



Company Overview

March 20, 2017

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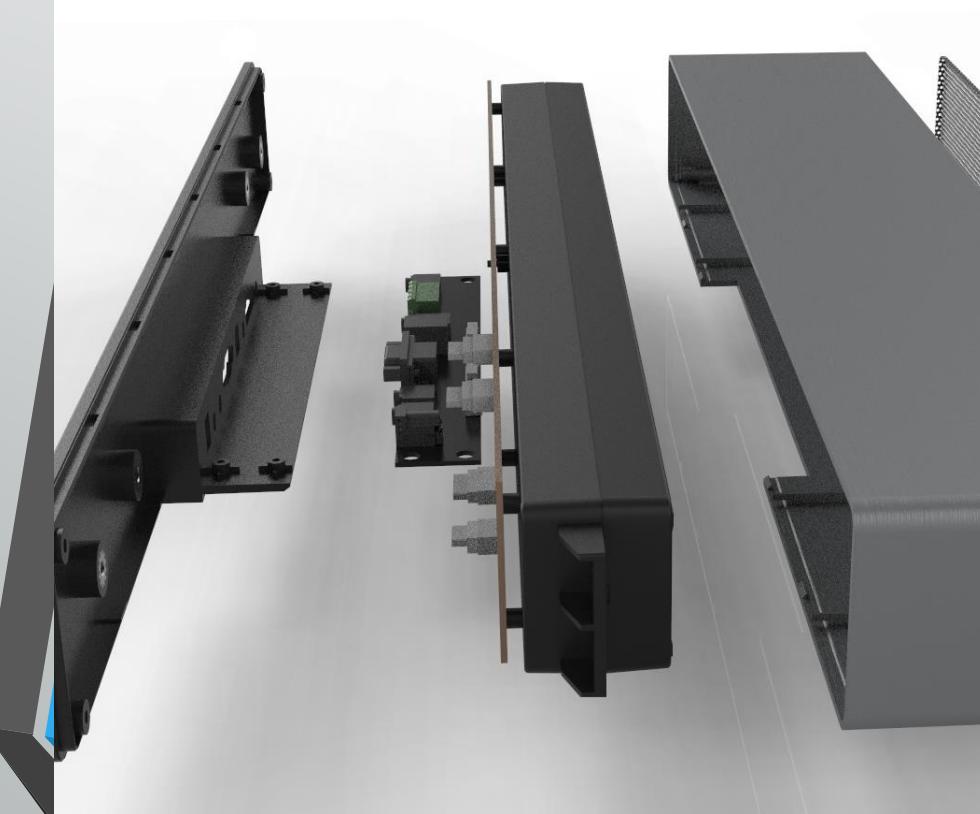


The Problem

Despite advancements in visual media, virtual reality and content delivery systems there has been limited technological advancement in audio technology.



Solution



- Comhear's advanced beamforming technology provides the next generation of 3D audio through a proprietary algorithm driving a speaker array.
 - Technology developed with top audio scientist and accredited universities.
 - Technology to be licensed to hardware partners across a number of consumer and business categories.



Comhear Licensing Business Model



Step 1: ProAV



Introduced In Theme Park Attraction.

- Mass Effect: New Earth, at California's Great America in Santa Clara.
- In partnership with Electronic Arts, Bioware and Cedar Fair, Comhears technology was integrated into the new Mass Effect attraction.
- Future Possible Integration Sites: Museums, Interactive Retail Displays, Colleges and Universities, Medical Waiting Rooms, QSR, Sporting Venues, and Travel Kiosks.



Step 2: Gaming



Launch gaming sound bar with a top gaming hardware manufacturer.

- Disrupt console, eSports, PC, and VR platforms gaming market with new 3D audio technology.
- Enhance current audio and support future binaural audio technology.
- There will be a great demand for shared immersive experience, eclipsing the use of headphones and driving a market for Comhear immersive audio technologies.



Step 3: Automotive



Advancements in automobile Heads Up Displays (HUD) require complimentary audio innovation:

- Safety and Situational Awareness: Drive messages
- Navigation: Audio cues for directions and turns
- Focused audio: Private audio for the driver
- Infotainment: Distinct audio for the driver and each passenger



Step 4: Enterprise



Office communication is constantly evolving and the traditional conference call is going by way of the fax machine.

- **Communications that support video conferencing.**
- **Acoustical and Environmental isolation for privacy.**
- **Directional multi-point communication that make users feel like they are in the same room together.**



Revenue Model

- Comhear can generate revenue from licensing proprietary technology to manufacturers. The licensing fees vary based on the industry.
 - Reference design for partners
 - Per unit royalties



Management Team

Executive Team



Perry Teevens, CEO

Experienced global sales, business development and strategy leader. Formerly Symphony Teleca (Harman), Skype



Jim Lucas, CFO

Focus on hardware and software and medical technologies in emerging / start-up organizations. Formerly PrimaPharm, Inc.



Tom Craft, CTO

Expertise in consumer electronics, military and aerospace technology development. Formerly SRS Labs (DTS, Inc.)



Peter Otto, CSO (Post-Acquisition)

Expertise in the language and aesthetics of musical and media expression, advanced hardware / software design and engineering. Primary inventor of beaming technology through UC Regents, San Diego, CA.



Board of Directors

Andy Sassine (Chairman)

Formerly Fidelity Investments, currently private investor and on several boards



Brad Buss

Board member of Tesla, former CFO, SolarCity



Jon Sundt

Founder & Chairman, Altegris Companies



Perry Teevens

Chief Executive Officer, Comhear



Wyatt Briant

President, Zylux Acoustic Corporation USA

Key Milestones

2015 Technology R&D

Developed by researchers at UCSD and Univ. of Southampton Patent, awarded in October 2016

2016 Commercialization

- Completed Phase 1 final design
- Secured manufacturing partner
- Signed ProAV sales rep agreements
- First Mass Marketing product integration

2017 Gaming

- Completed design on gaming audio product
- Secured game audio manufacturing partner
- Planned first consumer product launch
- Expand entertainment integration into sports arenas

2018 Strategic Partnerships

- Automotive product integration
- VR/Augmented Reality Product Launch
- Launch enterprise product



Thank you

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