

taking the 2D world from **flat** to **volume**
from **fake** to **reality**
from **absent** to **present**
from **boring** to **engaging**

Journey



Inspiration &
previous IP



family media
Edward H
OBrien



Star Wars
1977



Matrix
2001



captain of
Aus 98-02



100,000
person event, internet retail event
sponsored by
PM Howard



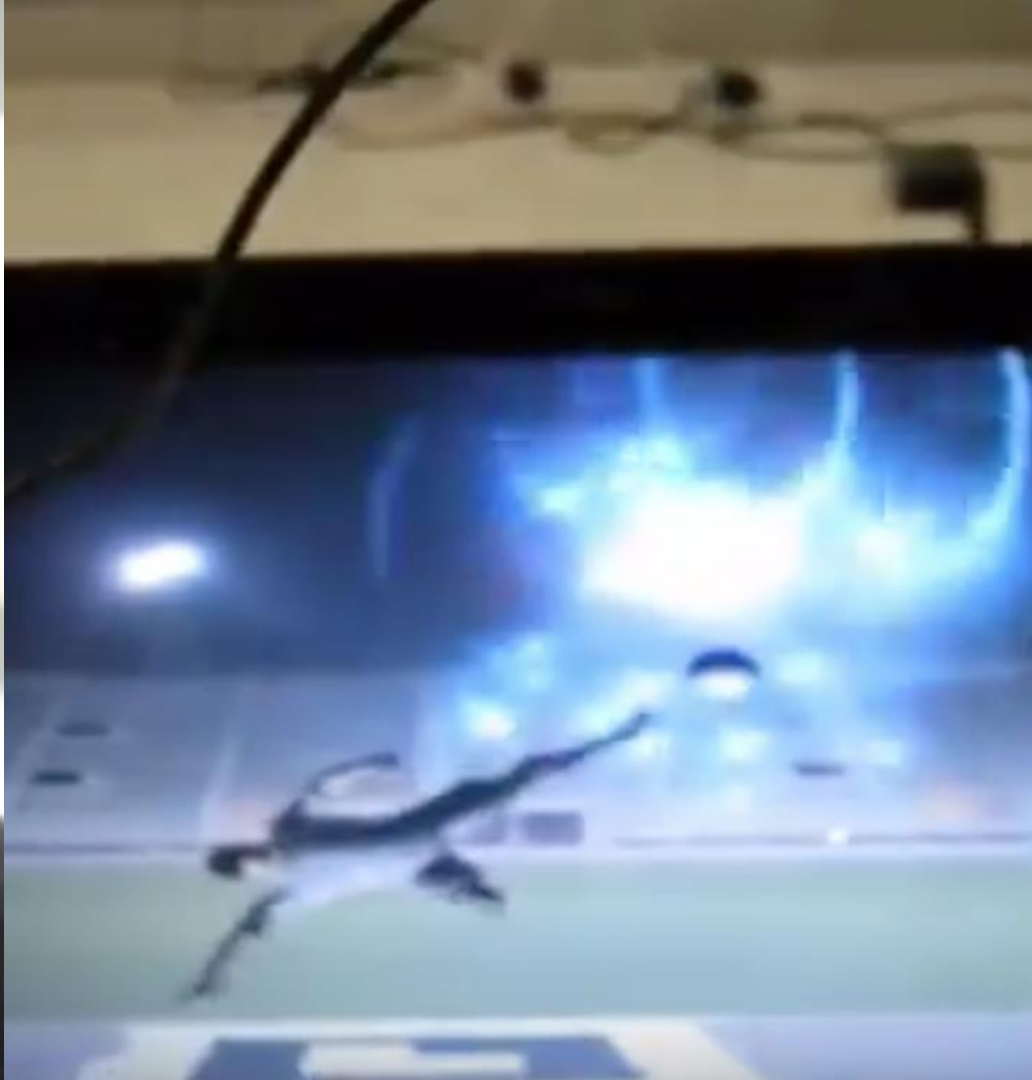
2nd largest
in world

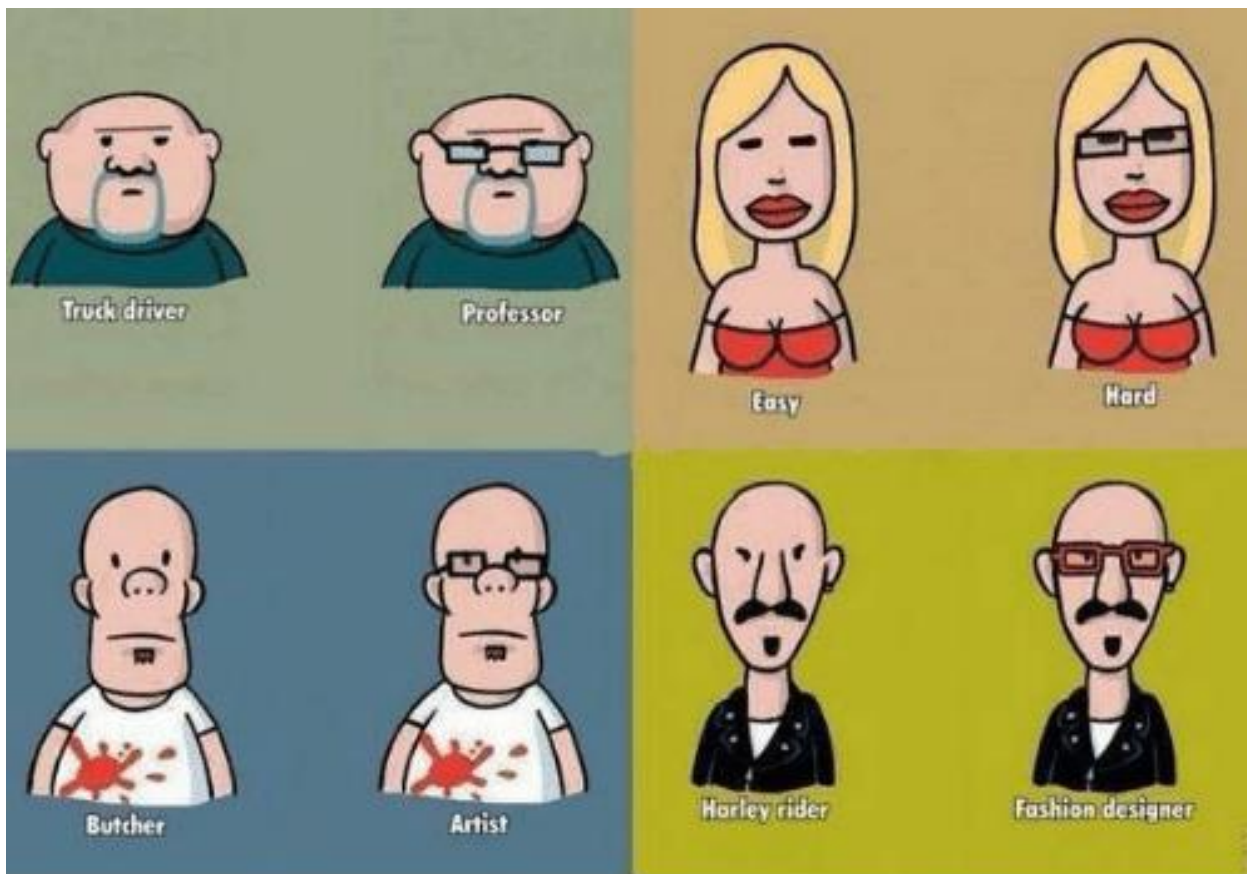


100+ AR VR
apps + AR
eyewear build



PalV

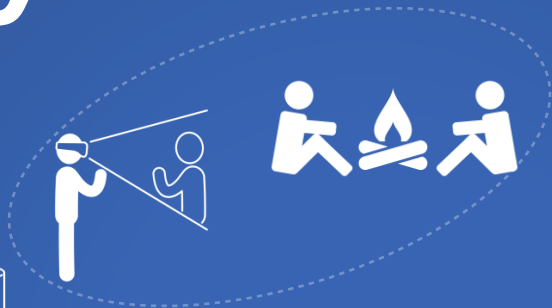




Glasses make all the difference:

Eye to eye

Always available, sometimes
on 3-5 years away most
common "screen"



Reach into our pockets
150x a day. Most common
screen 2012-2020



As we scale story, media moved away from neuropsychological connection
Moving from TV, media became smaller, more personalised and closer to the eye

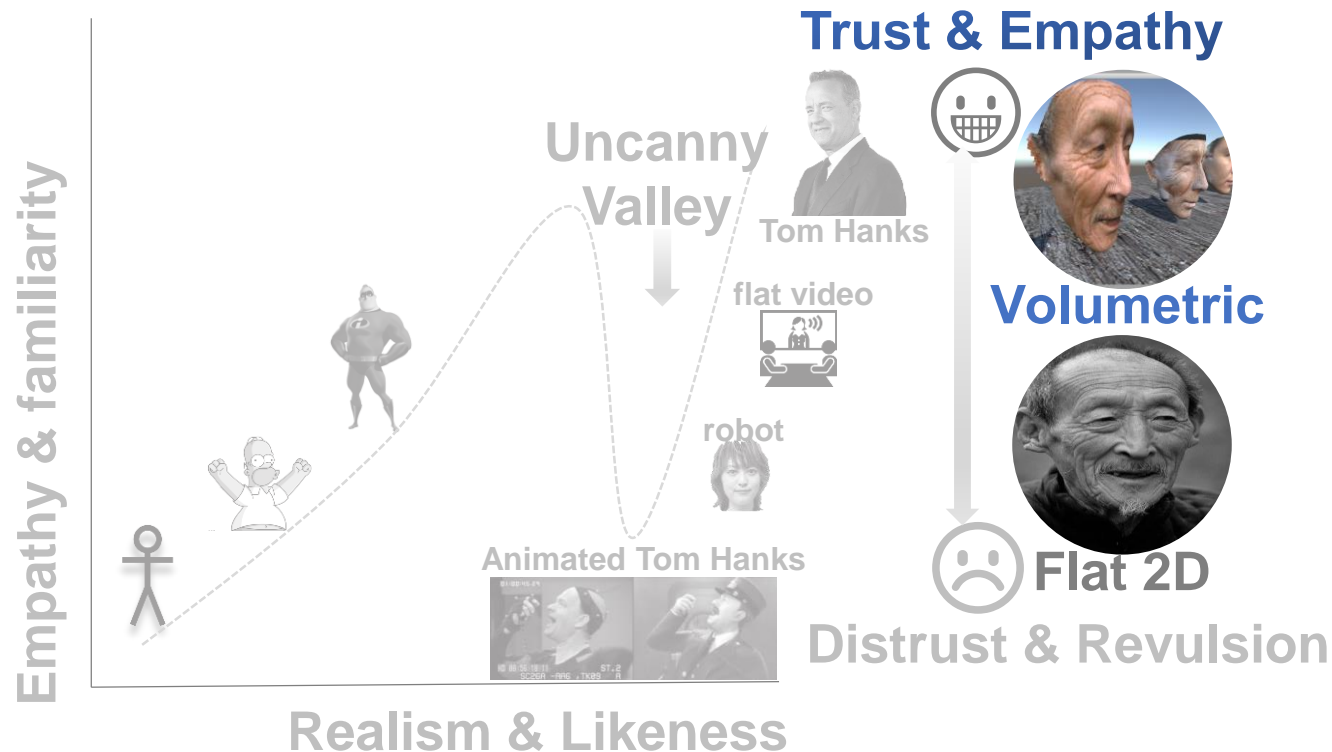
4 2

1972

2018



Plausibility

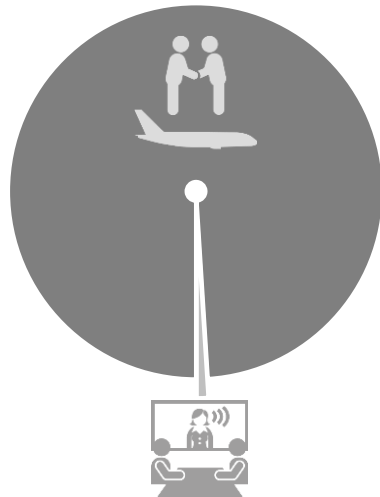


Depth preference
Spatial Processing
Whites of the eye - oxytocin



Corporate Mobility

2018
USD\$1Trillion



FINANCIAL

Forbes

NOV 20, 2017 @ 08:47 AM 7,032

The Little Black Book of Billionaire Secrets

The Trillion Dollar 3D Telepresence Gold Mine



Charlie Fink, CONTRIBUTOR

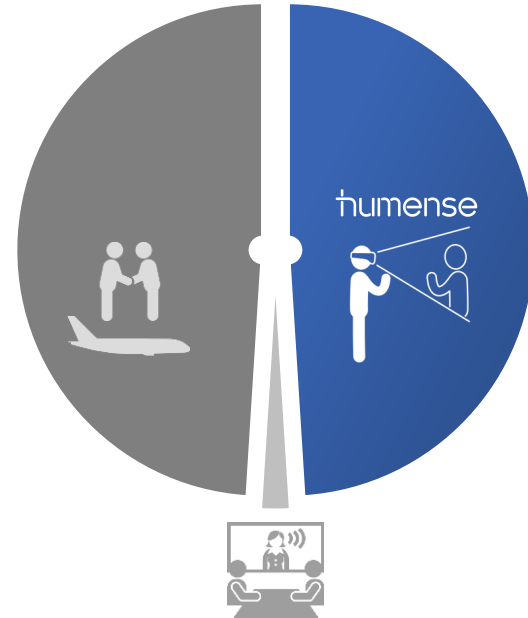
I'm a former tech executive covering VR, AR and new media for Forbes.
FULL BIO

Opinions expressed by Forbes Contributors are their own.

We decided to find out if what Microsoft says is true: remote volumetric telepresence and collaboration can and will be done, sooner than people think and—despite obvious technical hurdles—it will be the killer app of Augmented and Virtual Reality.



2030
USD\$2Trillion





2056?



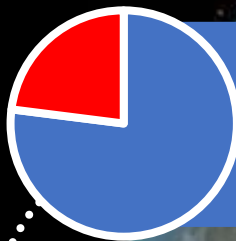


MSFT – “Holographic Telepresence is the killer app for AR VR”

Sydney HQ - STRICTLY CONFIDENTIAL - ALL RIGHTS RESERVED - © Humense Pty Ltd 2018

A high-resolution image of Earth from space, showing the Americas and the Atlantic Ocean. The Earth is partially illuminated, with the sun coming from the upper left, creating a bright horizon and casting the rest of the planet into shadow. The text "Collapsing Time & Space" is overlaid in white, bold, sans-serif font in the center of the image.

Collapsing Time & Space



77% of AR VR users
want it to be more
social

Space X = 60min's
Humense = 60millisec's

Problem Presence



"I simply don't get the logic' of spending £40Billion [on the HS2 rail project] when by 2033 it will be possible to talk to a 'perfect hologram of a person half way around the world sitting on a chair in front of us"

2013 UK Parliament – Lord Mitchell

Big picture Presence



What we do



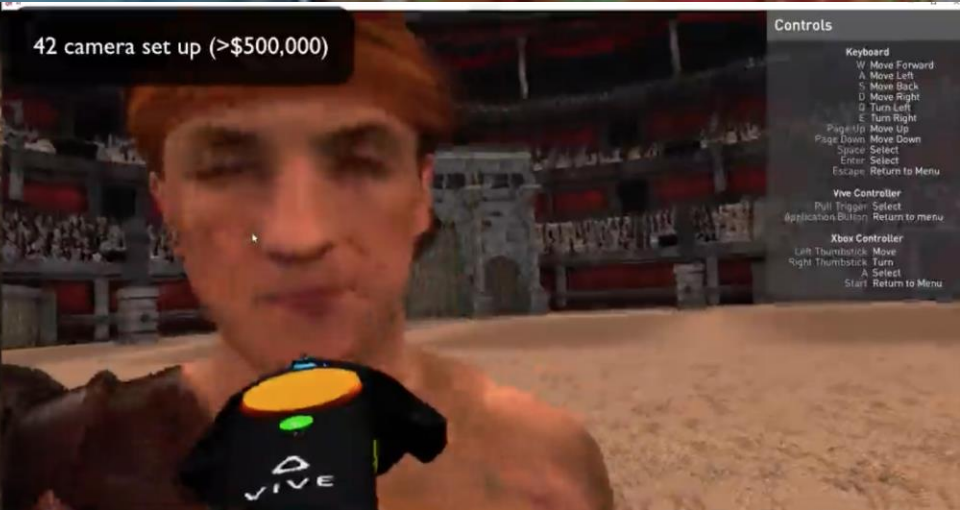
- Focus on quality - resolution, frame rate, 3D shape and ability to stream
- Focus on scale - device, game engine and reality agnostic
- 3D extraction, signal processing, computer vision and machine learning
- Marketplace, plugins, making it easy to access and trade

11.3 ms (89 fps)





Humense



2 camera set up (<\$1000)

42 camera set up (>\$500,000)

Controls

Keyboard

W Move Forward
A Move Left
S Move Back
D Move Right
Q Turn Left
E Turn Right
PageUp Move Up
PageDown Move Down
Space Select
Enter Select
Escape Return to Menu

Vive Controller

Push Trigger Select
Application Button Return to menu

Xbox Controller

Left Thumbstick Move
Right Thumbstick Turn
A Select
Start Return to Menu

Team: A players



Scott OBrien
CEO & Founder

100+ AR VR apps
\$6M+ of sales in
AR/VR since 2010
Major global
projects
20+ world firsts
3M+ downloads
Deep experience
in high security
high value
IT/media project
delivery schedules
Community builder
Multi-award winner



Parisa Rashidi
Systems Engineer

Ex-Fintech SW
Systems engineer
HW/SW
integration
Quality assurance
Product analysis
Rig engineer



Priya Sharma
Software Engineer

Embedded C/C++,
HW/ SW
integration. HW
design of Rig.
Capture system.
Image data
processing SW
(live & offline
streaming) -
Python, C++,
Project
management



Dr Asim Baig
**Signal Processing
Engineer**

10+ years
experience Data
Science/Machine
Learning
Unstructured data
(images, videos,
audio) structured
data (time-
stamped serial)



Dr Chen Si
R&D Engineer

PhD from UTS
researching
computer vision,
deep learning,
human computer
interfaces.
Responsible for
the R&D roadmap
and developing
graphic pipelines

**C-suite
Future
Staff**

Early stages CTO
and R&D Director
interviewing
C-Suite interviews
currently taking place
for CFO and COO
In addition we have
shortlisted a range of
world class
engineering and
mathematic talent
GeneralStandards.co
for legal and
StandardLedger.co
for Accounting

**Investors
Advisors**

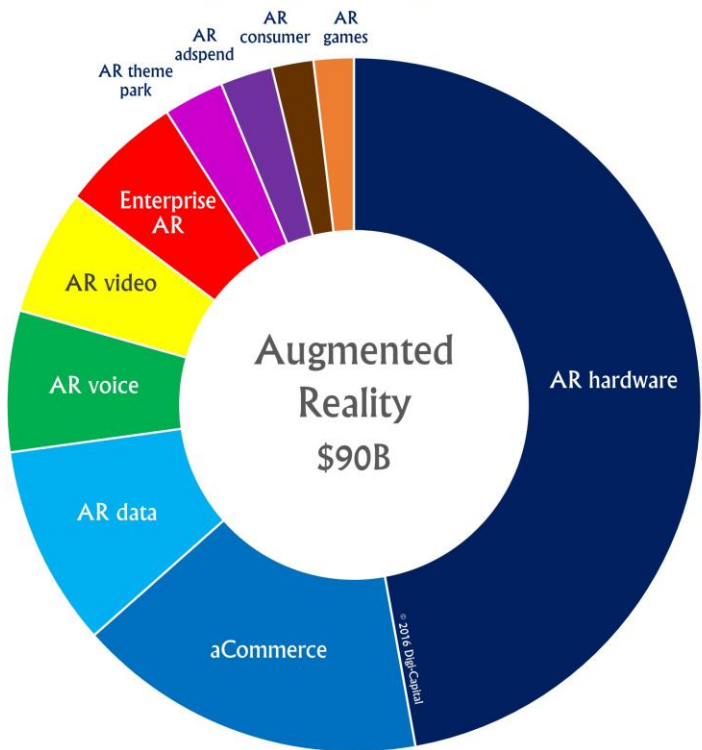
Humense is
fortunate to have as
advisors
the designer of
Apple II, one of the
first people to
stream video on
mobile, exCEO of
Star TV under
Rupert Murdoch, ex
Global head of
media and
entertainment IBM,
investors with
relevant exits and
others to be added
post funding

Market Size



ARVR \$ £ € ¥

Digi-Capital™ Augmented/Virtual Reality Revenue Share 2020F



Humense
hypothesis
by 2030

Holographic
telepresence

\$1T

Refer to slide 1
Forbes

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Market Size



AR VR



- “will be the next generation computing platform”
- “will be bigger than PC, TV industries”
- “will be just as transformative as [the mobile phone]”
- “by 2025 VR market will be USD\$80B”
- “we expect economies of scale”
- “from consumer and enterprise perspective”

The Real Deal with Virtual and Augmented Reality: Goldman Sachs' Heather Bellini

1,810 views

LIKE DISLIKE SHARE ...



Goldman Sachs
Published on Feb 16, 2017

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Market Size Creators

June
2018
#’s

2B
Smartphone
spectators

900M
smartphones by end
of 2018 AR/VR 6DoF
(swivel and
movement) capable

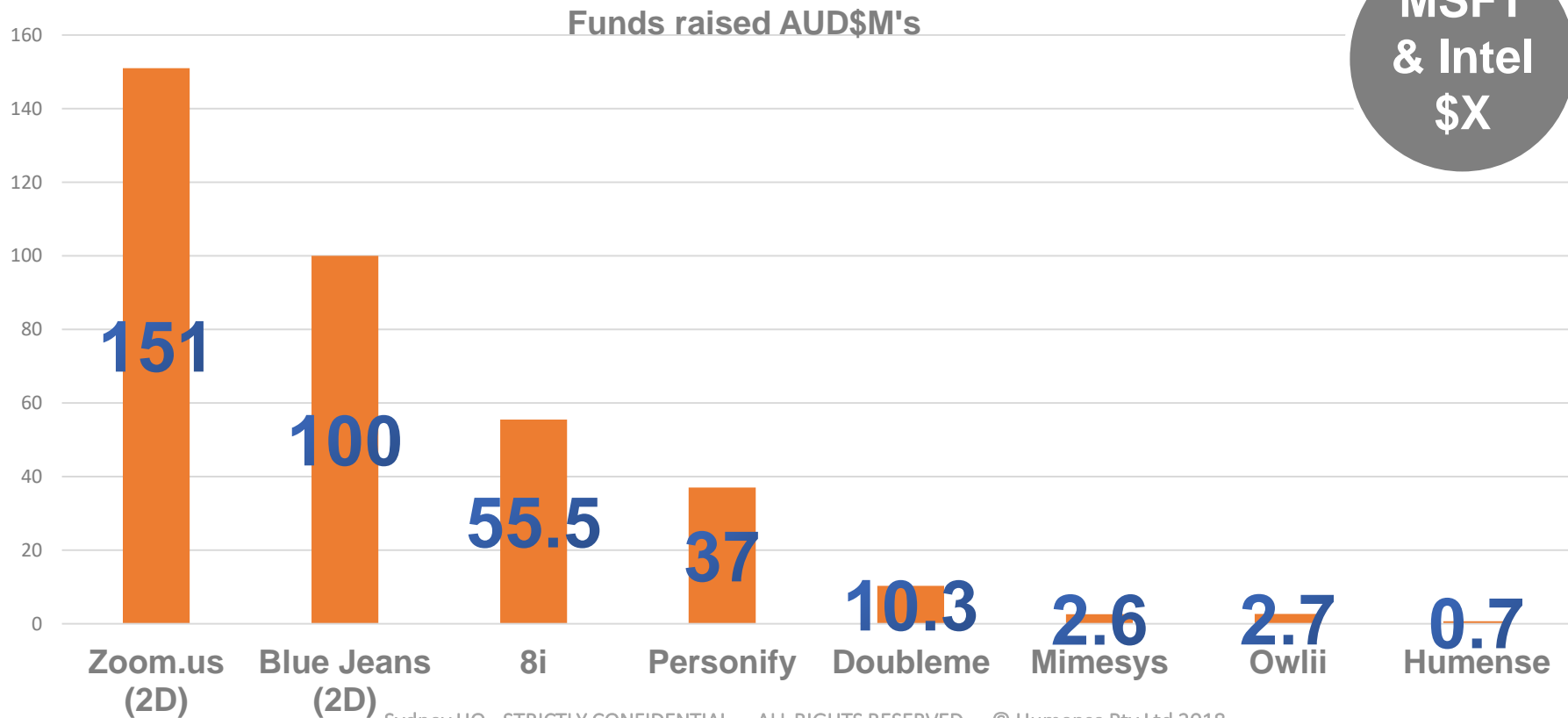
10M+
Video pros &
Photographers

3M+
VR devs

1M+
VR
headsets
*sharing
x20

80%
CAGR

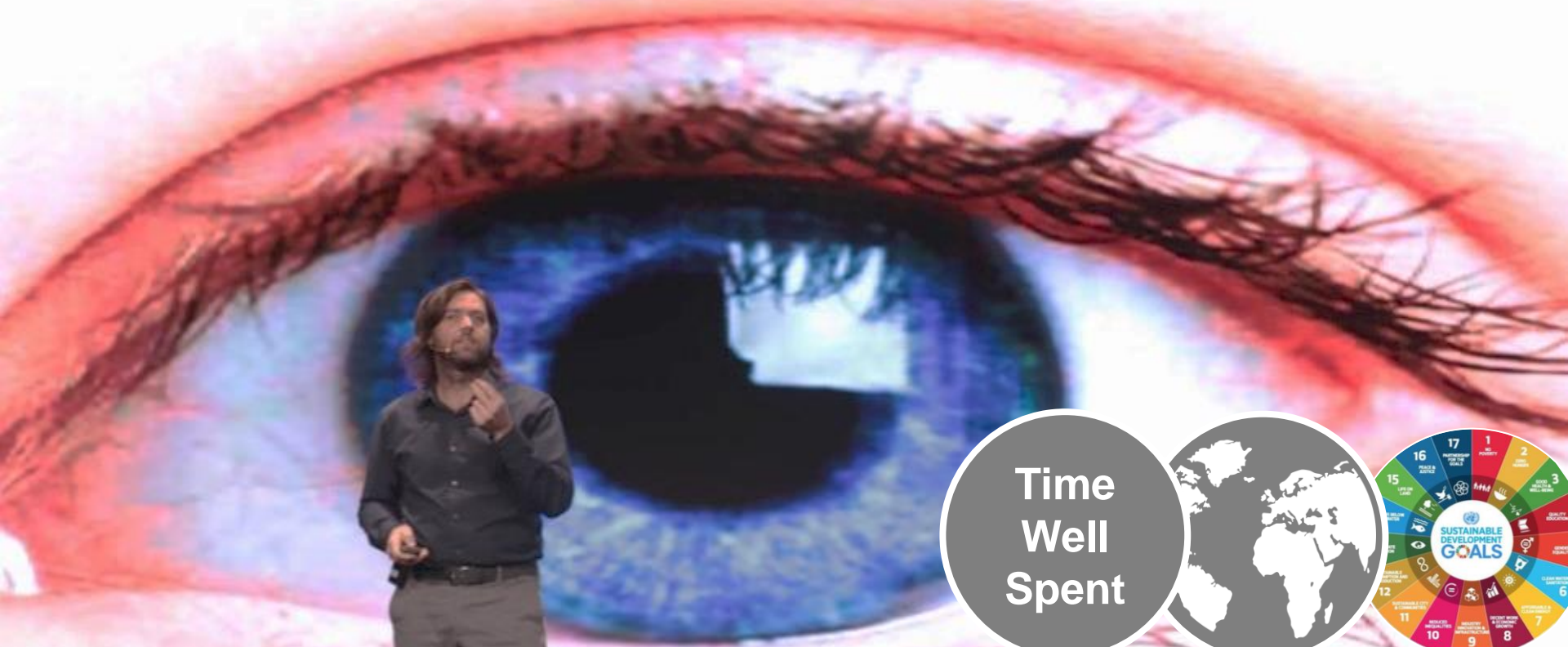
Investments in telepresence



Market traction



- **Initial vertical focus:** Entertainment, Education, Ecommerce
- **MOU** – with largest funded TV series in history (USD\$1B+ production)
- **MOU** – with largest volumetric video budget in history (AUD\$1M)
- **MOU** – with major food/nutrition/education program (1 belt, 1 road)
- **Global Day 1** - focus on networks and (dev/producer) partnerships



Time
Well
Spent



1B+ impacted by 2025

Existing MOU's achieve 50M monthly active users (MAU) by end of 2020





**trust
loyalty
persuasion
bonding**

THANKYOU

here is your invitation to
take the 2D world from **flat** to **volume**
from **fake** to **reality**
from **absent** to **present**
from **boring** to **engaging**

Visit: 77 Christie St. St Leonards
Call: Scott on +61 431 007 935 or
Email: scott@humense.com

