

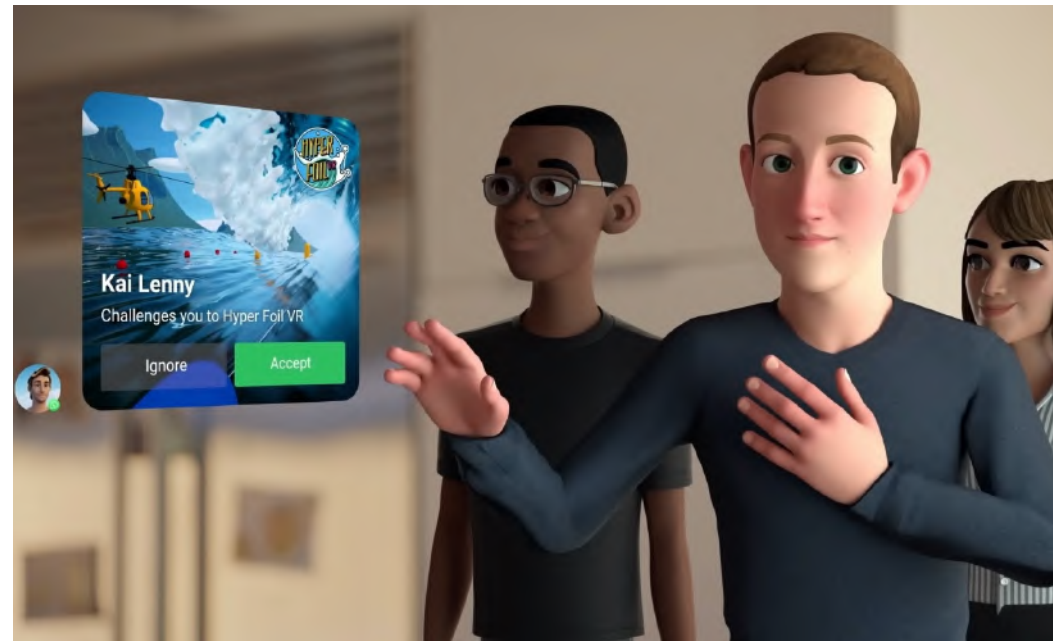
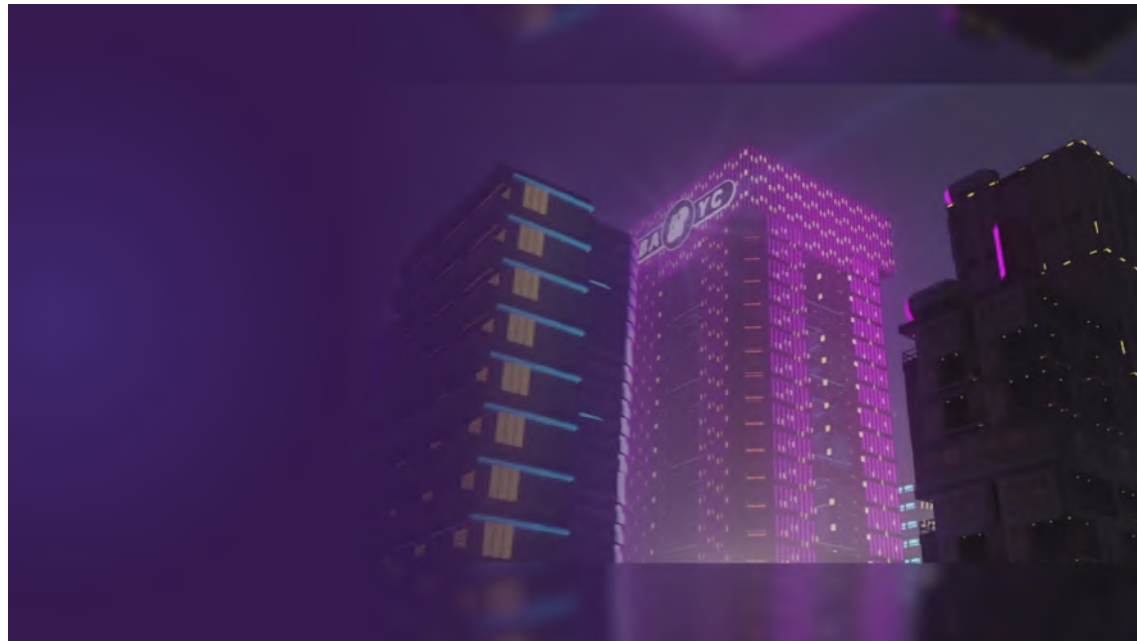
IVN

INTEGRATED VIRTUAL NETWORKS

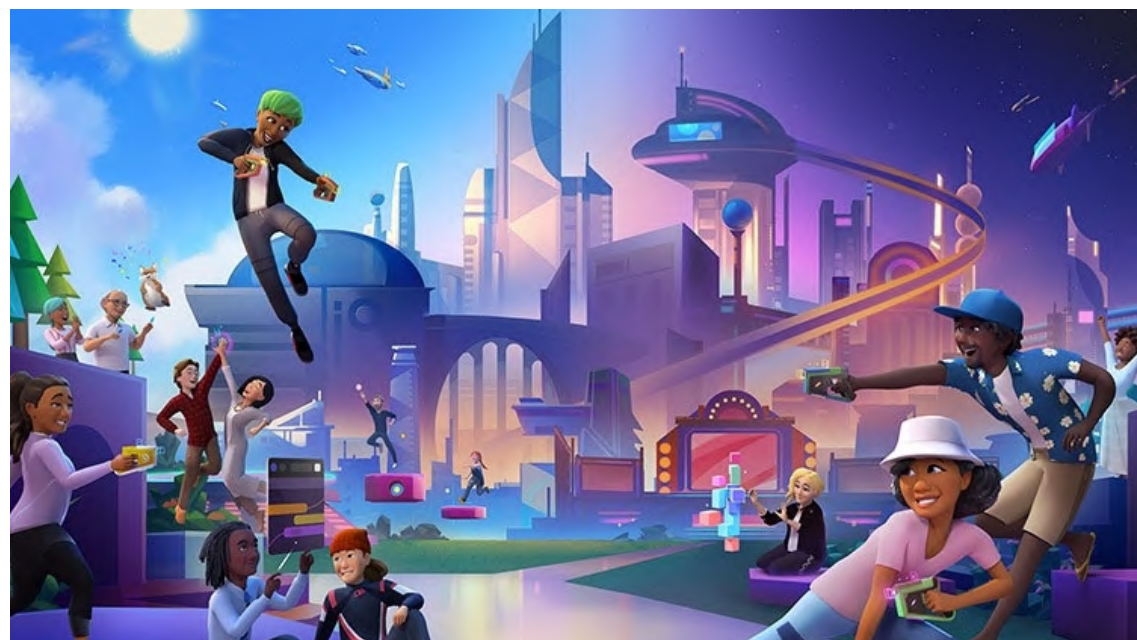
Welcome to the Nexos

BRINGING AUGMENTED
VIRTUALITY TO LIFE

Realism and Connection



- Establishing true connection with a gaming avatar is difficult.
- Absence of realism due to primarily being game based.
- Lack of Interoperability/integration between platforms and technologies.
- Need for VR Equipment.
- Lack of core use case
- Accessibility and Understanding of the Environment





Re-Inventing Virtual Reality Worlds and Real Life Avatars

The Metaverse, until now, has not allowed you to present your true self virtually. You have only been represented as an avatar.

IVN has created a bridge to create the **third dimension of communication** through the use of our proprietary technology, **Silhouette** and our very own Metaverse, the **Nexos**.

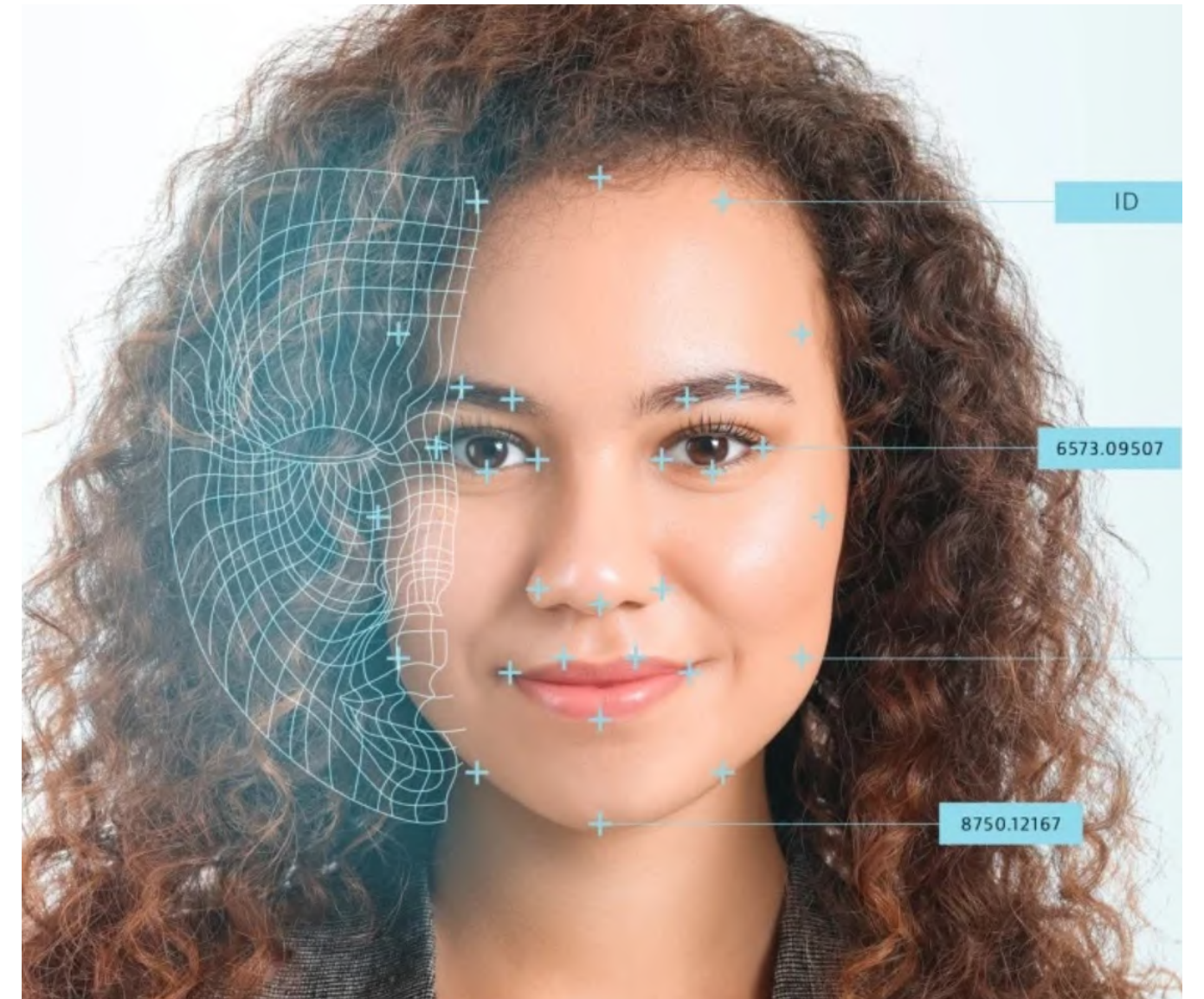
No VR headsets are required.

Paradigm Shifting **Communication** while revolutionizing Global **Virtual Reality** and **Augmented Reality**

IVN has developed a revolutionary fully immersive and **Platform Agnostic video extraction technology** to extract your live video and audio feed, and embed it into 3D Environments such as the Metaverse or any existing Virtual Platform or Environment.

IVN's fully Patented Technology is called **Silhouette**.

Now you can finally have a **Realistic** and **Live Rendition** of yourself in a Virtual Environment. This will allow you to not only have **Dimensionality** to your interactions but also you will be able to convey True Emotion vs Game Based Avatars that seek to recreate only a fraction of the almost endless facial movements and variations.



Silhouette

BRINGING REALITY TO VIRTUALITY



Re-creating our World with Unlimited Possibilities

The Nexos is the next frontier and the gateway to a whole hyper realistic interactive World with virtual land, corporate buildings, housing, retail, malls, schools and campuses, parks, infrastructure and beyond.

The limitations and confines of our physical World, do not apply in the Nexos. Companies can invent brand new verticals and industries that could transform the way people work, live, socialize and travel.

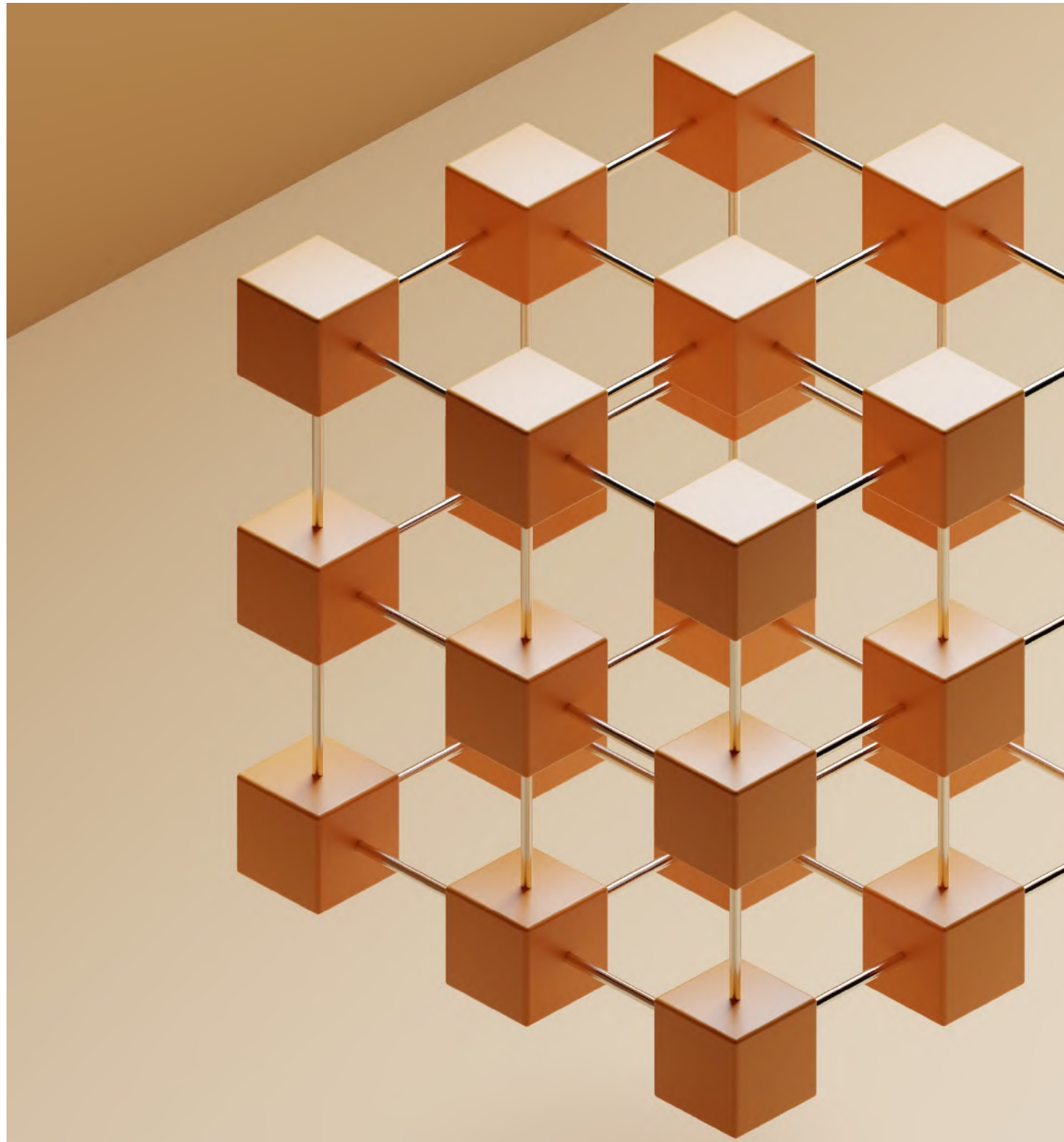
We want to break down all barriers to entry and virtually bring the World together with **no borders** and **minimal resources**.

This is a new era of collaboration, socialization, education, commerce and collective evolution.

We are entering a new era of Virtual Interaction

- Around 16% of companies in the world are completely remote.
- Leading Financial Institutions believe the Metaverse market will be a **multi Trillion Dollar** market opportunity by 2030.
- Microsoft Teams have over 270 million monthly active users as of 2023.
- Zoom has 300 million daily meeting participants.
- The value of the global video conferencing market is expected to nearly double, reaching up to \$27.3 billion.
- Office vacancy will increase by 55% by the end of the decade as hybrid and remote work push real estate to an 'inflection point'.





What if there was a solution?

Imagine there was a technology or platform that could establish a way to connect all microverses, metaverses, platforms and beyond.

What is the potential that interoperability could create and the vast impact it could have for all companies?

"Interoperability has the potential to transform experiences, development and economies to give providers, creators, civil society and participants value."
- World Economic Forum

IVN is thinking out of the box and through Silhouette, there lies a tremendous opportunity...



Communication



Business



Education



Virtual Real Estate



Social Networking



Government



Advertising



Gaming



Events/Media



Retail/Commerce

From Social Media to 3D Virtual World Interactions

After experiencing traditional social networks, mobile social networks, and algorithmic interest platforms, social networks are entering the fourth era - **Metaverse Social Interaction**.

Metaverse social networking creates a world comparable to real life for users. Users can move their real life to the virtual world, where they can sing, watch movies, play games, go shopping, and travel, and achieve "**presence**" social interaction in the **virtual world**.

A world where **virtual and reality merge and unify** through the metaverse. A whole **new Social Network** and form of interaction or engagement is now available with Silhouete and the Nexos.



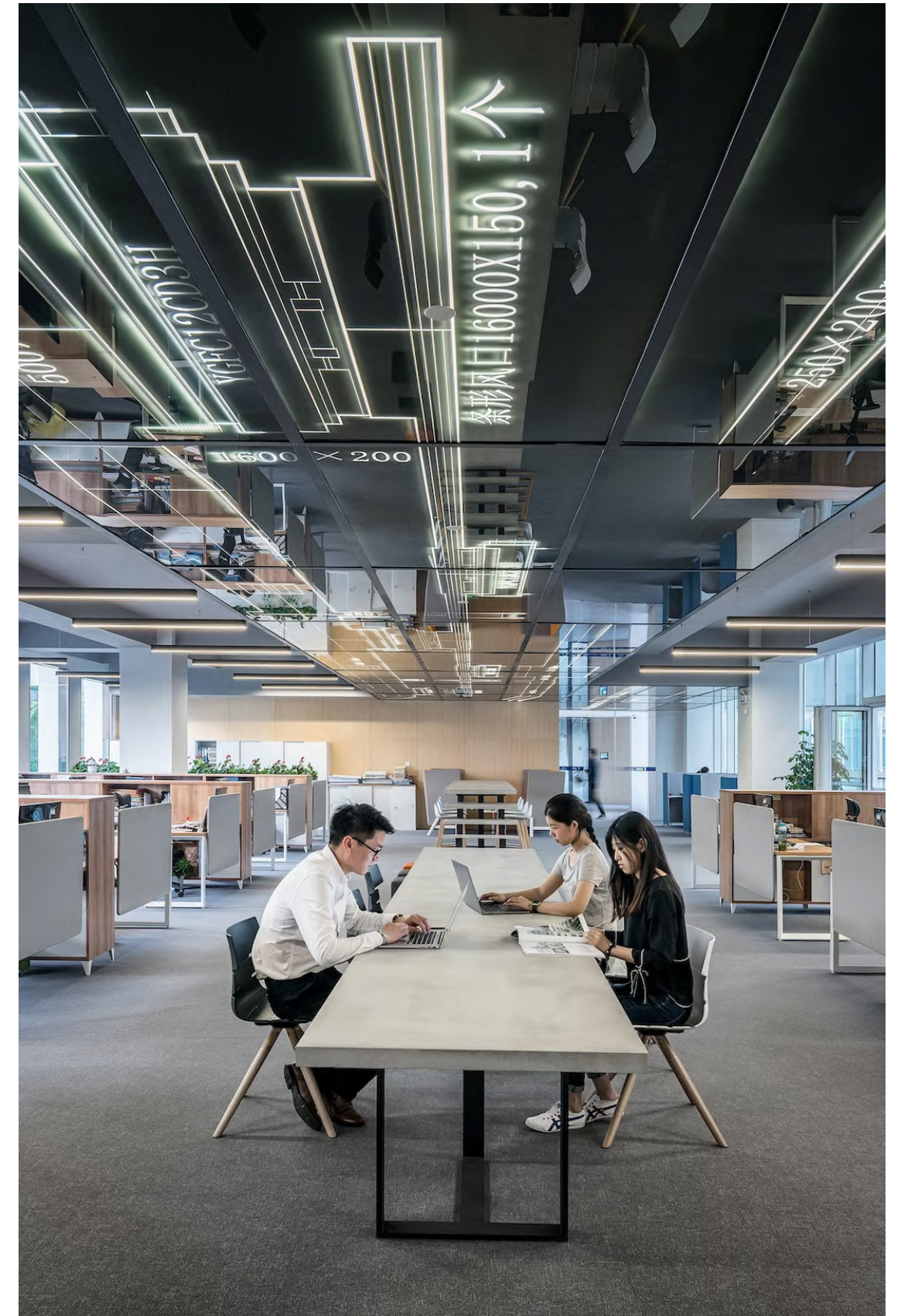
Virtual Offices, collaboration, and corporate culture reimaged

The **Nexos** could take remote work to the next level. The virtual office can replicate or drastically enhance the limitation of a physical office in a realistic and far **more immersive environment**, with **stunning graphics, realistic physics, and interactive features**.

The space can include virtual conference rooms, offices, lounges, and other areas, where employees can interact with each other, hold virtual meetings, attend webinars, and engage in brainstorming sessions **increasing collaboration and productivity**.

Businesses can **showcase their products and services** in a **virtual showroom**, host virtual events such as product launches, without the need for a physical location. This provides businesses with a unique and innovative way to engage with their customers, increasing brand visibility and customer engagement.

It enables people from **all over the World** to work together on projects and share ideas in real-time.



We Want to make Online Shopping a Truly Immersive Experience

Brands are continually seeking new ways to strategically **attract new buyers** and establish more layers of revenue streams. Engaging with consumers online is limited and requires a tremendous amount of **Advertising and Marketing budgets** to reach a large audience.

What if we provided a "Second World" that has almost no limitation and the possibility of not only selling **physical products, but also **Augmented Reality Products**?**

Brands can now completely Reinvent ways of connecting with their client base, the products and services they offer, the reach that they can have in the Virtual World/Metaverse and capitalizing on new **Advertising Models, Virtual Foot Traffic** in key areas, and Costs to Build out **Virtual Real Estate and Show Rooms** at a **Fraction of the Cost vs the Real World**.

Brands have a new virtual space to Thrive and only be limited by their Imagination.

Welcome to the Untapped and Unlimited World of Virtual Commerce...



Opening a New Universe for Online Education and Immersive Learning

Our Global Education System is one of the most Traditional and least Innovative of all Branches. Considering it is one of the most Fundamental Aspects of Human Evolution and Success in Today's Society, it is astonishing that Technology has not found a way to completely overhaul and Re-Think the Educational System.

Let's completely re-conceptualize not only online learning, but the core embodiment of what a classroom should be and provide to students.

We are seeking to create entire Virtual Campuses, Classrooms with fully immersive environments to reflect the core teaching, and establish new ways to bringing Vitality and the ingenious innovation to students Globally.

It is time to create a new Standard of Education to bring it into the new Digital and Virtual Learning Era.





National and Global Governments can finally Connect Virtually

Entirely Virtual Meeting Environments can be created to suit the exact needs of all Government Officials from the safety and convenience of their office. No need for overwhelming security details, outlandishly expensive Travel budgets and planning, Privacy Concerns, Location limitations and limited opportunity to truly engage in an interactive and dynamic environment.

The Military, Army, Navy and all Defense Branches can completely re-invent their Training methods, Environments, Testing & Planning, R&D, Logistics and Cyber Infrastructure, among a myriad of other verticals.

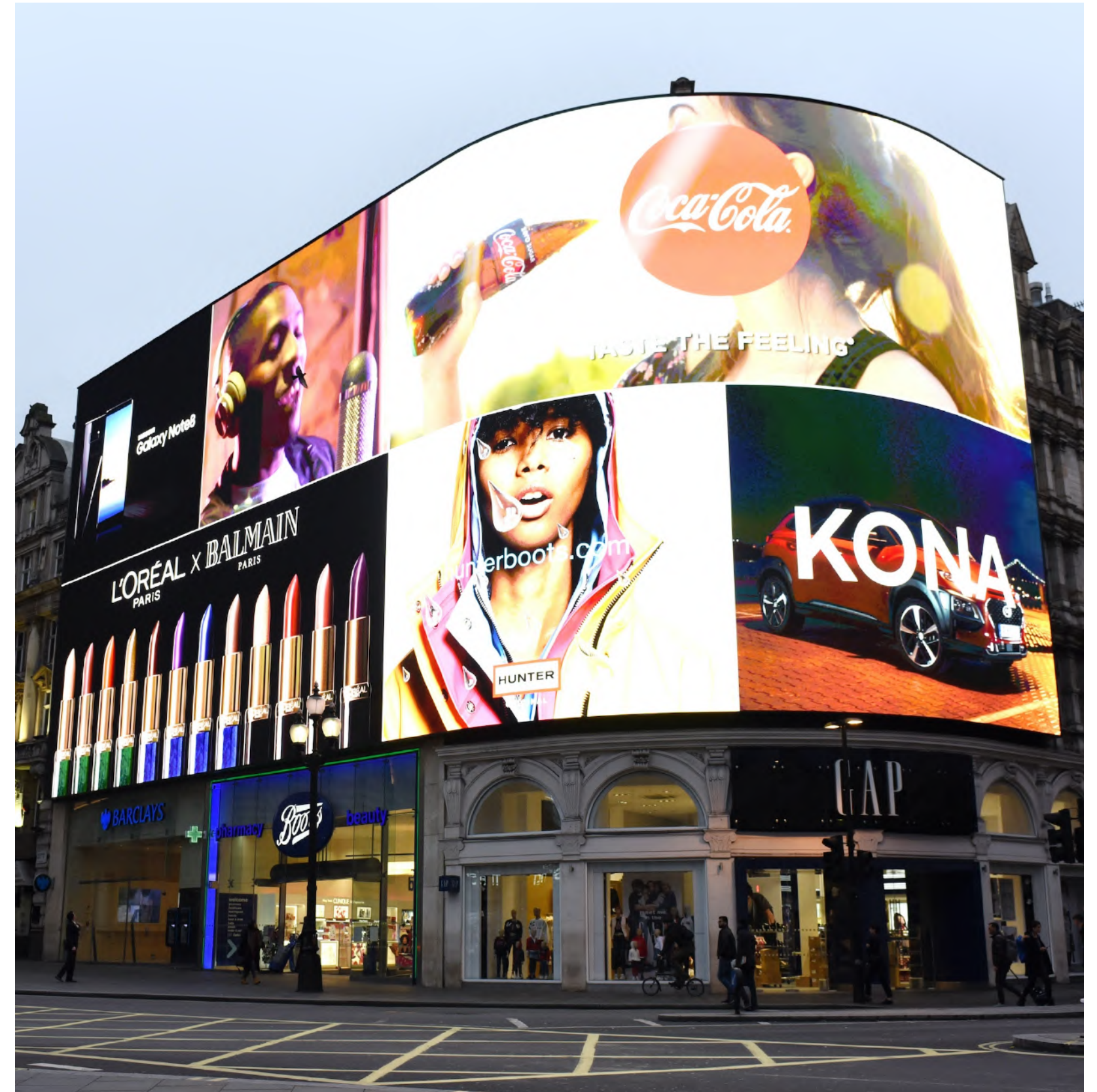
We maintain the highest standards of Cyber Security, Encryption and Data Privacy to ensure we can secure our Governments, clients and consumers full privacy.

Advertising in the Nexos

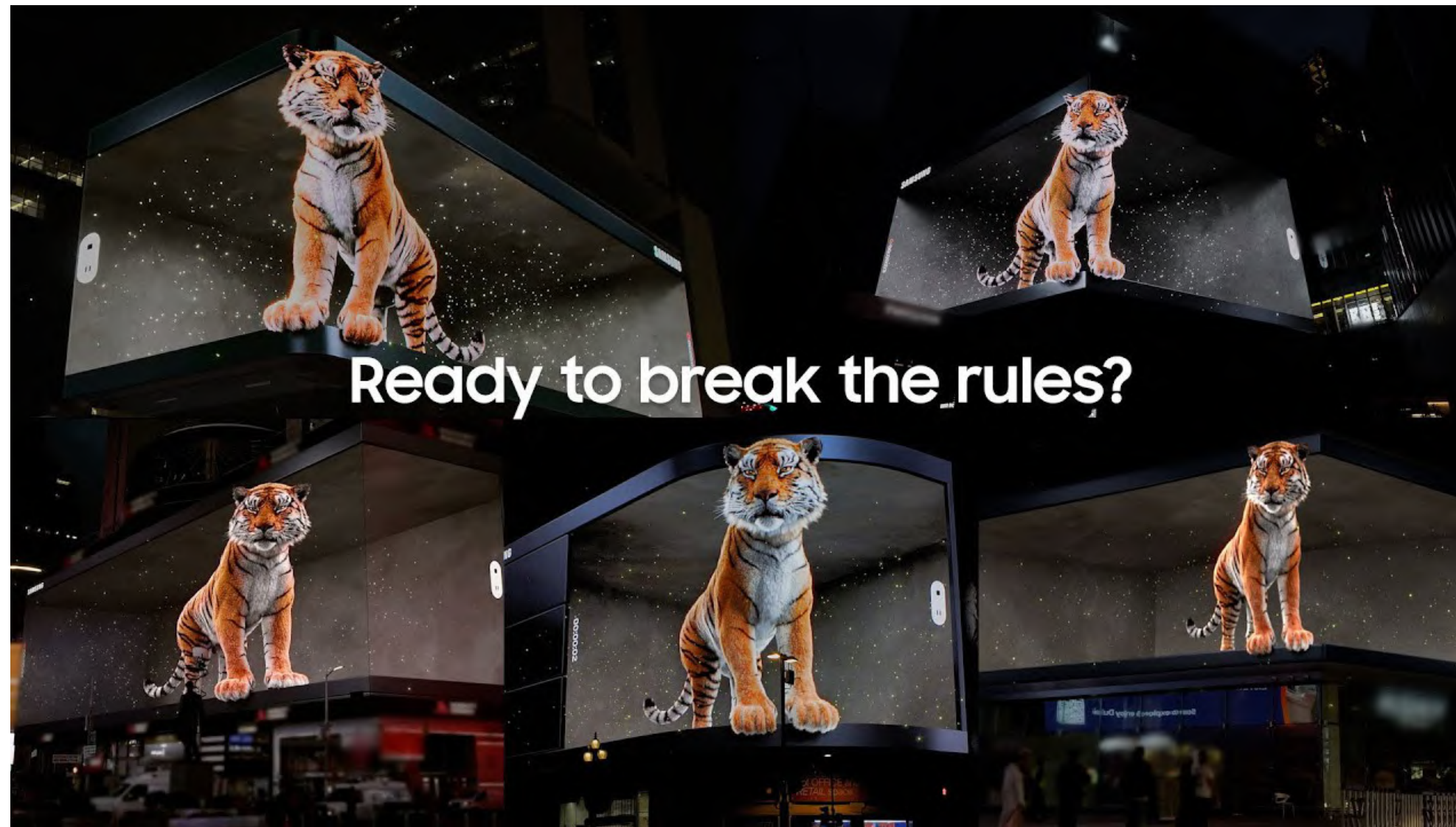
IVN has created a partnership with **Adxero** to completely revamp current **advertising incentive models**. We believe the consumer should hold more buying power through the use of **rev share** advertising with Brands.

When Ads are placed in our Metaverse or Virtual Environments, Users will not only be shown ads in **unique/dynamic forms**, but they will be able to **earn purchasing credits** to be used specifically with the brand and further incentivize them to purchase their products or services.

We have and will innovate **Virtual Advertising** to ensure mutually beneficial outcomes not only for the Brands entering the Metaverse, but for our user base also, in ways never seen prior.



Virtual Marketing is Breaking Free from Real World Limitations



Virtual Environments, Worlds and the **Nexos** lend themselves to the natural creative whirlwind that Marketing brings to **Brand Exposure**.

In Virtual Environments however, the playing fields become more level and the opportunity to create vastly expansive and **immersive experiences** for consumers can come at a **fraction of the cost**, all while being accessible to a **Global audience**.

Consumers see brands in a "metaverse" as **fundamentally innovative**, so the bar for delivering innovative experiences is high.

Brands and Consumers can finally engage in hyper realistic ways virtually, and IVN can lay the ground work and establish the bridge to bring consumers Live Avatars into the Virtual World for **Unlimited Marketing opportunities**. Time to envision New Forms of **Marketing and Engagement**.

Thank you

We look forward to meeting you with Silhouette and
welcoming you to the Nexos.

