

Welcome.

Spatial
CINEMATICS

Spatial Cinematics, Inc

A Spatial Computing Company

1.0

Overview.

- Augmented and virtual reality (AKA "immersive") technologies allow for a step change improvement in the learning process.
- 3 months ago, we launched an immersive learning platform and rapidly scaled it from 0 to 84K ARR, including key deals in the Fortune 100. We expect to pass 1M ARR next year.
- Immersive tech allows us to track the movement of a user's eyes, hands, body position, and much more. This data is a window into the mind and enables a much more interactive, personalized learning experience than traditional methods.
- As we scale our platform and collect increasing volumes of user data, we are using this data to create a new type of AI assistant for learning. We will ultimately leverage this technology to consolidate all of human learning into a single winner-take-all market.

Industry Examples.



Walmart Uses 17,000 headsets – At the world's largest corporate employer, every single new employee starts their journey with a day of virtual reality training. This saves Walmart time and money while also better preparing new team members for real world challenges.



NFL Quarterbacks Train Daily in VR – In one of the world's most competitive sports leagues, the majority of top quarterbacks have recognized the unique benefits of immersive preparation.

A teacher for every student.

- Imagine if a virtual learning assistant was present for every lesson you ever learned – seeing what you see, hearing what you hear, learning how you learn.
- These assistants, fed by user data, will allow for a learning experience which is dramatically more personalized and efficient than traditional methods. This is only possible with virtual reality.
- In that data-driven world, the dynamics driving the market are no longer tied primarily to the content publishers but instead to the platform technology provider. Top down enterprise sales will give way to a bottom up consumer growth model while fragmented training verticals will consolidate into a single addressable market.

Market Potential.

**The corporate training market is
valued at...**

365 Billion
Annually

In a data-driven, winner-takes-all paradigm, this whole market is addressable by a single company.

Our Strategic Pyramid.

DATA - To build
an AI assistant
for learning

LICENSING - Built on insights from
client work; allows us to operate at
higher margins while retaining
ownership of data and IP

CLIENT SERVICES - Generates baseline revenue
and key learnings for the company

Client Services.

SERVICES ALLOWS US TO:

- Pay the bills (all salaries paid + 50k profit in 2019)
- Experiment
- Build a team of world class engineers

WORKED WITH COMPANIES LIKE...

7.0



Licensing.

Our process is simple: Identify a customer -> build a white labeled solution -> license the solution back to the customer on a long-term recurring basis -> repeat the process (using an improved technology base to improve margins each time)

8.0

Currently:	Next Year:
84k ARR Across 6 clients	1M ARR Across 25 clients



ART FOR THE
PEOPLE



BD

The Spatial Team.



Justin Harvey, Co-Founder and CEO

- Dartmouth graduate (philosophy/computer science)
- Extremely versatile (experienced in wilderness survival, mandarin chinese, software engineering, music composition, etc.)
- Scrappy and profit oriented
- Prepared to lead the company for several decades



Product Team

- Amazing balance of skills and perspectives
- Everyone has founder/co-founder experience
- Everyone holds significant equity
- Average age is 24.8 years; we are unrivaled in our peer group

Seed Investment.

We are raising \$1M in capital at a
\$6M pre-money valuation.

We will use this to quickly scale our
licensing business to \$1 million ARR and
take a major step towards being the #1
company in our industry.

Contact: Justin@SpatialCinematics.com