



VIRTUALMIND



VIRTUALMIND

Company Overview

www.VIRTUALMIND.IT

Our Story



Virtualmind è una società di ingegneria e design dal 1990 di 3D e Realtà Virtuale

Possiede numerosi brevetti, nazionali ed internazionali nel campo Automotive, meccanico, elettronico.

Nel 2011 Virtualmind ha inventato e brevettato una tecnologia di ripresa denominata **Real 360°** ed un sistema di messa in onda Live broadcasting a 360° denominato **Panoptes360°**.



VIRTUALMIND TEAM



Emiliano Angelelli

Engineer

From big Software Company

Co-Founder



Davide Angelelli

Designer / Engineer

From Mechanical Industry

Founder



Licia Trobia

Marketing

From Biomedical Industry

COO



Claudio Angelelli

Engineer

From Mechanical Industry

Co - founder

And Other 3 People:

- 2 Engineer - 2 Research - 2 Advertising / Back Office



Our Story

Virtualmind produce ed integra diverse tecnologie per la manifattura di sistemi Multitouch, UAV and Drones, VR devices, Gaming Simulators, Multitouch technology.

Stiamo adesso realizzando I sistemi del futuro;

- **Sistema live Broadcasting a 360 ° Broadcasting nel mercato Media, Sport - Cybersecurity**
- **Sonda a 360 ° per il mercato biomedicale per endoscopia- colonoscopia**
- **Sistemi a 360° integrati nel mercato Automotive**
- **Design e manifattura di una moto elettrica ad alte prestazioni**
- **Design e manifattura di una Hypercar ibrida ad alte prestazioni**
- **Gaming e simulazione – Rgp1 projects**



Evoluzione

1989

Davide Angelelli, **La Sapienza University**, **Portoghesi Architect**

Introduces, in the faculty of architecture of **La Sapienza University** the use of the computer for industrial design



1997

Introduce patent in **Aerospace e Naval Design, Automotive**

the Computer Graphics VR & AR Technology for prototype testing & Data Analysis



2000

Create the digital live **Broadcasting System**

with storage in robot repository for news and Media Television, this system already today use in **Mediaset, CNN, Sony**.



2005

360° technology in Cultural Heritage the Computergraphics Animation

Recostrucion with VR360 Tour and touch screen technology



2007

Design and **introduce in Media/News and Aerospace Market**

a **Multitouch technology** for control room and Defense Operation



2007

Design and Patent , **Aerospace**

several design for Consumer, Automotive, Aerospace market



2010

Design & Patent 360°

revolutionary system that gives people the freedom to choose where Observe **Aeronautics & Aerospace Application**



WINNER
Città della
Scienza 2016



WINNER
Gaetano Marzotto
2016



WINNER
Unindustria
2016



WINNER
INGDAN
2016



WINNER
Nasa
Space
Apps 2016



WINNER
Nasa
Space
Apps 2017



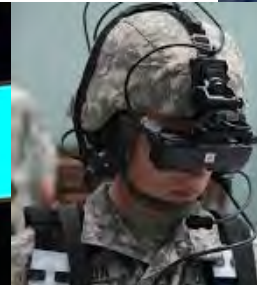
2013 Success Story

Le nostre Tecnologie a bordo dell'unità navale "MM Garibaldi Naval Unit"

Virtualmind Multitouch Table

Un tavolo multitouch di grandi dimensioni in grado di fare lavorare in contemporanea fino a 32 persone.

Utility: Tactical and Strategic Management



Virtualmind 360° Vision

I nostri competitor hanno sviluppato tecnologie 360 solo per il mercato Consumer.

Virtualmind ha sviluppato le tecnologie 360° a bordo di aerei e o veicoli come sistema di guida autonomi per veicoli elettrici , Integrati a bordo di Nano UAV o nel casco dei Piloti grazie alla nostra tecnologia dotata di telemetria realtime.



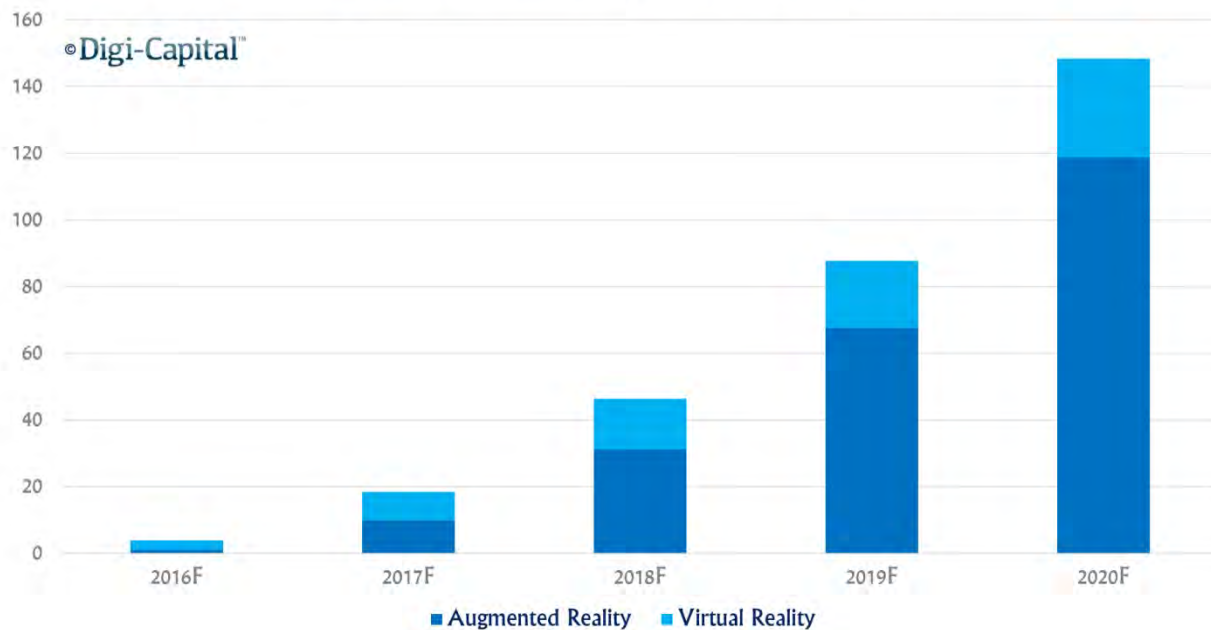


Focus Market



La crescita esponenziale del mercato di riferimento

Augmented/Virtual Reality Revenue Forecast (\$B)



360° Tech Global Interest



Focus Market



Global interest in VR by age group

47% were extremely or very interested in using a VR headset – a number that jumps to 67% among 25-34-year-olds globally.

Q: How interested are you in using a virtual reality headset?

ALL AGES

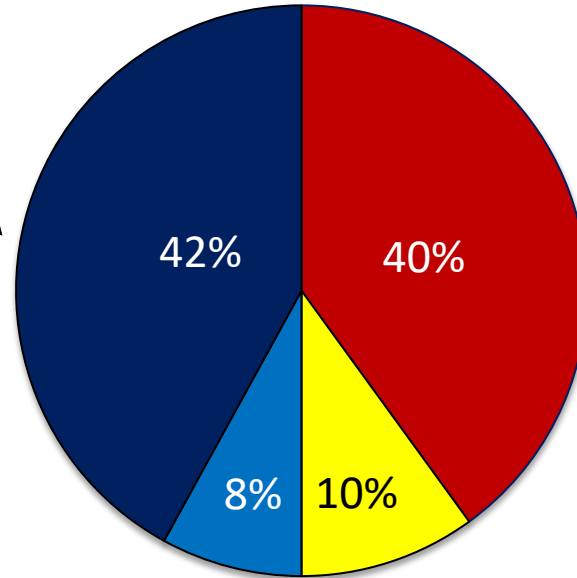


	18-24	25-34	35-44	45-54	55-64	65+
Not at all interested	11%	7%	11%	17%	29%	36%
Slightly interested	16%	14%	17%	20%	23%	28%
Moderately interested	18%	12%	18%	23%	25%	31%
Very interested	28%	30%	27%	25%	17%	21%
Extremely interested	27%	37%	26%	15%	6%	7%

360° VR Market Opportunity

\$ 150 B / year:

- Consumer = 40%
- Prosumer = 10%
- Professional = 8%
- Industry = 42%



- **BIG Companies focus on** VR Consumer and Prosumer Market
- **Virtualmind** focus on “free” Industrial & Professional Market (50%)
- Relevant patent opportunity is **Apple** (not have a **product** or VR 360° Patent)

Real 360-720° Applicazioni



Real720 Camera & Broadcasting

- Mobility 360° Camera
- Security / Public order 360 Camera
- Antiterrorism Attack monitoring
- 360° Facial Recognition

Real 720 Camera Car

- Insurance 360°
- 360° Image / Video (Sport & Media)
- Security Guidance
- 360° Recognition



Real360 V-Scan

- 360° Autonomous Guidance
- **Laserscan Probe**
- 360° Recognition



Real 360 Helmet

- 360° Image / Video (Sport & Media)
- Security Guidance
- 360° Recognition



Virtualmind: Progetti, investimenti e Mercati

• **Automotive, Security, Media: 360° Technology**



• **Aerospace: UAV (VTOL) – USV**



• **Industry: Automotive – Hypercar - Motorbike**



• **Gaming : VR Gaming Simulator**



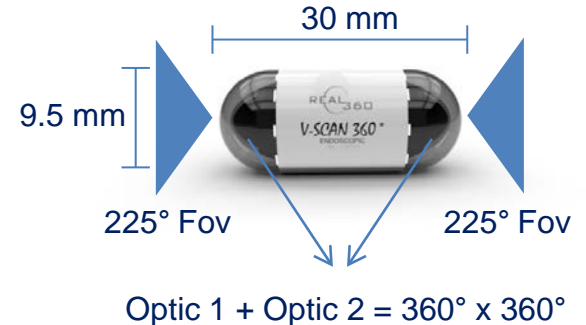
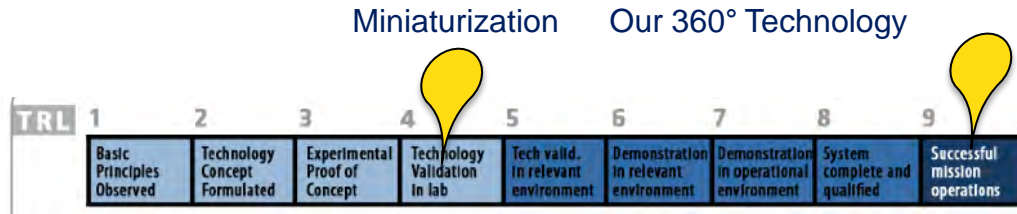
• **Biomedical: 360 Endoscopic**



Progetto Pill 360°

Features innovative

- Recorder full sphere Environment 360°x360° (no particular loss)
- No shape limitation
- Extreme miniaturization
- 15k Image / video Recording at 15-30 fps
- Two version (Colonoscopy – Rettoscopy – industrial)
- System integration with other Endoscopic device



Superperformante Hypercar Project

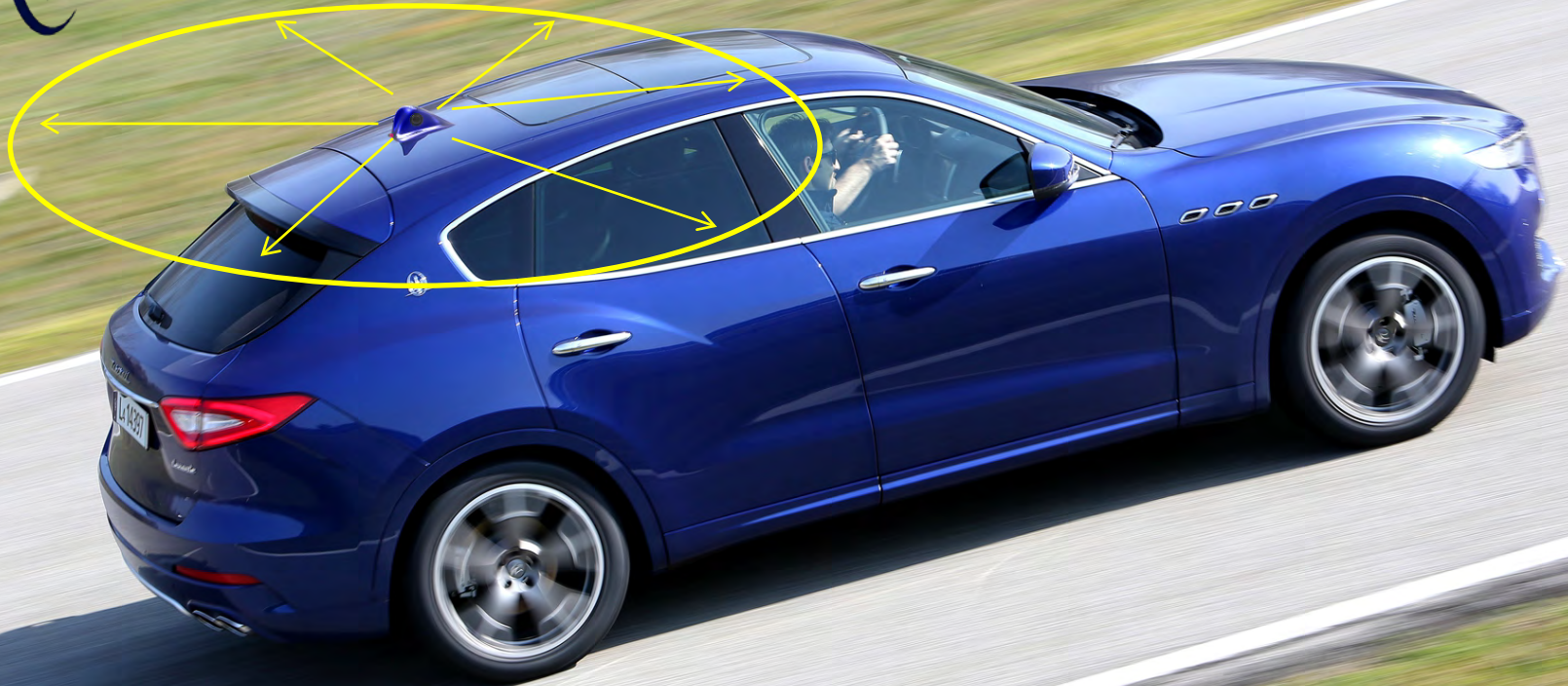
The design of this hypercar will be made with the latest technologies and the finest materials used in the automotive world as carbon fiber titanium and aluminum. The frame like most of the bodywork will be made of carbon fiber decreasing the weight (less than 1300 kg) of the car and consequently increasing performance and handling.



Progetto 360° per Automotive - Assicurazioni



360° x 360° View all angle view
(No particular loss)



Progetto: Real360 Gaming Simulator

Real 360 Gaming - innovazione

- Recorder full sphere Environment 360°x 360° (no particular loss)
- Realtime Videostitching, realtime laserscan image
- Realtime Streaming to headquarter or other device
- 50k Image / audio/ video Recording at 30-60 fps
- Several version & possible integration
- Broadcasting Mesh Network (for circuit & Events)



Our 360° Technology

TRL	1	2	3	4	5	6	7	8	9
	Basic Principles Observed	Technology Concept Formulated	Experimental Proof of Concept	Technology Validation In lab	Tech valid. In relevant environment	Demonstration in relevant environment	Demonstration in operational environment	System complete and qualified	Successful mission operations





Potential investments

360°/ Lidar TECHNOLOGY

- Real 360 Technology Prosumer/ Professional :
- Real 360 Technology Biomedic- industry:
- Real 720 Technology Aerospace – Defence
- Real 720 Technology Automotive Autonomous Vehicle
- Fly 360:
- Panotpes Orion

Invest. Quote

- 1-5 Mil. USD
- 3-4 Mil. USD
- 1-5 Mil. USD
- 5-10 Mil. USD
- 2 Mil. USD
- 2-5 Mil. USD

Revenue in 5 year

- 40-100 Mil. USD
- 90-300 Mil. USD
- 40-900 Mil. USD
- 150 Mil – 900 Mil. USD
- 80 Mil. USD
- 150 Mil. – 900 Mil USD

Drones - UAV

Fixed and Rotorwing

4-6 Mil. USD

1,9-2,4 Bil. USD

Other Patent

Gaming Simulator / Multitouch Touch Tech and other VR
(30 patent)

5 Mil. USD

800-900 MilUSD



Contact Info

VIRTUALMIND

Via Giacomo Peroni 444 – 00131 Roma
(Sede European Space Agency)

Contact:

Daide Angelelli - CEO

Tel. + 39 335-7112580

E-mail: angelelli@virtualmind.it

Please visit Link:

- **Virtualmind :** www.virtualmind.it
- **Gaming R-Gp1:** www.r-gp1.com
- **Aeromeccanica :** www.aeromeccanica.it
- **Real720 :** www.real720.com
- **Panoptes360 :** www.panoptes360.com
- **Fly360 :** www.fly-360.com

