BILLIONS  
OF PEOPLE  
WITH  
PERSONAL  
AI-SUPPORT**



**LOW COSTS &  
BETTER ENVIRONMENT**



**HAPPY &  
MORE TIME**



**INDIVIDUAL  
EDUCATION**



**DIGITAL COACH:  
MORE SUCCESS**





# PROBLEM

**90%** PREFER TALKING  
WITH A (VIRTUAL) HUMAN OVER ...



... USING A CHATBOT

<https://bit.ly/3LMAhtE>

**85%**

want emotional Connection, only ...

**30%**

of Companies meet this Need!

AI tools exist for specific tasks, but few automate entire workflows to unlock AI's full potential for countless real-world use cases. Users and companies struggle with complex, fragmented tools when what they need are simple, powerful, attractive, and engaging solutions they can rely on every day.



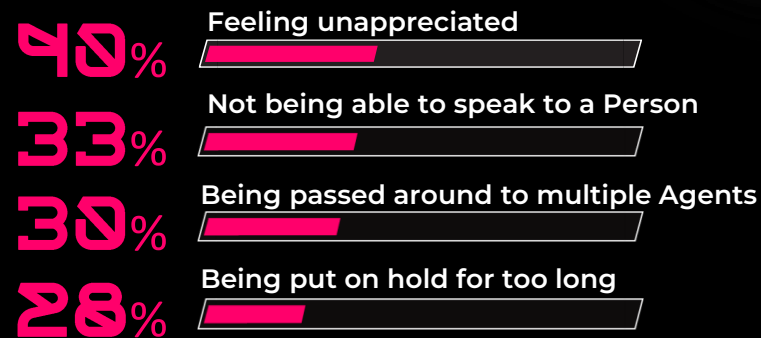
# MARKET EXAMPLE: CLIENT SUPPORT

<https://accntu.re/40cbaom>

**52 PERCENT**  
PER YEAR  
ARE LOST DUE TO **BAD SERVICE**



## TOP REASONS FOR LEAVING Avoided by Digital Humans!



# SOLUTION: AIMIGO

Do-It-Yourself Platform for  
Digital Human AI Agents to  
automate pre-built Use Cases

- Customize your realistic Digital Human
- Choose your interactive 3D Environment
- Select one of many pre-built Use Cases  
(e.g., Client Support, Sales, Recruiting Calls,  
Onboarding, Education, Shopping Assistance,  
Language Trainer, Coach, Advisor, etc.)
- Select AI-Providers, Models, and Tools
- Share your AI Agent on the Web, PC, or Phone
- Optionally use it in VR, AR, or Multiplayer
- Create your own Story, Prompts & Tools
- Add Third-Party Store Features





# USE CASES

## Most Industries

Finance	Ecommerce & Retail	Media
Education	Films & Entertainment	Legal
Insurance	Human Resources	Travel
Real Estate	Fashion & Celebrities	SaaS
Construction	Telecommunications	Energy
Architecture	Healthcare & Fitness	Sports
Agriculture	Marketing & Ads	Gaming
Automotive	Logistics & Transport	Pharma
Aerospace	Government & Politics	Beauty
Social Media	Food & Beverage	Music
Hospitality	Manufacturing	Science
Non-profit	Sustainability	Military

## First Use Cases

**Client Support (Focus)**, FAQ, Appointment  
Complaint Management, Booking, **Order Taking**  
**Automated Recruiting**, Interviews, **Onboarding**  
Customer Surveys & Feedback Collection  
**Automated Marketing & Sales**, Personalized Ads  
Assistant (e.g. Hotel, Travel...), News, Reporting  
**(VR/AR) Trainings**, Education, (Safety) Guides  
(VR/AR) Desk Agent, Bank Teller or Receptionist  
Consulting, Coaching, Therapy, Virtual Nurses  
Virtual Influencers, Stars & Brand Ambassadors  
Personal **Shopping Assistant** or Salesman  
Avatars for Virtual Meetings, Video Calls, Games



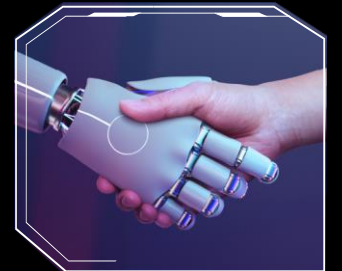
# VALUES FOR USERS



**ENDLESS  
TIME &  
PATIENCE**



**SAME AVATAR:  
PERSONAL  
RELATIONSHIP**



**BETTER &  
FASTER  
ANSWERS**



**PERSONALIZED  
FACE OF THE  
COMPANY**



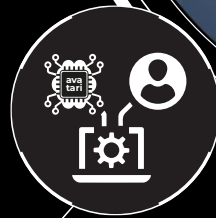
**HAPPY  
USERS**



**ENTERTAINING &  
GAMIFIED  
EXPERIENCE**



**AVATAR  
ADJUSTED  
TO USER**



# BUSINESS MODELS

## CLIENT ORDERS



### Custom AI Tools (B2B)

- Dozens of Business Use Cases
- Resalable AI Solutions
- Fixed Price + Custom Costs
- Finished unique Solutions
- Fits most Companies

\$ 50k-500k  
per Client

Released &  
Profit Zone

## DO-IT-YOURSELF



### AIMIGO (B2B/B2C/B2G)

- Your AI Buddy in AR/VR/3D
- Do-It-Yourself-Platform
- Marketplace for AI Tools
- Many pre-build Use Cases
- Fits Everybody – personal AI

\$/€ 150  
per Month

Work in  
Progress

## VIDEO GENERATOR



### UHD Videos in Minutes

- Automatic Video Generation
- Virtual Online Film Studio
- All AI-controlled (incl. Text)
- "Sir Kay": Our Storyteller
- Fits all Media, Influencers, etc.

\$/€ 1  
per Minute

## AI HOTLINES



### Service Hotlines

- Worldwide Service Hotlines
- AI Agent answers Phone Call
- <https://ai-hotlines.com>
- Low Risk, Growth Hacks
- Fits low-tech Users & Elderly

\$/€ 1  
per Minute

## METAVEVERSE



### Metaverse YouDo.ai

Let's discuss the most promising and unique business models further if you'd be interested in arranging a personal call.





# BUSINESS MODELS: PRICING

## Custom AI Tools:

Income:	+ € 50k
Setup & Dev Costs:	- € 10k
Acquisition Costs:	- € 10k
Profit:	= € 30k

## Do-It-Yourself Platform:

Profit per 10K AI Interactions:	€ 150
ARPU (expected)	€ 1125
= Cash-Cow and Main Goal	



# CHATBOTS MARKET

300 Million  
Companies  
worldwide

x

10% might use  
a Chatbot or  
Digital Human\*

x

\$/€ 50,000  
per Client

=

1.5 Trillion  
Potential

50B

<https://bit.ly/3RjbWxZ>

until 2033

\*Digital Humans, AI & XR will become the Successor of the 2D-Internet, Programs & Apps

# COMPETITION DIGITAL HUMAN CHATBOTS

Request access to our comprehensive competitor analysis on Google Sheets, complete with details about our evaluation criteria and source references, at <https://bit.ly/3PI6fHx>

Company	Basic Benefits of Chatbots				Advanced AI Solution				Advantages 3D Models				Unique Selling Points				Rating
	Scalable	Cost-Saving	Reliable	Motivated	Speaking	Intelligent	Learning	Connected	Future-Proof	Gamified	Expandable	Powerful	Transformable	Attractive	Customized	Most Efficient	
Avataris	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	80
SoulMachines	1	2	2	4	4	4	3	5	2	0	1	2	2	4	1	0	37
RODIN	1	2	2	2	5	1	5	1	2	1	0	3	0	1	1	0	27
NEON Assist	1	1	2	3	5	2	2	0	3	1	0	2	1	3	0	1	27
TwinSync	1	1	2	3	5	2	2	0	4	1	0	1	1	3	0	1	27
UneeQ	1	2	2	2	3	2	2	4	0	0	0	1	0	1	3	0	23
Virbe	1	2	1	2	2	1	0	0	2	2	1	0	0	1	2	1	18
NTTData	1	2	1	1	2	3	1	0	1	0	0	3	0	1	2	0	18
HumanPal	1	2	1	2	3	1	0	0	2	1	0	1	1	2	0	0	17
CodeBaby	1	2	1	1	1	1	0	1	2	1	1	2	1	2	0	0	17
Typecast	1	2	2	3	3	1	0	0	0	0	0	2	0	1	0	2	17
AI STUDIOS	1	2	2	3	3	1	0	0	0	0	0	2	0	1	0	2	17
Ex-Human	1	2	1	1	1	2	1	1	1	0	0	3	0	1	2	0	17
HeyGen	1	2	1	1	3	2	0	0	0	0	1	2	1	2	1	0	17
Amelia AI	1	2	1	2	3	1	0	2	1	0	0	0	0	1	1	1	16
Next Studios	1	2	1	1	1	1	0	1	2	0	0	3	0	1	2	0	16
Didimo	1	2	1	2	0	1	0	2	2	1	0	0	0	1	1	1	15

# COMPETITION AVATARS

Competitor Feature Comparison Card	FUNCTIONAL VS. STATIC	GRAPHIC QUALITY	ANIMATIONS & EXPRESSIONS	CUSTOMIZATION DEPTH	USER-FRIENDLY CUSTOMIZATION	DEVICES & INTEGRATIONS	FUNDING	RATING
	Only geometry vs. interactive AI based digital human?	Realistic graphics for body form, skin, hairs and cloths.	How many animations & facial expressions are integrated?	How customizable are their avatars? Is this content already included?	Can users (not only creators) customize their avatar? And if so, how easy & fast?	Where to use them? Different devices & applications supported?	How much funding did company raise from investments?	Total Points = Rating
Avataris	5	5	5	5	5	5	\$1 Million	30
MetaHuman	3	5	3	3	1	2	\$200 Million	17
Reallusion	2	4	3	3	2	4	\$26.5 Million	18
Soul Machines	2	4	3	2	3	3	\$135 Million	17
Ready Player Me	2	2	2	4	5	4	\$72.6 Million	19
OBEN	2	1	2	1	3	5	\$23.7 Million	14
Didimo Group	1	3	1	2	4	5	\$15.9 Million	16
FaceUnity	3	3	1	2	4	5	\$29.8 Million	18
Genies	1	2	2	1	3	3	\$267 Million	12

Low Visual Quality

Not ready to use  
(Target Group = Creators, not Clients)



# PRODUCT

## DEVELOPMENTS SINCE 2020

### CUSTOMIZATION



#### Realistic Chars in Minutes

- Realistic AAA-Quality Graphics
- Massive Customization Options
- Real Physics & Interactions
- Physical Hairs, Cloths & Skin
- Optimized for all Devices & XR

% 95

### 1st/3rd PERSON CONTROLLER



#### All Locomotion & Control

- First- & Third-Person-Controller
- Continuous Speed Increase
- Lifelike Hand, Head & Eyes Control
- Climb, Swim, Sneak, Parkour
- Full VR-Support (incl. Hands)

% 95

### ANIMATIONS & NPC LOGIC

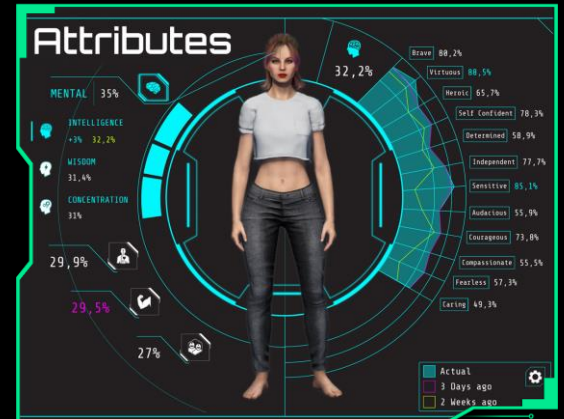


#### Own Animation System

- Motion Matching (most realistic)
- Realistic Facial Expressions (ZIVA)
- Muscles and Micro-Animations
- Own Animation System & Logic
- Behavior Logic & Pathfinding

% 95

### AI & PERSONALITY



#### AI controlled Digital Humans

- Advanced AI & Dialogue System
- Personality/Situation/Relationship
- Talk freely & lifelike with AI
- Everything AI controlled, e.g.:  
Camera, Behavior & Expressions

% 90

# PRODUCT DEVELOPMENTS SINCE 2020

## USER-INTERFACE



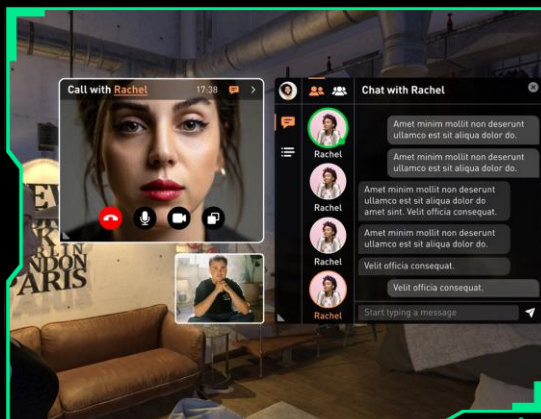
### Any UI from Figma to Unity

- Figma Importer (identical Results)
- UI Style Switcher at Runtime
- Premade UI for most Use Cases
- Support of all typical UI Needs
- All Devices & VR/AR/3D/2D-Switch

% 80

WIP: All UI Needs, Testing of VR/AR

## COMMUNICATION



### Chats, Video-/Audio-Calls

- End-to-End-Encryption
- Self-Server-Hosted (protected)
- (Group-)Chat, Profile, Friends List
- Video-/Audio-Call, Screensharing
- All Devices & VR/AR capable

% 95

UI Updates

## VR/AR



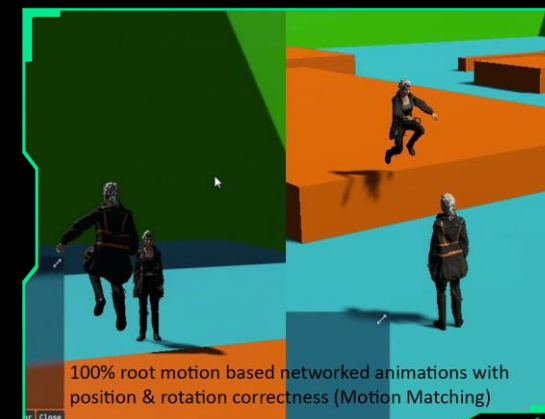
### Enjoy everything in VR/AR!

- All typical Glasses supported
- Hand-/Eye-/Body-Tracking
- Multiplayer-Synchronization
- Interactions e.g. via Hand-Tracking
- All Locomotion, Live-VR-3D-Switch

% 85

Body-Tracking, Testing for Multiplayer

## MULTIPLAYER



### Enjoy it with Friends!

- Multiplayer for ~ 80-200 Players
- Based on Photon Pun 2
- VR/AR capable & all Devices
- Performant Synchronization
- Motion Matching Support!

% 85

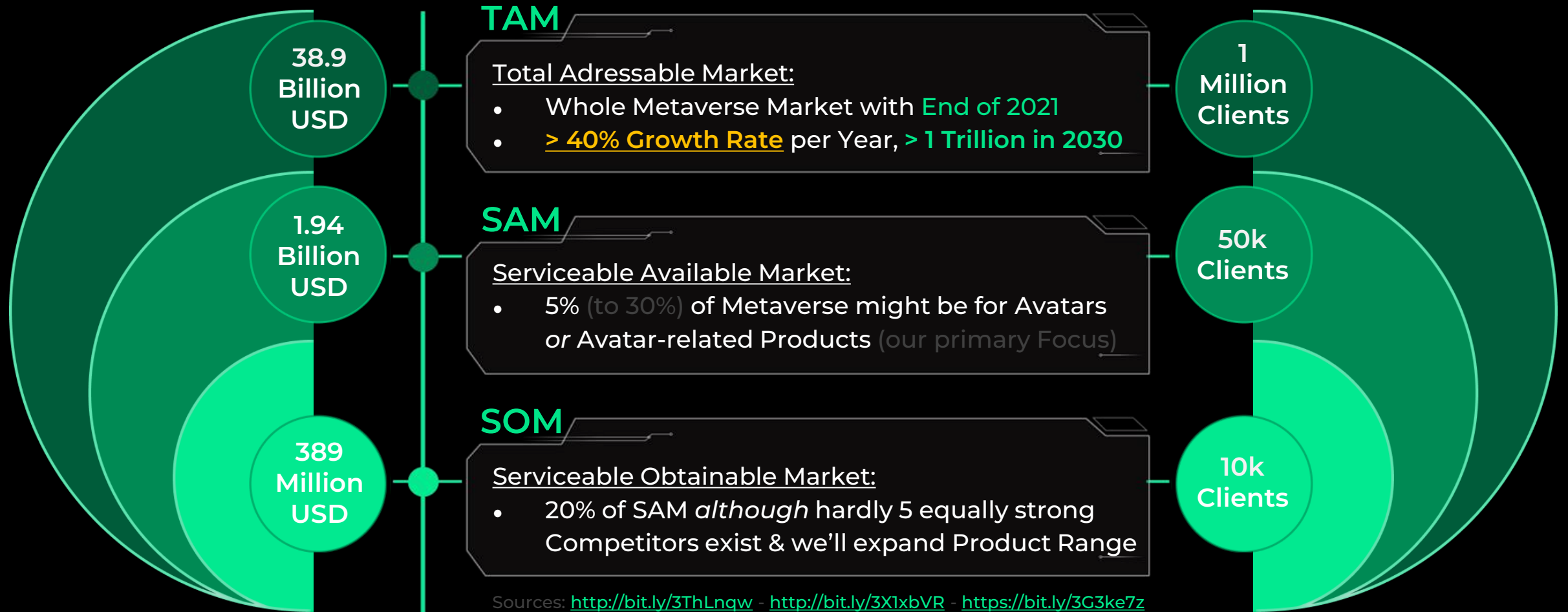
Testing of VR/AR capable

# MARKET METAVERSE

... since our 3D/VR/AR Digital Humans will rule the Metaverse!

## FIRST FOCUS:

- Chatbots & Assistants
- Video-Maker
- News-Show, Talents & Stars





# UNIQUE SELLING POINTS

## 3D – NO VIDEO!

- ✓ **Interactive 3D/VR/AR, Web 3.0, Hologram**
- ✓ **NOT a 2D-Video like HeyGen, D-ID, Synthesia**
- ✓ **Scalable with No Rendering Costs!**

# ADVANTAGES 3D OVER 2D

(most Competitors offer 2D only)

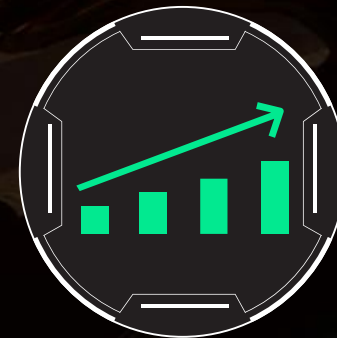
by 2025



Companies will use **CONVERSATIONAL AI**

**VR/AR  
METaverse  
WEB 3 &  
HOLOGRAMS**

will help Companies to **SHOW AND NOT ONLY TELL** their Stories



**CUSTOMER EXPERIENCE** becomes more **IMPORTANT** today

**2D-VIDEO-BASED DIGITAL HUMANS** will *not* provide interactive & engaging Customer-Company-Experiences

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## ATTRACTIVE, EASY, ENGAGING

- ✓ **Realistic Characters with lifelike Conversations and Interactions that influence User or Client Behavior:**
- ✓ **Purchases, Webpage Visits, Image: ↑**
- ✓ **Complains, Refunds, Badmouthing: ↓**



The best AI is  
worthless  
without  
*attractive*  
Digital Humans.\*

\*If it's simply not used by your  
customers (or team)!



Few Dozens of Providers      **Hardly any Providers**

It's all about  
*Emotions!*

# 95% OF DECISIONS ARE EMOTIONAL

<https://bit.ly/3n7L6Mi>  
<http://bit.ly/40t57e1>

## BENEFITS OF EMOTIONAL SELLING

71%

OF CUSTOMERS WOULD RECOMMEND A BRAND BASED ON EMOTIONAL CONNECTION

70%

OF CUSTOMERS ARE VERY LIKELY TO BUY A PRODUCT WHEN EMOTIONALLY TRIGGERED BY AN ADVERTISEMENT

81%

OF CUSTOMERS WITH HIGH EMOTIONAL ENGAGEMENT ENJOY GIVING BACK TO THE BRANDS THEY ARE LOYAL TO

### BUYING RATIONALE

Left Brain

#### SCIENCE

Hypotheses and evidence proof

#### RATIONAL

Black and white thinking, understanding cause and effect

#### LINEAR

Step-by-step

#### OBJECTIVE

Concrete reality, not influenced by emotions

#### SYSTEMATIC

Organized and planned without surprises or changes in plans

### BUYING EMOTIONALLY

Right Brain

#### ART

Creative & artistic expressions

#### EMOTIONAL

Processing & understanding positive and negative emotions

#### HOLISTIC

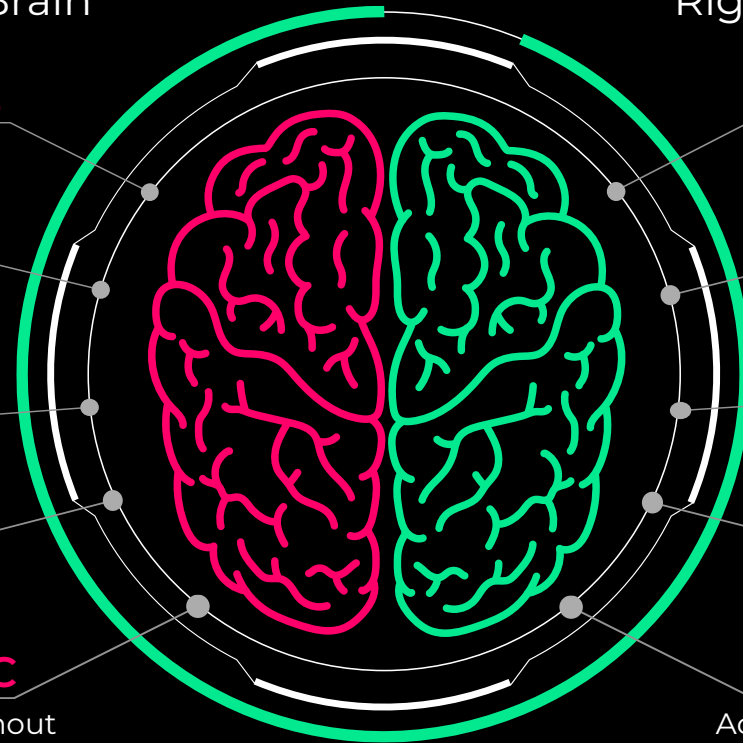
Take in all the information at once and see the big picture

#### SUBJECTIVE

Personal experience, intuition and instinct

#### IMPULSIVE

Acting without thinking about the consequences

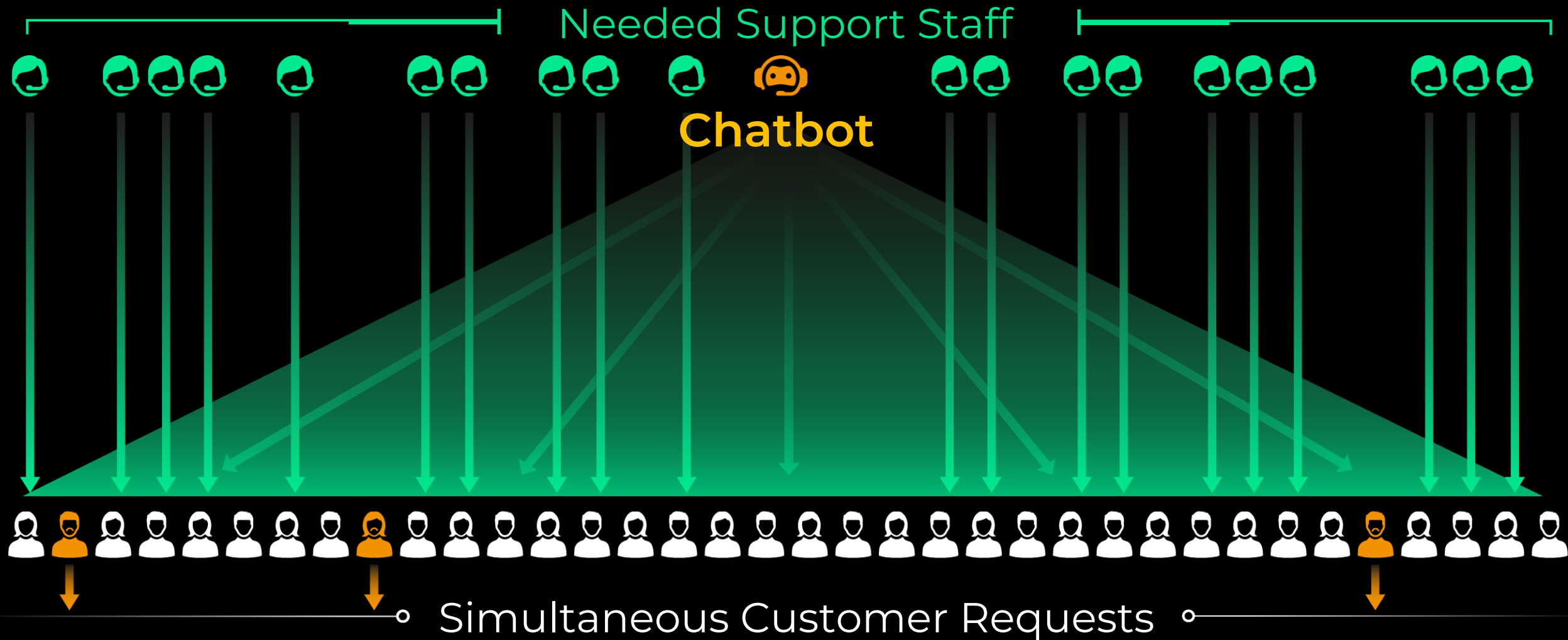


TO REMEMBER YOUR PRODUCT CUSTOMERS MUST BE ENGAGED AND IMPASSIONED BY INTERACTION (= Web 3.0)

# UNPOPULAR AI SOLUTION

like a Text-Chatbot

COST: 20 x \$50k = **1 Million per Year**





# POPULAR AI SOLUTION

COST: 4 x \$50k = **200k per Year: 800k SAVED!**



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## FAST & SOCIAL

- ✓ **Do-It-Yourself Platform: Cover most AI Agent Use Cases in a few Minutes**
- ✓ **Enjoy interactive 3D/VR Experiences together**

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- ✓ **Enjoy interactive 3D/VR Experiences together**

## AFFORDABLE

- ✓ **Up to 95% less AI Costs** (automatic Database for reusable Q&A, etc.)
- ✓ **No Server Costs for Video Streaming**



# COMPETITOR

# WE

Server **Competitor(!)** and Third Party Server (e.g. OpenAI)

**Your(!)** Server

\*often Costs per Request for both: Competitor (= Business Model) & Third Party AI Provider

Costs\* **per Request** & 2-10s Delay

~10% of Talks, but **only Text** to send!

You use **your** Data (DB...) to provide better & customized Services & optionally collect secure Data

Many Competitors collect your Data!!!

2D-Video Solutions:  
2-10s to create a Video and send back (Traffic) & >€6 per Hour (e.g. HeyGen)

Typically 100% of Talks via Third-Party-AI-Providers

**Save 90% of Third Party AI Costs!**

Locally (instant):

- Animations
- Speech-2-Text
- Translations
- Text-2-Speech
- Lip-Sync
- ~90% of Talks

Free, instant & safe Answers

~90% of Talks **locally**

Competitor User

Your User

# MARKETING

- **20% Referrer Fee:** Bring us a B2B Chatbot Client and get €/\$ 10.000 (e.g. for Multipliers on Clutch.co)
- **Video Generator:** “Made by Avataris”-Watermark = Free Video
- **Reinvest Profit:** Reinvest Income in User Acquisition: Double Clients
- **Growth-Hacks:**
  - Social Media Sharings for most Solutions with one Click
    - Offering Media, Press & Influencers free Avatars (with Watermark/Note)
    - Provocative News

## World News

Issue nr. 17, September

Weekly News

### EX-LOVER NOW VR MATE?!

*“2D Pic to 3D Avatar”*

*Not a problem from a legal perspective but what about moral issues? In a new game based on Avataris' most realistic digital humans, players can use a 2D photo to recreate their ex-lover, neighbour or famous stars to seduce them virtually. Since there are erotic interactions possible in this new and trendy app, the social question arises:*

*“How far can you go when you visualize your dreams?” Most people would agree: Thoughts and dreams are free. But where's the line when virtual reality now allows an increasingly realistic realization of the most intimate wishes?*

*Not surprisingly, many virtual partners look like well-known stars...*



# GROWTH: REFERRER FEE

Income per Chatbot: + \$ 50k

Setup & Development: - \$ 10k

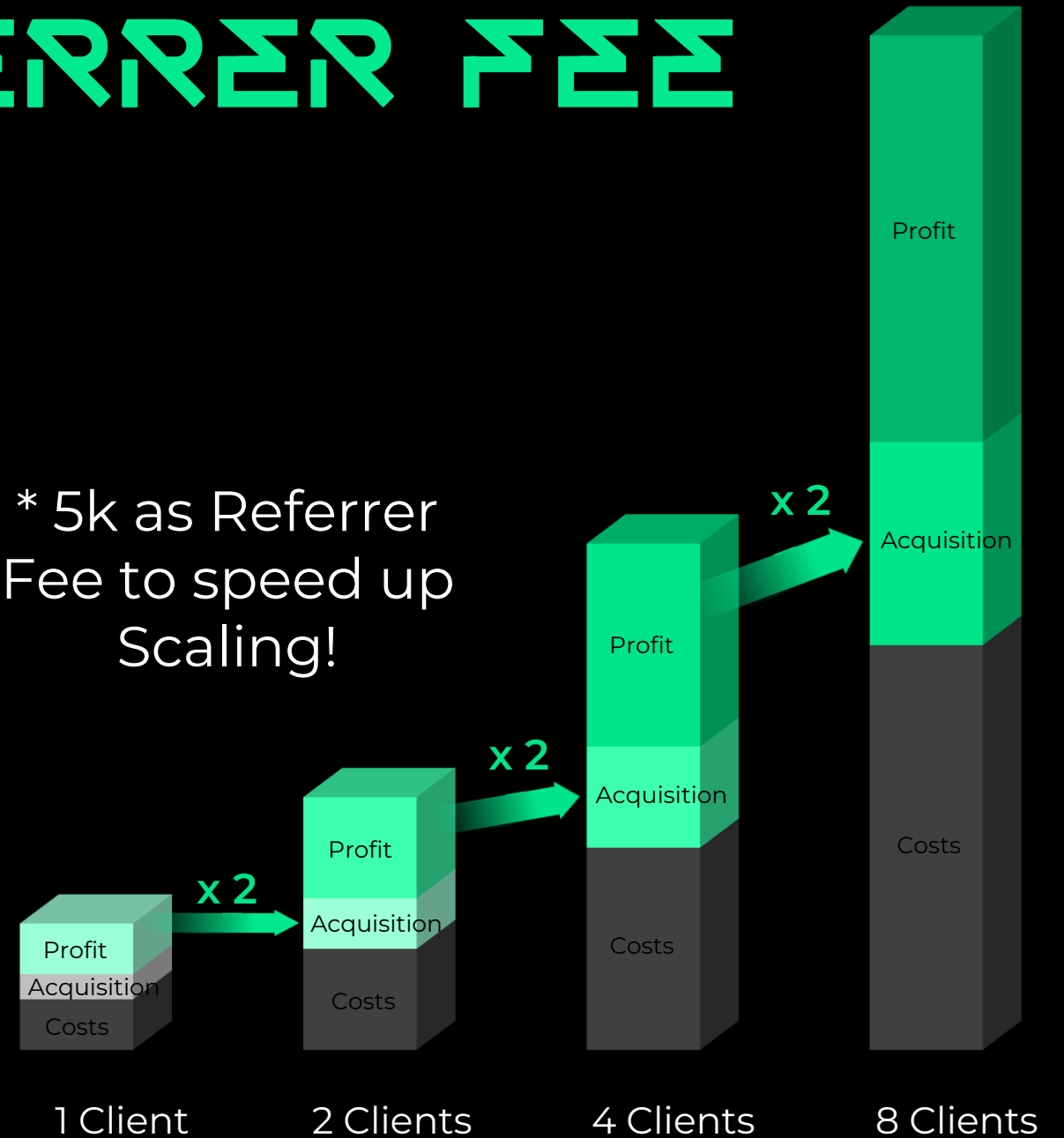
Acquisition Costs\*: - \$ 5-10k

---

Profit: = \$ 30k


**Reinvest Profit  
into Acquisition: = Clients x 2**


\* 5k as Referrer  
Fee to speed up  
Scaling!






# GO-TO-MARKET STRATEGY

- 
- **Chatbots (finished):** low Costs, high Margin, weak Competition, Chat-GPT-Hype!
  - Strategy: Own Chatbot as PoC & Showcase and to automatize Sales, FAQs & Demo!
  - Fokus: (1) Marketing Agencies as Multiplier, (2) big Brands (Reference), (3) Influencers

- 
- **Video-Maker:** Free Marketing („Made by Avataris“ in Videos), 100% scalable, no Costs
  - Strategy: Own Videos done in 5 Minutes as PoC & to promote our YouTube Channel
  - Fokus: (1) Sales Companies on LinkedIn, (2) Social Media Influencer, (3) YouTuber

- 
- **News Show & Virtual Influencers:** Profit Sharing, Joint-Ventures with Influencers
  - Strategy: Stunning B2C-Experiences with Digital Twins of Stars, Influencers & Talents
  - Fokus: (1) Ivan Gulas' Hollywood Contacts, (2) CAA, Music Labels, Talent Agencies

# SCALING

## 1. Fixed-Price for Chatbots: Get Cash to scale Company

We create and sell chatbots for a fixed price of 50k-500k each to scale our team & improve our tools.

## 2. Sales Partners get Profit Sharing: Minimize Efforts for us

Sales partner do our work for a profit sharing. We focus on automatizations & feedback integrations.

## 3. Platform: Clients do the Work, Costs per Bot-Interaction

Clients create their own solutions on our platform. Subscription fee & costs for each bot-interaction.

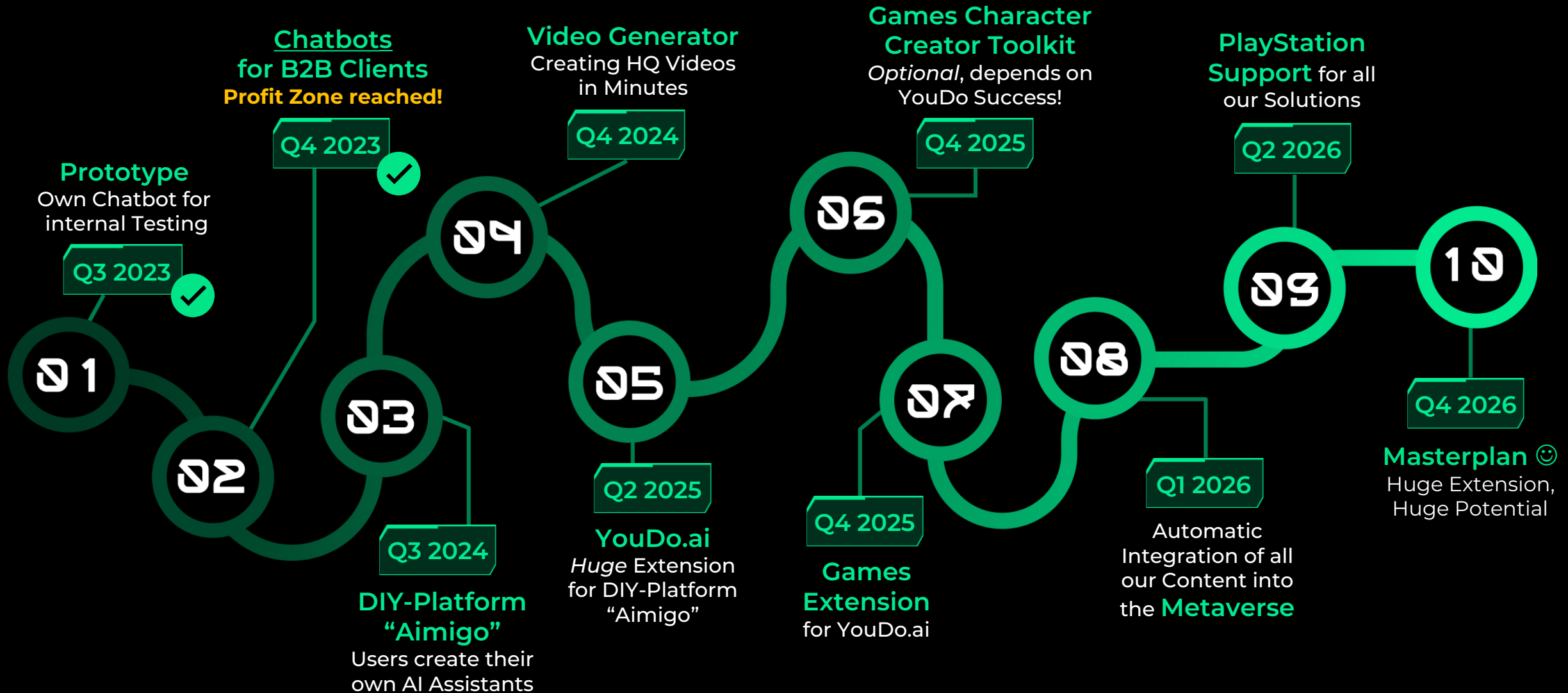
## 4. Third-Party-Store: Other Companies create new Content

Once big enough: Other companies extend our platform content so we can grow faster without costs & risks.

## 5. AI-Super-Power: Clients tell AI their Needs & it creates it

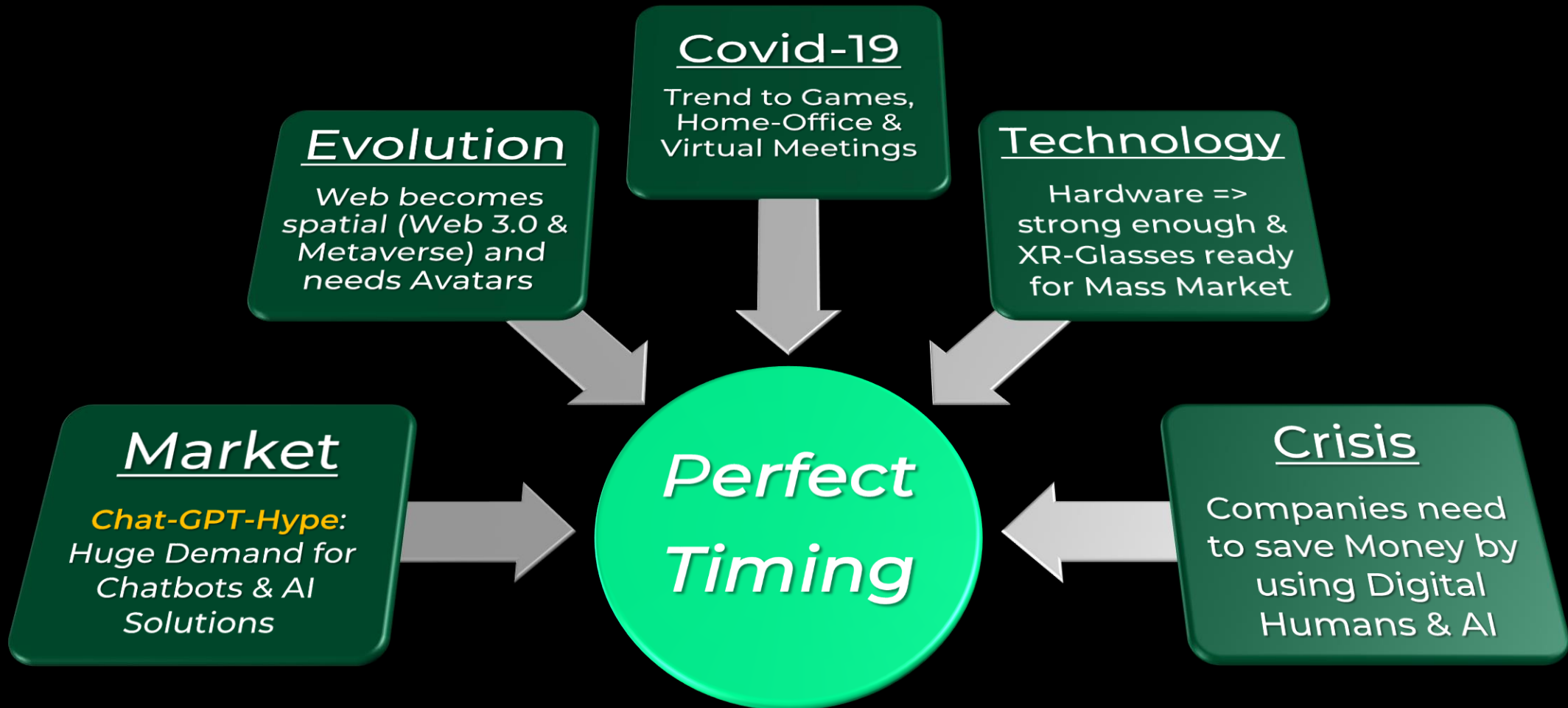
AI understands how to use all functions and can create and adjust the client solution live & ongoing.

# ROADMAP





# WHY NOW?



# FORECAST

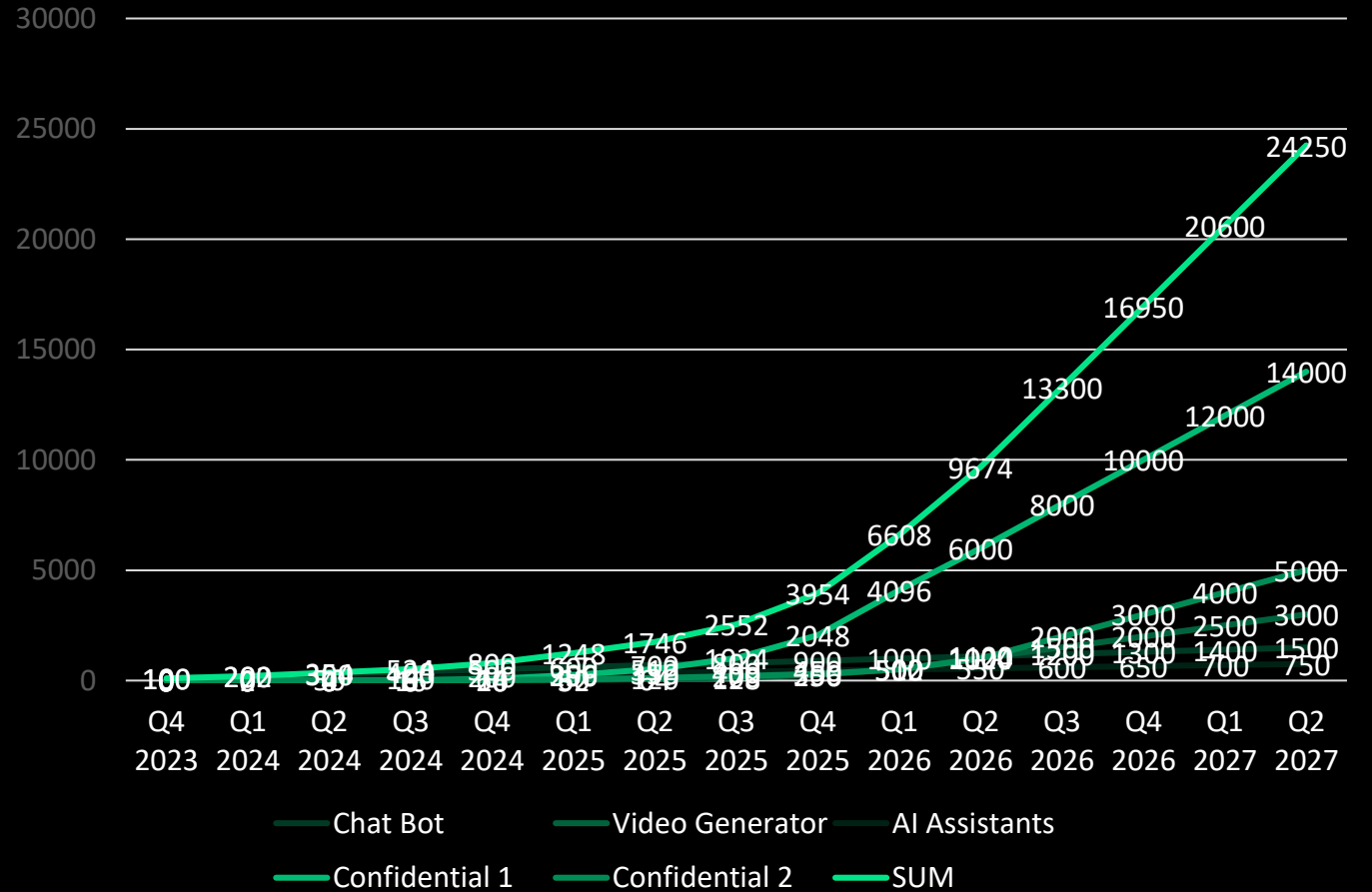
## FINANCIAL POTENTIAL:

- Forecast is very pessimistic and rough
- Why? -> Market is almost endless, because most Companies will use AI to replace Humans
- Huge Margin because of low Competition & making Avatars & AI yourself costs much more
- Scalability with Aimigo: Do-it-Yourself-Platform

**COSTS per MONTH:** \$30k (now) to 100k (2025+)

**300k+ Income in first Months (>50% Margin)**

## Cautious Forecast 2023 - 2027



In Thousands USD	Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025	Q3 2025	Q4 2025	Q1 2026	Q2 2026	Q3 2026	Q4 2026	Q1 2027	Q2 2027
Chatbots & NPCs	100	200	300	400	500	600	700	800	900	1000	1.100	1.200	1.300	1.400	1.500
Video Generator	0	2	4	8	16	32	64	128	256	512	1.024	1.500	2.000	2.500	3.000
AI Assistants & SE	0	0	50	100	200	300	350	400	450	500	550	600	650	700	750
Confidential 1	0	0	0	16	64	256	512	1.024	2.048	4.096	6.000	8.000	10.000	12.000	14.000
Confidential 2	0	0	0	0	20	60	120	200	300	500	1.000	2.000	3.000	4.000	5.000
<b>SUM</b>	100	202	354	524	800	1.248	1.746	2.552	3.955	6.608	9.674	13.300	16.950	20.600	24.250

# B2B TRACTION SINCE START IN 2024

**3000-7000**  
Applicants  
*per Month!*

**Profit**  
Sharing  
Clients

**Potential**  
**Profit** from  
first Traction:  
**€3,26 M**

**9 Big Companies: AI in Procurement Process (SAP)**

- ~€300k Deal closed
- 8 more Companies with similar Needs, expected €1.5 M Profit for all of them (with ~€450k closed)
- More than 30% of Procurement Leads show very serious Interest & Progress

**~50% Profit**  
since 2024  
**(Release)**

**11 Billion Dollar Companies in the Pipeline**

- Big Companies are especially interested: ~1/3 of all Leads are Billion \$ Companies
- Strong USPs: White Label & On Premise, perfect Scalability with 95% reduced AI Third-Party-Cost
- **Repeat Clients**

**>20% Engagement Rate**

- CEO attended only 4 regional Events with 12 to 200 Participants each since October, yielding 30 new Leads with serious Interest in under 2 Months
- **Huge B2B-Interest!**

**Licenses & Profit Share**

- 22 out of >40 Leads: Global Companies with potential (yearly) **License Cost per Subsidiary**
- 4 Potential Joint Ventures with **>50% Profit Sharing**, e.g. AI in SAP-Systems, or AI-Host in News

**>40 Leads**

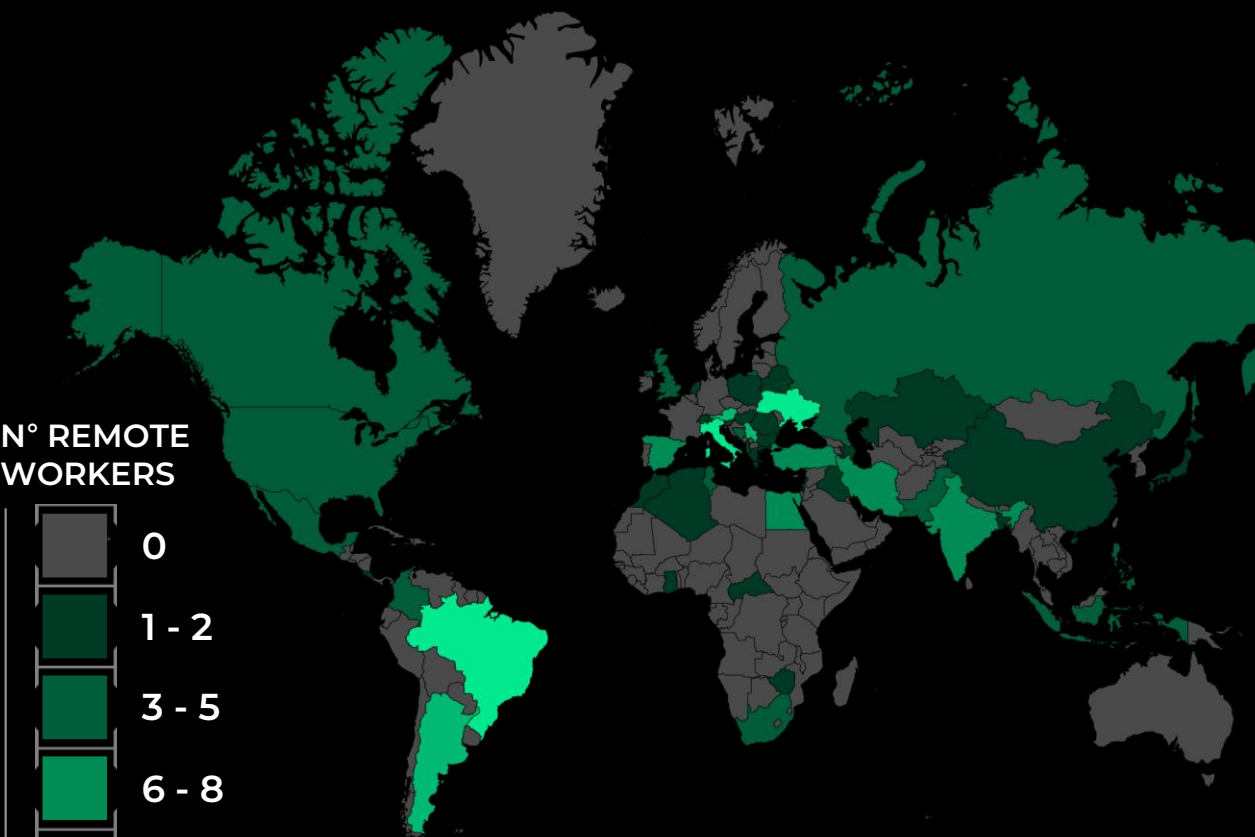
- Talks & Negotiations with 40+ Companies in different Areas: Telecom, Shopping, Onboarding, Hiring, Procurement, Legal, Sales, Client Support, AI Assistants, Media, Coaching, Education
- **Up to €3,26 M Profit**

Check out our [references!](#)

**~ 10.000 Organic Followers on LinkedIn** – Follow us too!



# CORE TEAM & ADVISORS



Since 2020, more than 300 people worldwide have worked on our revolutionary technology. We work exclusively with the best specialists worldwide, each working remotely from their home country.

Michael M. Schögg



CEO

XR, AI, SaaS & Games  
CEO & Founder of 5  
successful Tech Startups,  
Top 1% of VR Apps 2018  
18+ Years Software & Games  
10+ Years XR & Metaverse

Yelyzaveta Melnyk



CTO

XR & AI Specialist  
Pioneer in VR Education,  
VR Architecture  
& passionate Bug-Fixer  
6+ Years VR Development  
9+ Years Unity Development

Milica Bekvalac



CPO & CHRO

Project Manager  
Great Talent in  
Recruiting, Human  
Resources & Project  
Management  
12+ Years Pedagogy & HR

Thomas Steger



CO-FOUNDER

Co-Founder & BA  
CFO of Companies with  
3-Digit Million € in Sales,  
Univ. Lecturer Finance,  
Interim Manager / CFO  
27+ Years CFO Positions

Stephan Tomat



CSO

CEO/MD/GM/COO  
Omega Pharma, Katjes,  
British American  
Tobacco, S.U.P AG,  
Nordmilch, Nestle S.A.  
26+ Years Leading Positions

Hans Bodingbauer

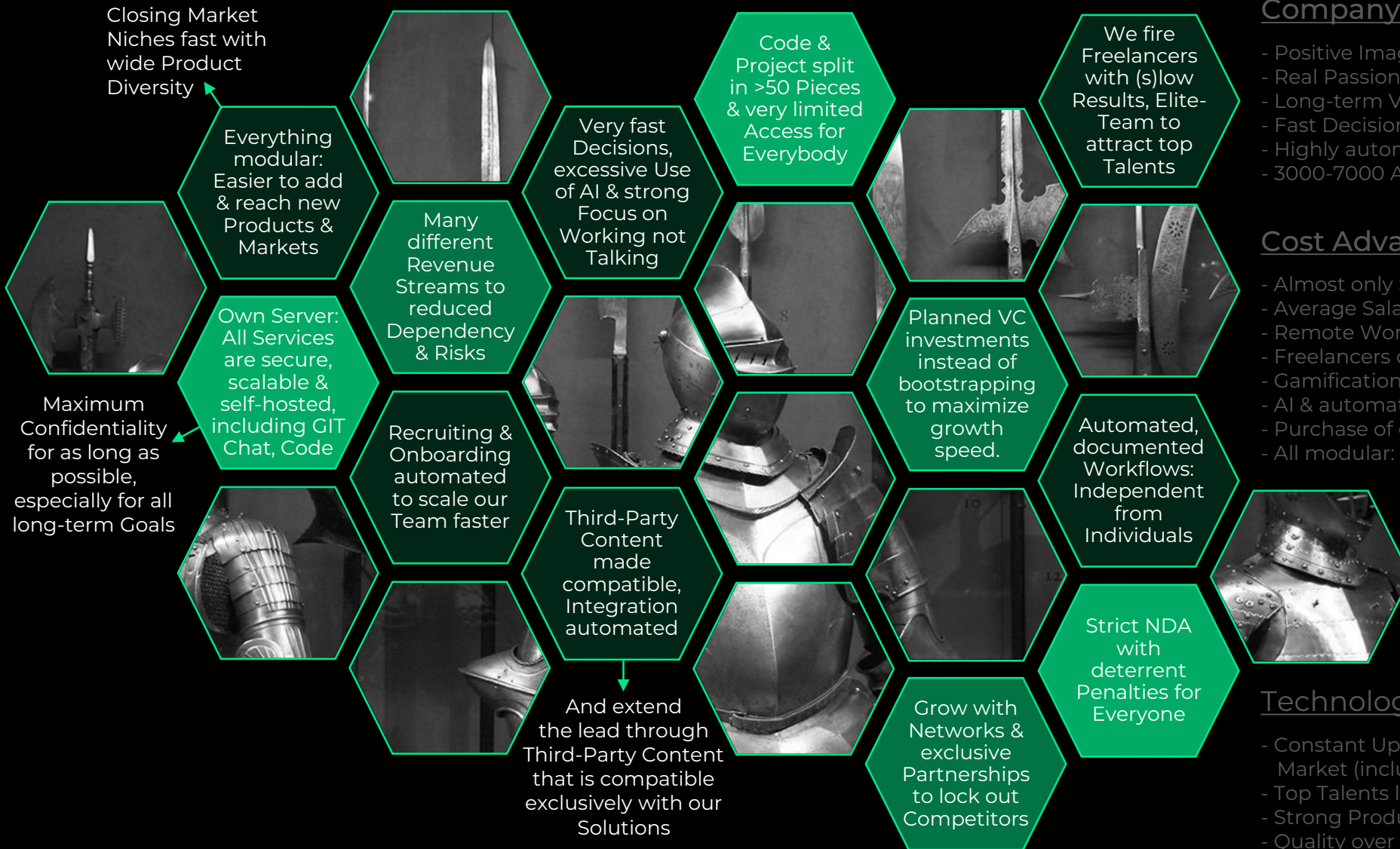


ADVISOR

Executive Coach  
Serial Entrepreneur, BA,  
Lector, Expert M&S & SD,  
Executive Coaching  
18+ Year Executive Coaching  
38+ Years Leading Positions

# DEFENSIBILITY

All Decisions focus on (1) Scalability, (2) Speed, (3) Profit, & (4) Defensibility, since Competition is the biggest Threat!



## Company Advantages:

- Positive Image as first Mover with Quality- & Tech-Focus
- Real Passion in our Team (small Startup with big Goals)
- Long-term Vision & Planning, strategic Thinking & Ideas
- Fast Decision-Making Process (many Cooks spoil the Broth)
- Highly automated Recruiting Process reliable Test Tasks
- 3000-7000 Applicants per Month, since our Topic is exciting

## Cost Advantages (Guarantor of Success):

- Almost only Salary Costs for Product Development (>90%)
- Average Salaries below \$6/h (international Freelancers)
- Remote Work attracts Applicants more than Salary
- Freelancers only -> quick Dismissal possible -> Elite-Team
- Gamification System for Employees to motivate them
- AI & automate everything that can be automated (Focus)
- Purchase of good external Developments or Content
- All modular: Reuse same Technologies for most Products

## Technology & Quality Advantages:

- Constant Updates with the latest, best Solutions on the Market (including hidden, new Technologies & Prototypes)
- Top Talents love to work on the latest Technologies
- Strong Product Focus & rewarding Innovation & Risk-Taking
- Quality over all, we will never accept not being in the top 1%

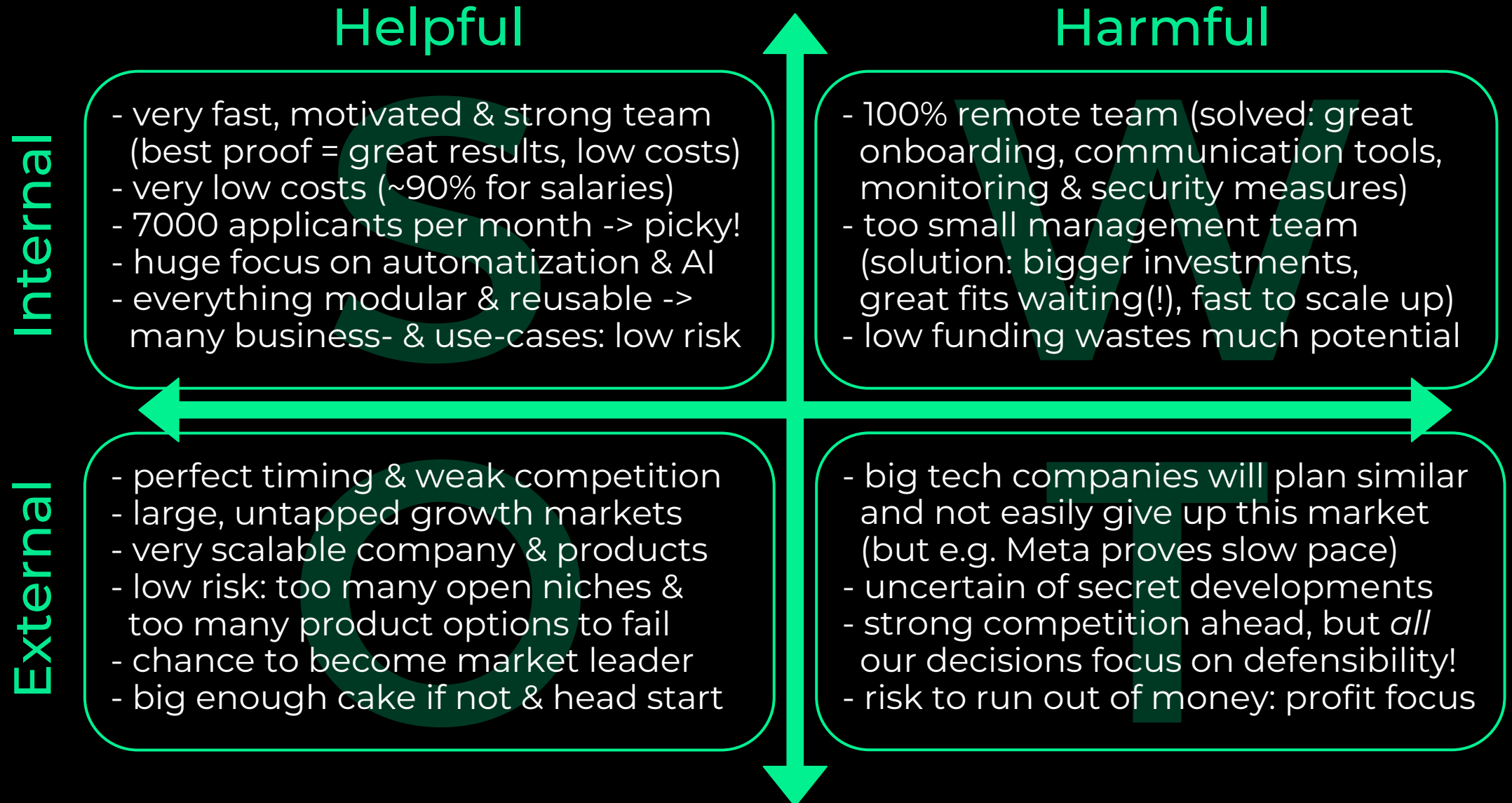
# SWOT ANALYSIS

S = Strengths

W = Weaknesses

O = Opportunities

T = Threats





# SUMMARY: HUGE VALUE & PAIN SOLVER

## Huge Value / Strong Problem Solver:

- Games: Much lower Costs & higher Quality
- Chatbots: Much lower Costs (AI instead of Humans), higher Customer Acceptance, Satisfaction, Return, Usage & Efficiency
- Metaverse: One Avatar for all Experiences, new Contents and Industries become possible (e.g. Erotic: Soft Body), Recurrence Rate rises (Identification with MY Avatar), new Business-Models (e.g. NFTs, Clothing...)

**HUGE  
VALUE**  
MUCH LOWER  
COSTS!

**HUGE  
SCALABLE  
MARKET**

**LITTLE  
& WEAK  
COMPETITION**

**HUGE  
MARGIN  
(>50%)**

LET'S TALK  
**NOW!**

...NOT tomorrow!

[invest@avataris.io](mailto:invest@avataris.io)

# SUMMARY: HUGE MARKET

## Huge Markets:

- Avatars in Chatbots: \$4Bn to \$50Bn
- Avatars in Metaverse: \$390M to \$39Bn
- Avatar Technology in Games: \$500M to \$4Bn

## Scalable:

- Little Competition (*now!*): faster Growth
- Reinvest Margin in Sales: Exponential Growth
- Automatization, Platform & Sales Partners
- Scalable Income with Profit-Sharing or Result-based-Payment (instead Fixed Price)

**HUGE  
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**HUGE  
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COMPETITION**

**HUGE  
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(>50%)**

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# SUMMARY: LOW COMPETITION

## Little & Weak Competition:

- Nobody with User-made realistic Avatars
- Nobody with fully-functional Avatars that can be used for all typical Games (e.g. Shooter, Social XR, etc.) and Use-Cases
- Nobody with full AI-Support for all Needs for interactive 3D-Environments and not only flat Screens (Soul Machine) or Videos
- Nobody close to our Low-Price-Low-Efforts
- Nobody **NOW**... so we must be quick!

**HUGE  
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MUCH LOWER  
COSTS!

**HUGE  
SCALABLE  
MARKET**

**LITTLE  
& WEAK  
COMPETITION**

**HUGE  
MARGIN  
(>50%)**

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# SUMMARY: HUGE MARGIN

## High Income:

Free to define Prices, because:

- (1) No Competition with same Quality
- (2) Huge virgin Market -> Cherry-Picking

## Low Costs:

- Reselling same Technology (modular)
- Ongoing Automatization
- Strong AI-Usage (Early Adopter)
- Work from Partners or Selfmade-Platform
- Very low Team Costs (<\$6/h in total)

**HUGE  
VALUE**  
MUCH LOWER  
COSTS!

**HUGE  
SCALABLE  
MARKET**

**LITTLE  
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COMPETITION**

**HUGE  
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