

STARAMBA – CORPORATE PRESENTATION









"Virtual Reality…I really believe it's going to be the superdrug of the future."

- Steven Spielberg, Hollywood-Regisseur



## THEME TODAY



"Virtual reality could be the next big Social Platform and connect more than a billion people"

- Mark Zuckerberg



"People are the most interesting thing in the world to other people. Unfortunately, we're also highly sensitive to the nuances of other people, so enabling virtual humans is one Of the hardest parts of VR."

- Michael Abrash, Oculus Chief Scientist



# PHOTOREALISM in VR: Avatars

Facebook Spaces: Avatars



**STARAMBA.spaces:** Avatars



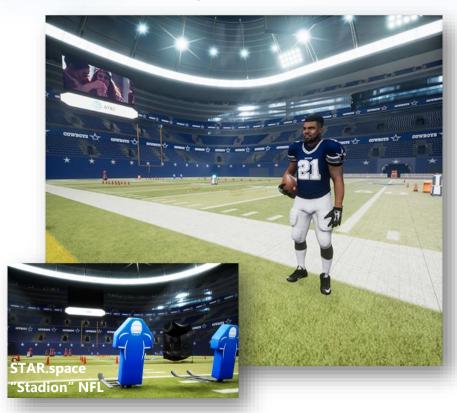


# COMPARISON Oculus and STARAMBA

Draft of Oculus Rooms



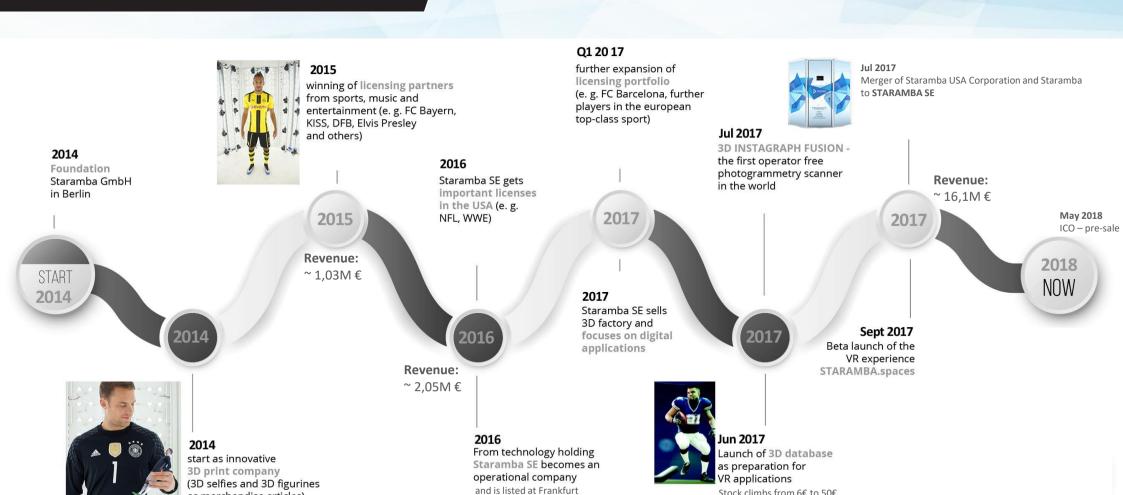
## **STARAMBA.spaces**





# STARAMBA SE – OUR MILESTONES

as merchandise articles)



stock exchange

Stock climbs from 6€ to 50€

due to VR announcement



## **EXECUTIVE SUMMARY**

#### **COMPANY OVERVIEW**

**Founded in 2014,** Staramba is a Berlinbased company producing products & services for the VR market

>90 employees from >20 countries

Present in **GER and U.S.** (Los Angeles)

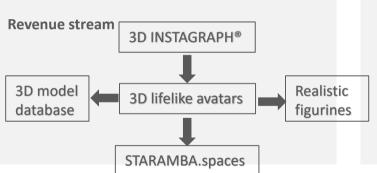
Estimated revenue

2017: €16.1 million 2020: €85 million

2021: +€200 million

Company listed on the XETRA Stock

**Exchange** 



#### HIGHLIGHTS

Leading in the market for 3D body scanning

**Producing lifelike avatars** 

Leading in the market of 3D avatars: STARAMBA holds the world's largest avatar database of sport stars, entertainers, and other celebrities

First to market: Launching the VR Experience **STARAMBA.spaces** in summer 2018



#### **OPPORTUNITY**

**Building a company** that will be recognised as industry leader on both sides of the Atlantic

**Broadening** institutional shareholdership





# PRODUCT PORTFOLIO - 3D SCANNING





PES 2018 Usain Bolt Reveal Trailer

as a digital model & inside the 3D-INSTAGRAPH®



## **PRODUCT PORTFOLIO - 3D SCANNING**



Fast 3D-scans without operator and without post processing



#### HIGHLIGHTS

#### **Web Preview**

As soon as you have been scanned, the 3D INSTAGRAPH®´s cloud rendering engine automatically generates your high-res **3D mode**l and sends it to your smartphone or computer

## **Scanning Assistant**

The new 3D INSTAGRAPH® is a self-operating system that enables you to create professional 3D scans just by using the **built-in touch panels** 

## **Cloud Platform**

The Staramba Cloud Platform is a tool for users, owners and services providers. Users get access to various **services like fitness**, **fashion and gaming applications** that refer to your 3D model

### **Motion Detection**

The 3D INSTAGRAPH® is equipped with a smart motion detection system. Based on the detected position data, the 3D INSTAGRAPH® gently tells users **how to position inside** the scanning room in order to get the desired scanning result



# PRODUCT PORTFOLIO – 3D Database

## **3D AVATAR DATABASE**

Exclusive partnerships with 14 international top clubs, 2 National Soccer teams

Universal Music, Bravado, WWE Stars, National Football League Player Association (NFL PA)

Growing every day from 7,000 today to 10,000 tomorrow...

#### Soccer



































## PRODUCT PORTFOLIO – STARAMBA.spaces

**STARAMBA.** spaces is composed of different areas - all represented by single islands arranged around the central meeting point, kind of a market place, the main Hub. Areas that will be available for the launch are:

The main Hub, departure point for every social VR experience, the place

where users can date, chat and meet with friends

The star.spaces available from the beginning

- Real Madrid
- Rammstein
- Superstars of the WWE
- NFL stars

**VR Shop** 





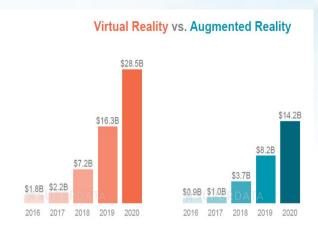
## **Upcoming areas**

- 360° Movie Dome
- Real Estate Office
- Casino Dome / Sportsbar
- Casting Dome





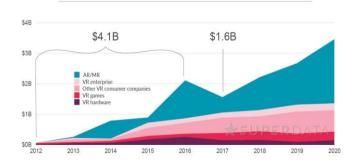
## AR and VR – THE MARKET and WHO IS USING IT



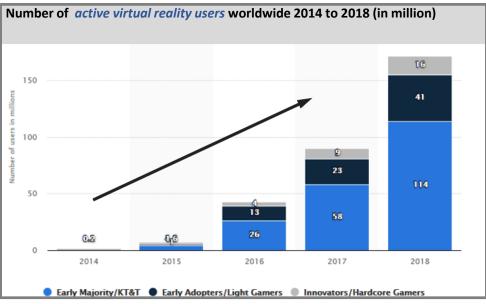
Opportunities in XR, VRX USA December © 2017 SuperData Research Holdings, Inc. All rights reserved.

## The VR Market

Investment in VR/AR/MR companies 2012-2020



Source (Statista, 2017): The American VR headset owner (18+) The audience for mobile VR is older, less male dominated, and has a lower average annual income. **1**59% Average personal Mobile<sup>1</sup> **†**76% PC 32 Average age Console





Sales forecast Oculus Go in 2018: 1.8 million pieces
\*Source: Superdata Reserach 2018

| Year | Forecast AR and<br>VR market size<br>worldwide* |
|------|---|
| 2016 | \$6,1 billion US                                |
| 2017 | \$11,4 billion US                               |
| 2020 | \$143,3 bilion US                               |
| 2021 | \$215 billion US                                |

\*Source: Statista, 2017

@stephinaners | @VR\_Intelligence | #VRX2017 \*SUPERD



# ROYALTY – BLOCKCHAIN SOLUTION for STARAMBA.spaces

## Characterization

- Revolutionizing license billing worldwide!
- Financing of STARAMBA.spaces
- Securing the customer base through targeted offers and discounts

## Scope

- In-app currency of STARAMBA.spaces
- Pricing and settlement based on transaction data
- Settlement of royalties

## ITO

- Start of public pre-sale: 26. May 2018
- Income from ITO will be used for:
  - Increase digital content (more licenses, more products)
  - •Increase number of users
  - Accelerate release of STARAMBA.spaces









# THE OPPORTUNITY – THE PATH TO FUTURE GROWTH

VR Database Further expanding the VR database thru (exclusive) partnerships with sports and media

celebrities

3D INSTAGRAPH® Expanding the global network of advanced scanners – access to all key markets and

further technical development

STARAMBA.spaces Create more scenarios, deeper experiences, attract more Stars

**After launch** → increase number of users to over 20 million in the next 5 years

Increase sales to over EUR 800 million and margin to approx. 50% in 5 years

**Pre generated sales** via establishing **ROYALTY** as means of payment in STARAMBA.spaces



# FINANCIAL FIGURES

## **Dynamic Sales Growth**

| in € millions | 2017*** | H1 2017 | 2016** | 2015 | 2014* |
|---------------|---------|---------|--------|------|-------|
| Sales         | 16.1    | 5.3     | 5.1    | 1.0  | 0.14  |
| Market Cap.   | 101.5   | 105.8   | 24.5   | 13.6 | n.a.  |

For more financial information, please visit our website at: https://staramba.com/about/investors/publications

<sup>\*</sup>Staramba GmbH

<sup>\*\*</sup> Sum of sales and profit from disposal of 3D-manufactory

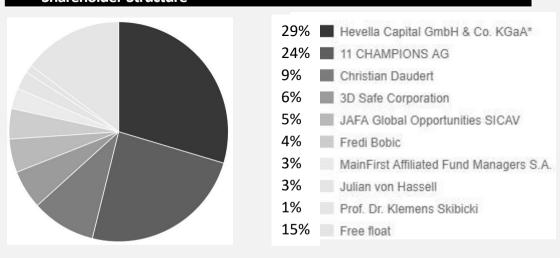
<sup>\*\*\*</sup> estimated figures



| Share Capital                | € 2,332,755               |
|------------------------------|---------------------------|
| Market Capitalization        | € 150 million             |
| Amount of shares             | 2,332,755                 |
| WKN (Securities Code Number) | A1K03W                    |
| ISIN                         | DE000A1K03W5              |
| Bloomberg                    | 99SC                      |
| Class of Shares              | zero valued Bearer shares |
| Exchange Segment             | General Standard          |
| Stock Exchanges              | XETRA, Frankfurt, Berlin  |
| Designated Sponsor           | Oddo Seydler Bank AG      |

**SHARES GENARAL DATA** 

## **Shareholder Structure**



Staramba
Touch the Future

<sup>\*</sup> Rolf Elgeti sind 29,56% gem. § 22 WpHG. von der Hevella Capital GmbH & Co. KGaA zuzurechnen







# Stafanba Touch the Future

# Staramba **TEAM**



**Fredi Bobic**Chairman of the
Advisory Board



Christian Daudert
Managing Director,
CEO



Marthe Wolbring
Member of the Board
of Directors



MarkoRehmer Advisory Board member



**Rolf Elgeti** Member of the Board of Directors



**Prof. Dr. Clemens Skibicki**Member of the Board of Directors



Hasan Salihamidzic Advisory Board member



Marc O. Kneifel
Member of the Board
of Directors,

сто

## **3D-/VR- and Scan-Experts** (>90 employees; 23 Countries)





## STARAMBA **TEAM**

#### **MANAGEMENT TEAM**

Christian Daudert - Co-Founder and CEO

Experience: 20 years experience in bringing new technologies into the world of sport & entertainment

Rainer Hjort - Acting COO

Experience: 30 years in project and product management, information and communication technology (ICT), software development and operations

Martin Bauernfeind – VP VR (Vice President VR)

Experience: 20 years in 2D/3D production

Marc O. Kneifel – CTO (Chief Technology Officer)

Experience: inventor of the 3D INSTAGRAPH®, 3 years scanner R&D

with a team of 10 people

Thomas Richter – Chief Advisor

Experience: 20 years in music and entertainment industry

#### **Board of Directors**

Marthe Wolbring
Prof. Dr. Clemens Skibicki
Marc O. Kneifel
Rolf Elgeti
Christian Daudert

## **Board of Advisors**

**Chairman of the Advisory Board**Fredi Bobic

## **Advisory board members**

Marko Rehmer Hasan Salihamidzic Oliver Neuville Gerd Bernard





## Follow us on











## **Christian Daudert**

CEO

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