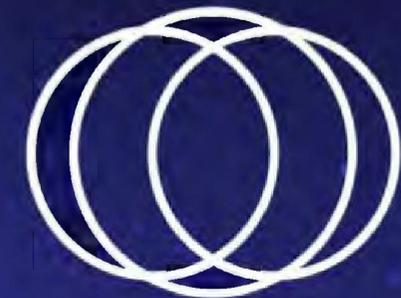
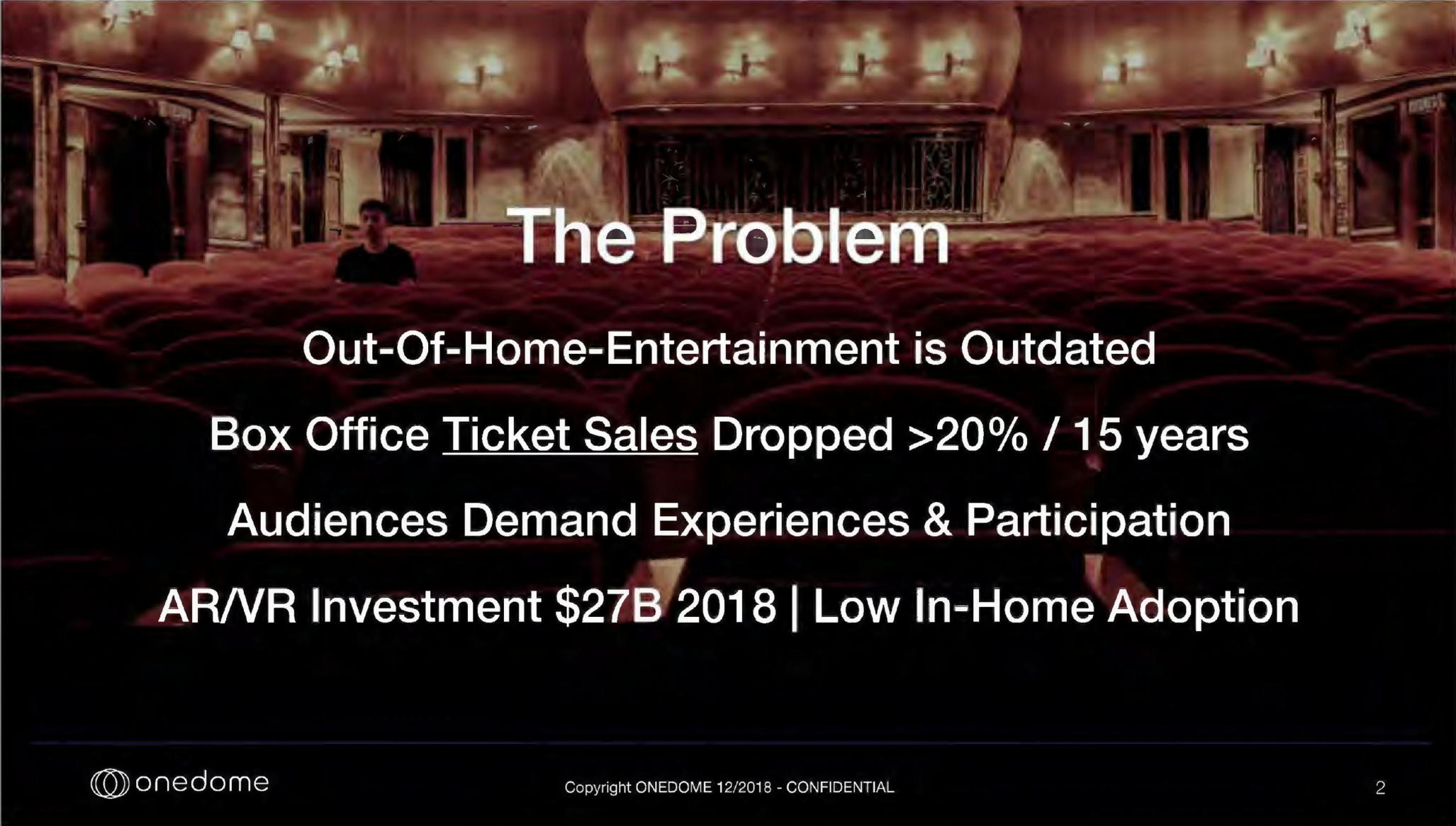


Investor Presentation

December 2018 | Confidential



onedome



The Problem

Out-Of-Home-Entertainment is Outdated

Box Office Ticket Sales Dropped >20% / 15 years

Audiences Demand Experiences & Participation

AR/VR Investment \$27B 2018 | Low In-Home Adoption



The Immersive Revolution

- More than \$1B spent on immersive entertainment projects in 2017.
- Location-based entertainment (LBE) is the new “golden ticket”.
- LBE industry forecasted at \$12B by 2023.
- Museum of Ice Cream | 500k+ Annual Visitors
- MeowWolf Over 600k Annual Visitors



Onedome is an immersive entertainment & media company.

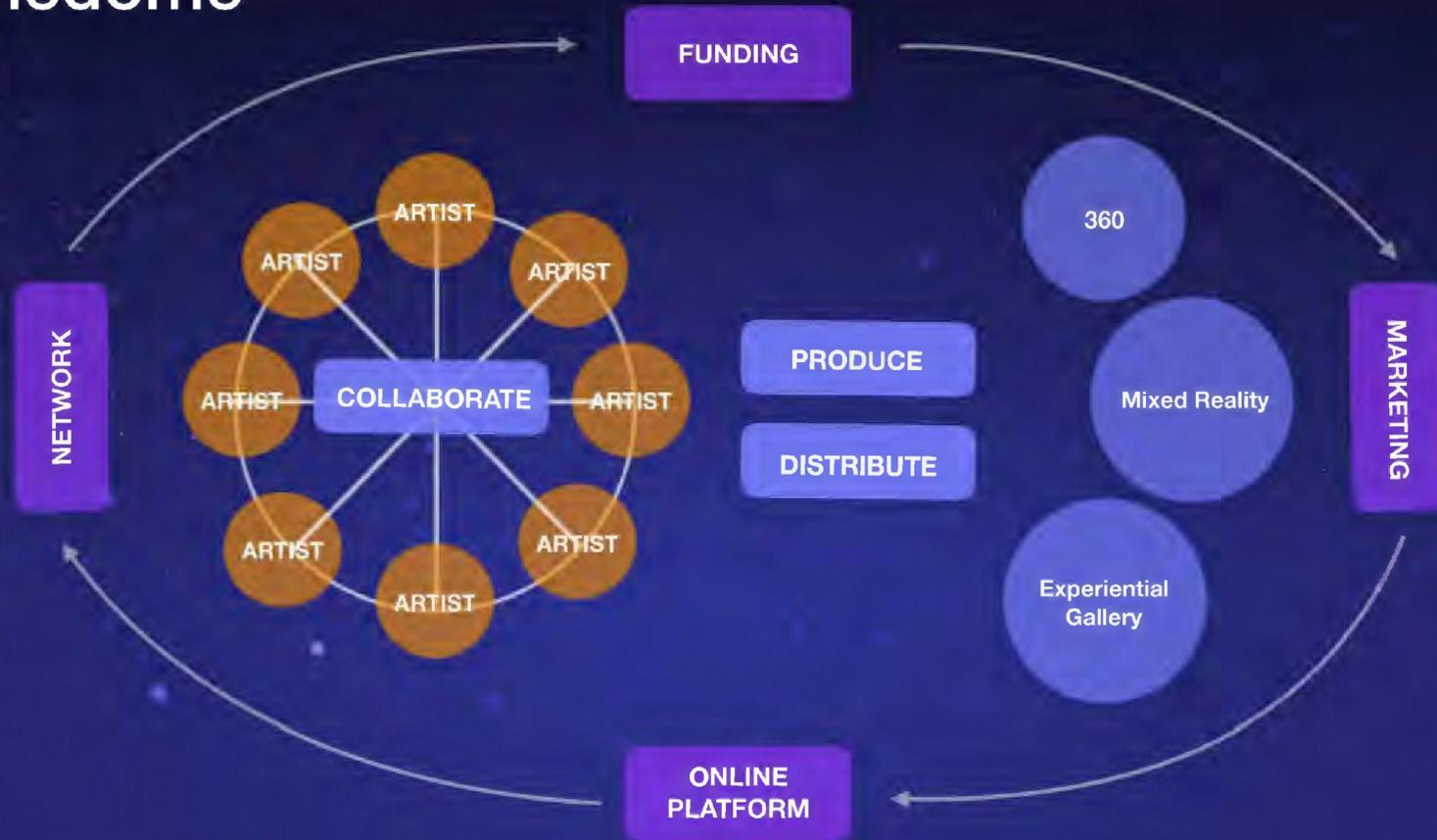
Vision:

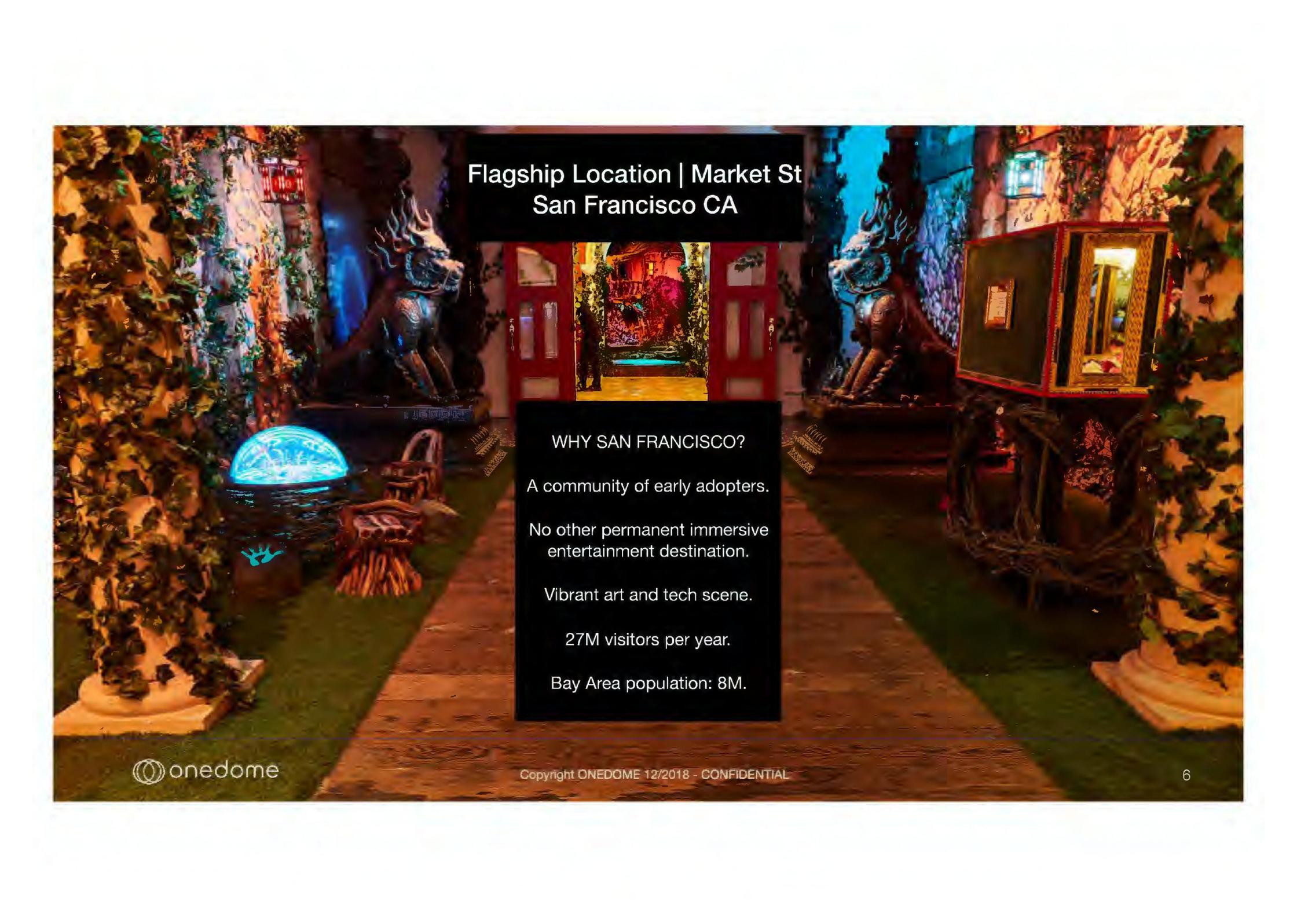
To use interactive arts and immersive entertainment to inspire collaboration, connection and community.

Mission:

In collaboration with global artists, visionaries, innovators and technologists, we create & curate permanent & temporary, large-scale immersive & mixed-reality installations that bring people together to connect over shared experiences.

The Onedome Model



The image shows a hallway in an immersive theater. On the left, a large, ornate dragon statue stands on a pedestal. In the center, a red double door is open, revealing a brightly lit, colorful scene. On the right, another dragon statue is visible, along with a display case containing a framed picture. The walls are decorated with greenery and lights. A glowing blue orb is on the floor to the left of the door.

Flagship Location | Market St San Francisco CA

WHY SAN FRANCISCO?

A community of early adopters.

No other permanent immersive
entertainment destination.

Vibrant art and tech scene.

27M visitors per year.

Bay Area population: 8M.

The Unreal Garden

A mixed reality art experience.



The Unreal Garden | Mixed Reality

First mass-consumer, multiplayer mixed-reality experience, integrating physical landscapes, soundscapes, projections and augmented reality (AR).

10 international artists working across different genres and mediums.

8 incredible, augmented art pieces.

Up to 25 simultaneous users.

A 25-minute interactive journey.

\$22-\$37 per ticket.

10 Visionary Artists

1 extraordinary experience





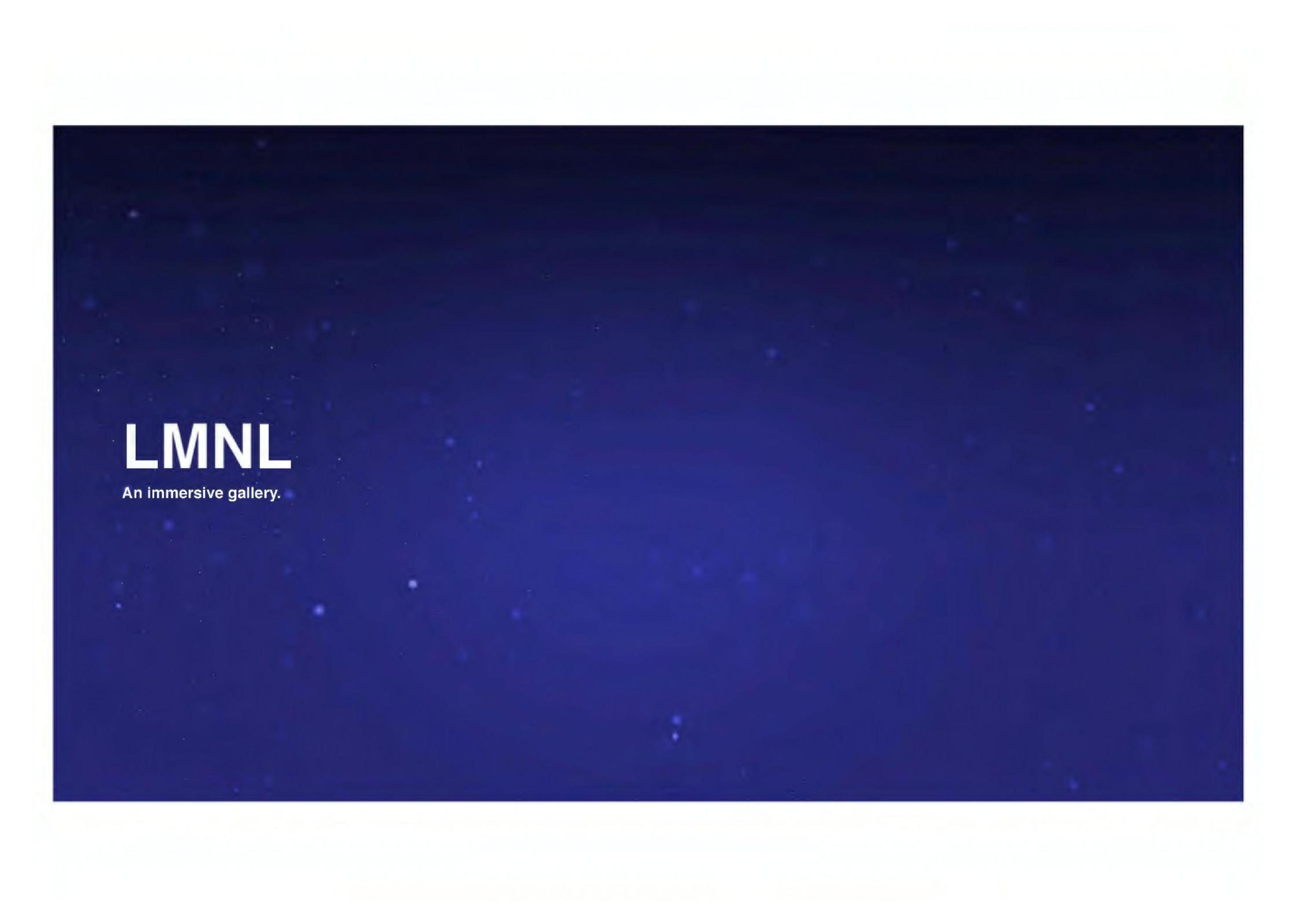
the
unreal
garden







onedome[®]
Reality Evolved



LMNL

An immersive gallery.



LMNL

Immersive Installations

A labyrinth of digital art.

14 interactive rooms & installations

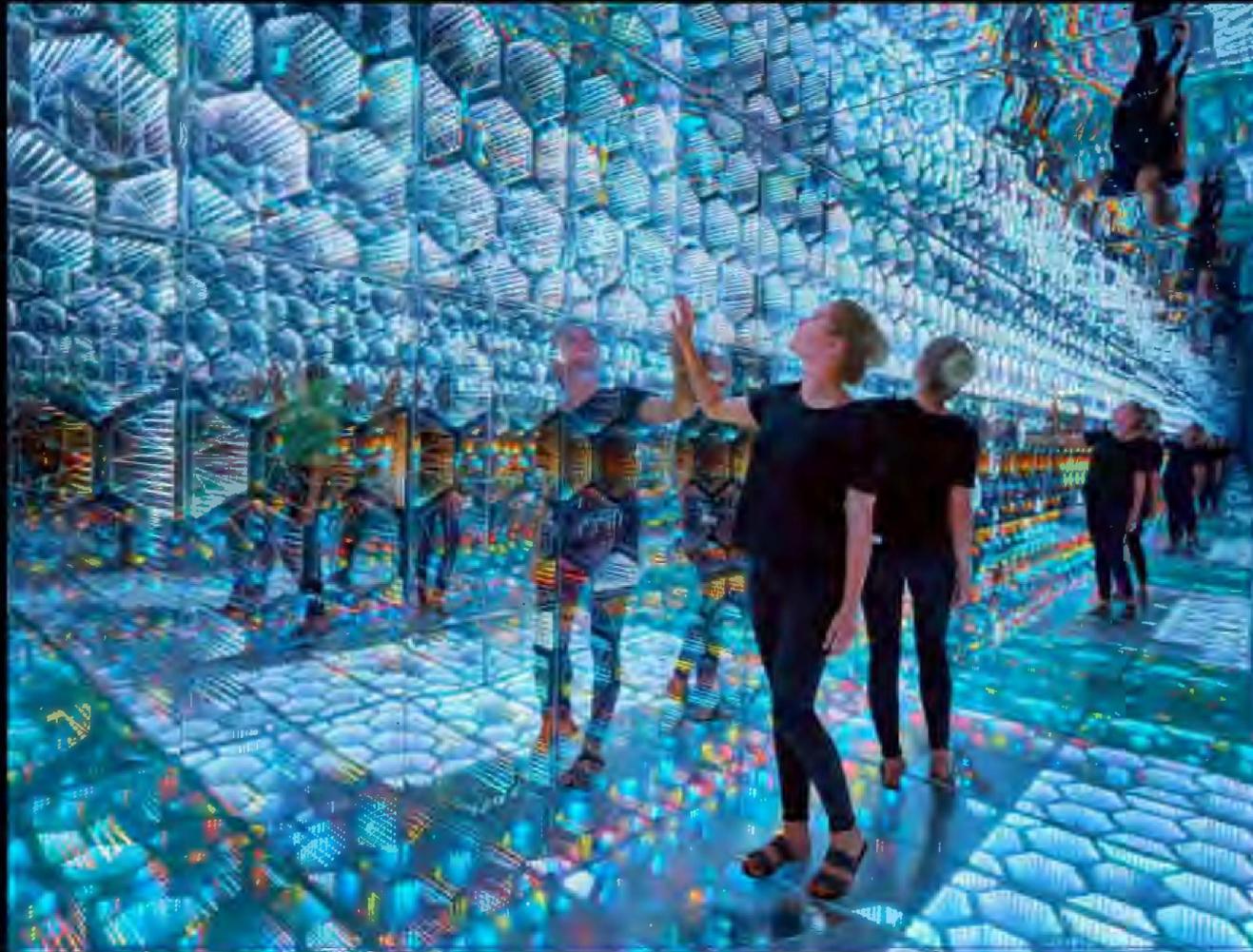
Over a dozen world-renowned new media artists.

Over 60 minutes of fun.

Open to all ages, family-friendly.

~100/125 people at any one time







SUCCESS DRIVERS

Success Drivers

Location

- In the center downtown San Francisco at the intersection of tourists, Advertising & Tech companies and SOMA residents.

First-Mover Advantage

- First-to-market large-scale consumer mixed reality art experience using physical landscapes, sound, projections and AR.

Social Media Sharing

- Viral-marketing through Instagram and Facebook.
- User-Generated Content opportunities
- Selfie-stations, Rollercoaster Shots and Photos through Hololens

Success Drivers

Content

- Network of global artists who can rapidly create and publish content through our editor
- Digital Content Easy to Refresh & Update = Return Customers
- Integrated Analytics - swap out bad content

Technology

- Web-based platform that facilitates the flow and speed from content creation to live experience.
- Dedicated development team through partner.

Partnerships

- Strategic partnerships with Enklu (CreateAR), Microsoft and HP.

Timeline - From Concept to Open in 9 months



Where We Are Today

Executed build on time - LMNL on track for December 22

Amazing customer feedback (4.5-5 stars across all channels)

Significant corporate event interest - booked Old Navy, Apartment List & Akamai in Nov/Dec.

Online presence strong and growing (almost 75% of two-bit-circus which is 5 years older and raised >\$21M)

High-click rates (>1% on FB, 4.79% on Google)

Successfully worked through initial technical challenges

Executed on first PR waive second half of October

Strong week over week revenue growth over 8 weeks, currently at \$13,500/day = \$4.7M run rate



Next steps

Marketing Plan

Major marketing & influencer push coming, including social

Now completing customer profiling and marketing efficiency (Ticket\$/Marketing\$) analysis per channel

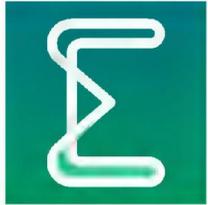
Getting ready to invest into paid media to drive customer adoption

Corporate Sales

Working on multiple LOIs with corporates

Plan to change permit from M (Retail) to A3 (Assembly) in Q1 to enable much higher frequency of events at lower cost





Microsoft



UPLIFT
WE ARE ONE



Key Team Members



Bertram Meyer | CEO

Serial Entrepreneur
Previously CEO & Cofounder Taulia
Successful exit with Ebydos



Leila Amirsadeghi | CSO / CMO

22+ Years Experience in Content,
Entertainment & Technology
Disney, Netflix, THE VOID, WB



Ray Kallmeyer | Games Director

10+ years in Game Development
CreateAR, NCSOFT
KIXEYE, FireForge



Vince Argentine | Creative Director, Mixed

12+ years in Motion & Animation
Uncharted 2: Among Thieves. Resident
Evil 5 Rise of Planet of the Apes, Guardians of
the Galaxy 2 & Black Panther.



Chris Decker | Venue Operations

30 Years Experience in Event & Festival
Production and, Venue Management
Founder Earthdance & Uplift



Becca Dakini | Sr. Creative Producer

20 Years in Event Production, Non-Profits
& Project Management.
The DoLab, Burning Man, Burners without
Borders & Uplift

Thank you!