



Think in three dimensions

[www.spatialsilicon.com](http://www.spatialsilicon.com)

VR/AR software has a problem

*It's not good enough*

For users,

- 3D apps that should be 2D
- Users find it clunky
- Motion sickness is a problem
- Badly designed

For developers,

- Minimal support
- Steep learning curve
- Development requires headset
- Optimisation is hypercritical
- Standards are a mess

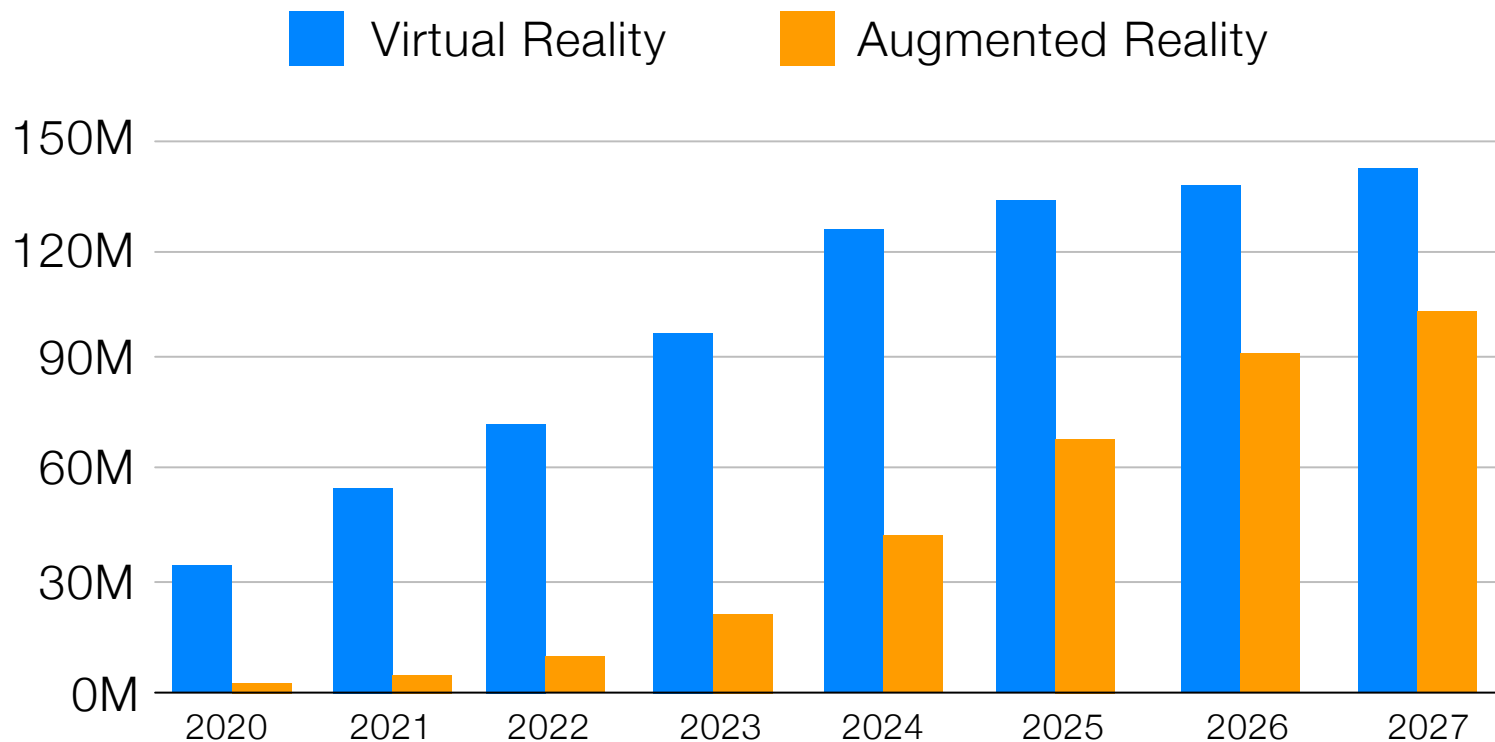
We are tackling VR/AR's multitude of issues by:

- Releasing an initial product, a VR game as our rocket booster. Currently in development.
- Creating high quality educational, social, productivity and immersive VR/AR software that takes advantage of its full capabilities.
- Pioneering open spatial design principles and standards that everyone benefits from.

## Greater goals

- Developing a new, open 'game' engine designed just for VR/AR that empowers people to make any spatial software - for architecture, games, cinema, education, storytelling, and full support for networking
- Hardware - Separate products for lightweight AR and fully immersive VR. Custom Silicon designed for both platforms and our engine.

## Estimated users of VR/AR hardware worldwide

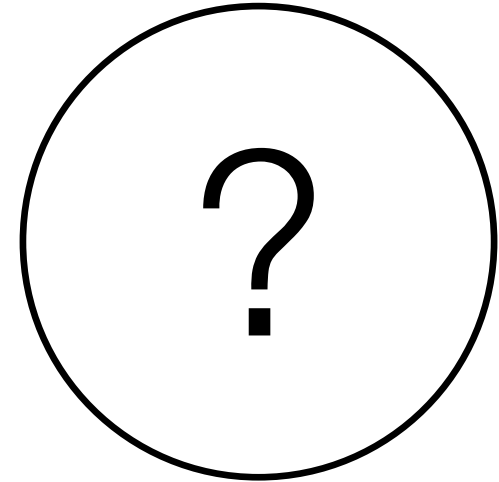
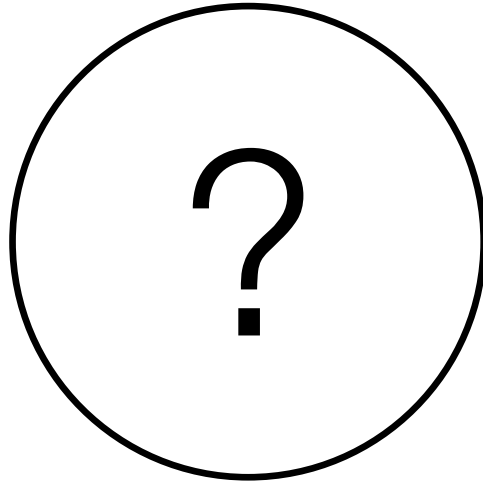


**Source:** Statista Market Insights

- The VR/AR market is only going to grow
- We need to lead with high quality products *that people want* and creating design principles for VR/AR, or else interest in the market will stay stagnant

# Team

Looking for co-founders



Sam Smith  
Founder

3+ years active in the VR mod community, 30,000+ downloads  
Computer Science student, intermediate at Unity C#, Python.

# What we're looking for

- \$80,000 to \$100,000
- \$60,000 for developing our first product, 'Archipelago'. This will be for 3D assets, sound / voice acting, Unity licenses, programming, and writing.
- \$20,000 to \$40,000 for marketing, trailers, distribution charges, QA testing, localisation, hardware costs