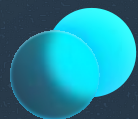
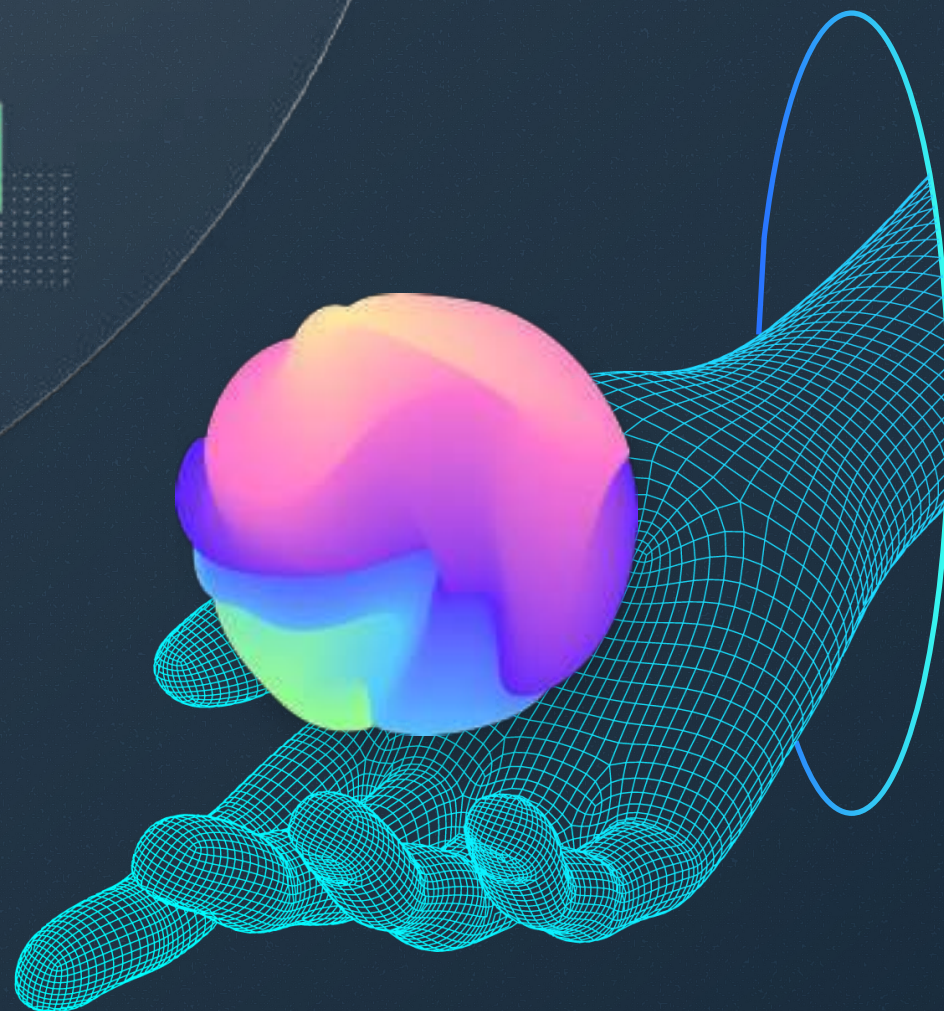


METaverse ECOSYSTEM



ARHEAD



Metaverse market is growing rapidly

\$5T

Size of the Metaverse market by 2030*

\$300B

Virtual asset and goods market**

500M

Active users in Metaverse worlds totally***

\$240B

Size of the NFT market by 2025*



The market is still difficult to get in

As in the early stages of the Web2, creating your own Metaverse, connecting a new type of Web3 payments, as well as attracting new users is a complex and costly affair.

Creation and manage

Today to create Metaverse world, you have to buy expensive land or hire a development studio to create something really unique. Most often they are not multi-platform and are limited by visual and technical features

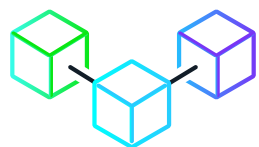
Attraction

Existing models of interaction between new wave buyers (notably, Gen Z users), creators and brands are still working in old paradigms. Current web solutions have many limitations in gamification and user engagement with the brand and creators.

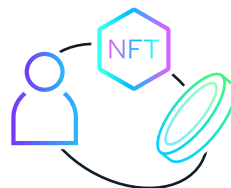


We democratize Metaverse building

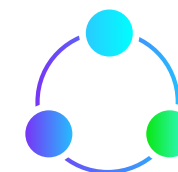
Arhead is a Metaverse building platform to create content, spaces, and events for Companies pushing forward their brand and engaging audiences in the Metaverse.



Ecosystem is based on a native builder powered by an interoperable engine and a vibrant virtual-asset economy protocol that includes cryptocurrencies, NFTs, and smart contracts.



Creating Worlds are easy. People, places, and things could be digitized and relating to each other with their body presence as well as connect fiat and crypto payments to turn Worlds into profitable places.



Together ecosystem components are representing a Marketplace of content, space, avatars and services in the Metaverse.



Ecosystem structure

Platform includes 3 main Metaverse building blocks and ability to transform any type of content in fully interoperable ACI format

Virtual assets | AR/XR

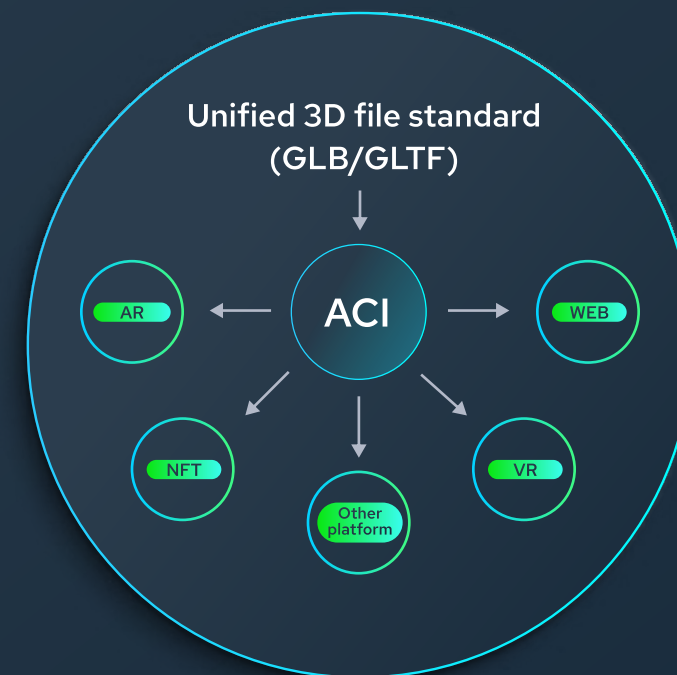
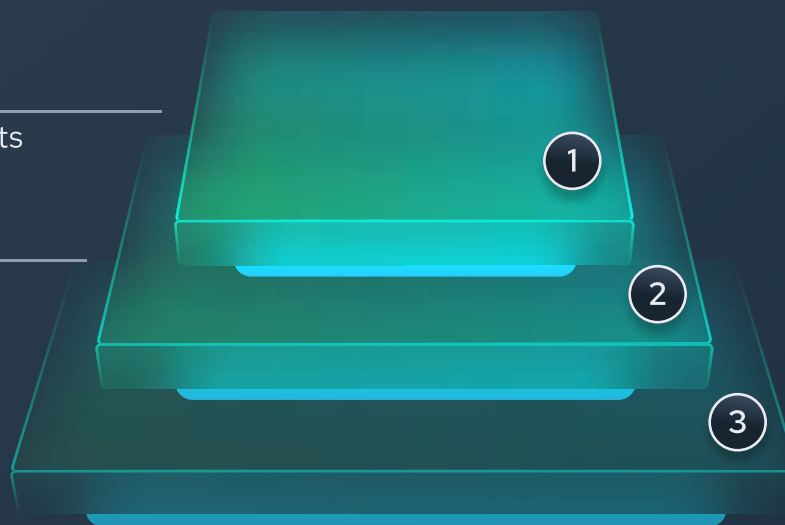
A physical/digital representation of assets

Worlds

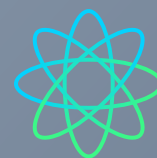
A metaverse spaces where people are interact.

Web3 infrastructure

Payments, accessibility and ownership of the assets.



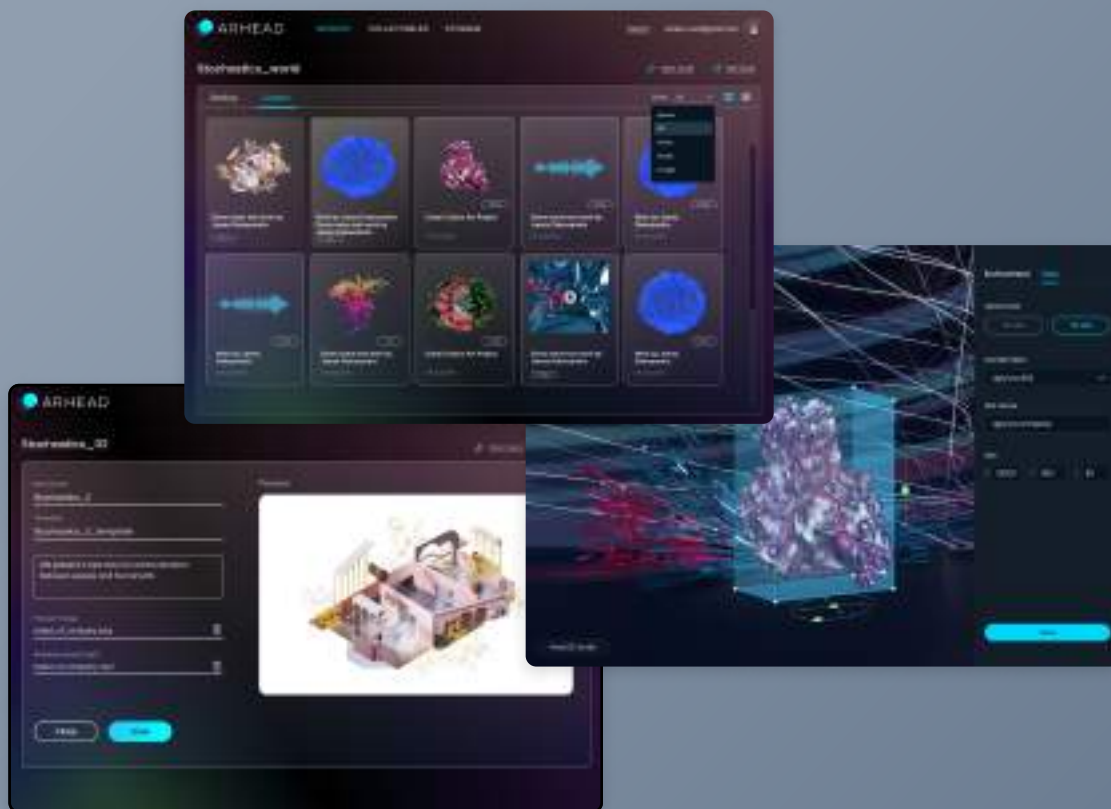
Key advantages



The platform **streamlines** and **reduces the cost** of creating worlds

With the native builder, creating Spaces, digital content and turning them into tradable assets now takes less time and costs than ever before.

- Like Website builders platform gives blocks to create anything clients can imagine
- All worlds and content are have the most universal file types at their core.
- The platform gives the opportunity to branding and use custom domain connection to create a truly unique worlds
- Payments and analytics modules open up ways to monetize and engage the audience.



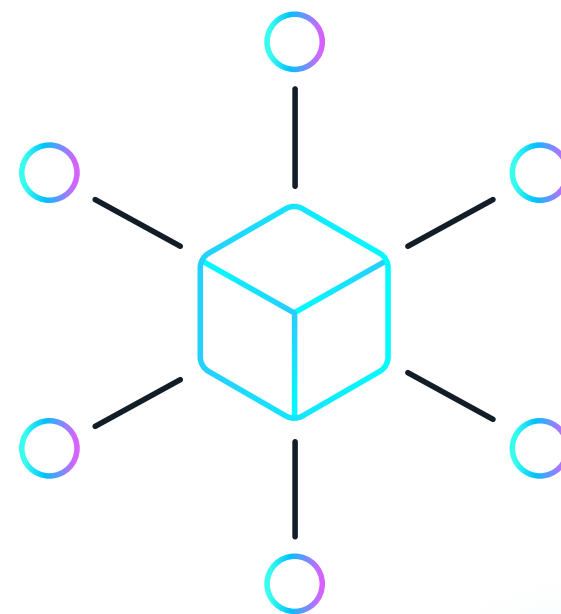
Protocol for the Metaverse

Core engine allows users to work, meet, game, and socialize together in the interconnected cross-chain Metaverse Spaces.

Arhead Metaverse protocol is based on Decentralized computation solution. The core logic is executable without a trusted “backend” and replaced using a mixed combination of infrastructure options.

Fully decentralized virtual machine which brings more immutability, flexibility, interoperability and stability to the Metaverse.

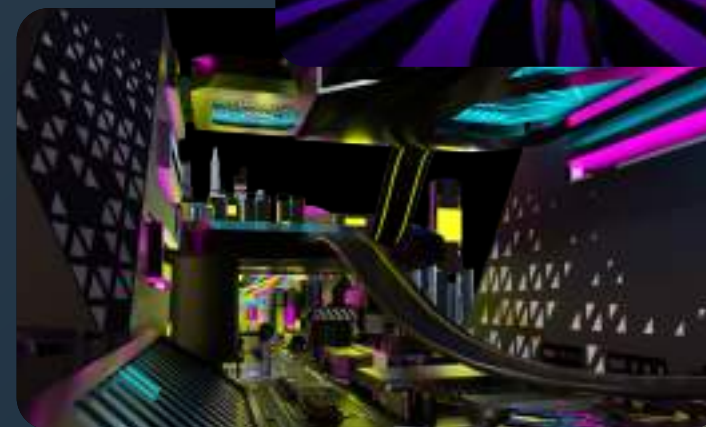
On top of that users have the ability to mint NFT to prove ownership of assets, as well as have the access to Web3 payments and security.



Use cases

Art, goods, clothing and events can be transferred to the Metaverse and add value to creators and brands.

- New ways to monetize content and virtual assets with co-creating experiences, exchanging goods, or earning money
- Create B2B or B2C content, or even inward-facing experiences such as customer showrooms, virtual conferences, and remote collaboration solutions
- Attract relevant audiences, both existing customers and prospects of interest (such as Gen Z consumers)
- New ways to interact with others, in communities built around particular interests or areas of exclusivity, for instance, or through experiences associated



Key metrics are showing rapid growth

\$50K

Monthly reccurent revenue

>200K

Arhead Metaverse Impressions

>350

Artists and studios in Creator community

>240

Projects made



Roadmap

Q1 2022

Q2 2022

Q3 2022

Q4 2022

Established ✓

First blocks of the Ecosystem are released

- Phygital content items ✓
- Minting the content as NFT (ETH) ✓
- First Metaverse spaces ✓
- CMS ✓
- AR widget ✓
- ACI (Arhead content item) ✓

Release ✓

Arhead Platform Beta

- V 0.2.0 ✓
- Tools for creators ✓
- Multiplayer and avatars ✓
- Tools for events (Hosting, video streaming) ✓
- Custom domain ✓
- MVP Mobile version ✓
- Initial Smart Contract & SDK ✓

Evolution

Arhead Platform

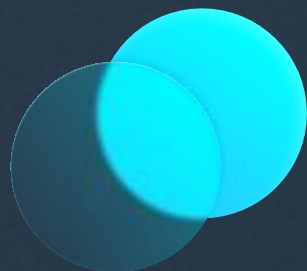
- Payment processing integration
- Activities engine (quests, coops)
- Analytics ✓
- Web3 authorization on Platform
- Custom avatar builder
- Template marketplace
- Mobile version app

Expand

Go global and enter main world

- Cross chain wallet and more interoperable functions
- Token gate (tickets) utility
- Personal avatar assistant
- Analytics





ARHEAD

Metaverse Ecosystem

You can find us on



arhead.io