



————— Making Augmented and Virtual Reality Simple —————

VIDEO OF THE PITCH OVER HERE → <https://youtu.be/tw5qkoQTzAY>

Our
MISSION

To become the leading technology solution
to build interactive virtual worlds for
enterprises (B2B)

The LEADERSHIP TEAM



HAROLD DUMUR
Founder and Chief Executive Officer



PIERRE-LUC LAPOINTE
Chief Innovation Officer



DAVID AREL
Lead Programmer

*Former Facebook, Google,
Deloitte & Alibaba employee*



LUCIE RIVARD
Chief Operating Officer



Samantha Bilodeau
Chief Marketing Officer



Shuo Pang
Machine Learning Lead



*+15 Dedicated Professionals
Building The Future of VR/AR
In Quebec & Montreal*

The ADVISORY BOARD



CLAUDE MCMASTER (OBSERVER)
Chief Executive Officer, D-BOX (TSE:DBO)
Technical “Rocket” Strategist



TIMONI WEST
Director of XR Research, Unity Engine
XR Advisor



ERIC HARVEY, PhD
Director Applied Digital Imaging, CiMMi
Scientific Advisor - Machine Learning



BENOIT RICHARD
M&A VP at Somavrac
Investment Advisor

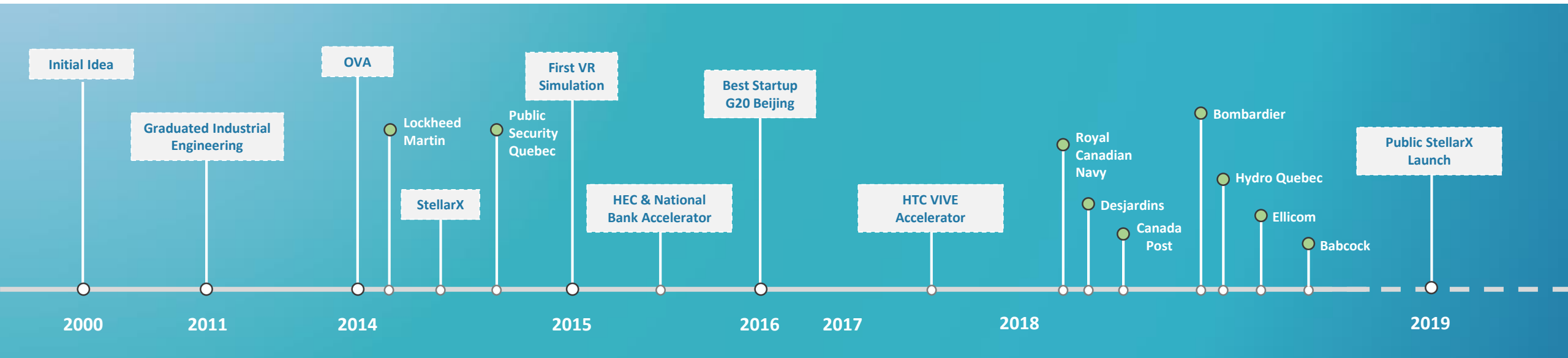


SEBASTIEN TREMBLAY, PhD
Director Joint Research
Scientific Advisor – XR Metrics



Paul Doyle
Former CEO of Fabric Engine
XR Advisor

The HISTORY



The Industries

PAIN POINTS

Long-Process

Fully-3D immersive content can only be created by teams of highly technical and talented individuals using professional 3D tools

Difficult to Prototype

The steep learning curve and difficulty of building VR/AR has limited the amount of available content making prototyping VR/AR environments difficult

Adoption

3DS MAX and Unity only provide high end 3D editing tools that can only be utilized by professional programmers leading to a lack of democratization for content creation

StellarX

WORLD BUILDING – (Tech Demo)

vimeo

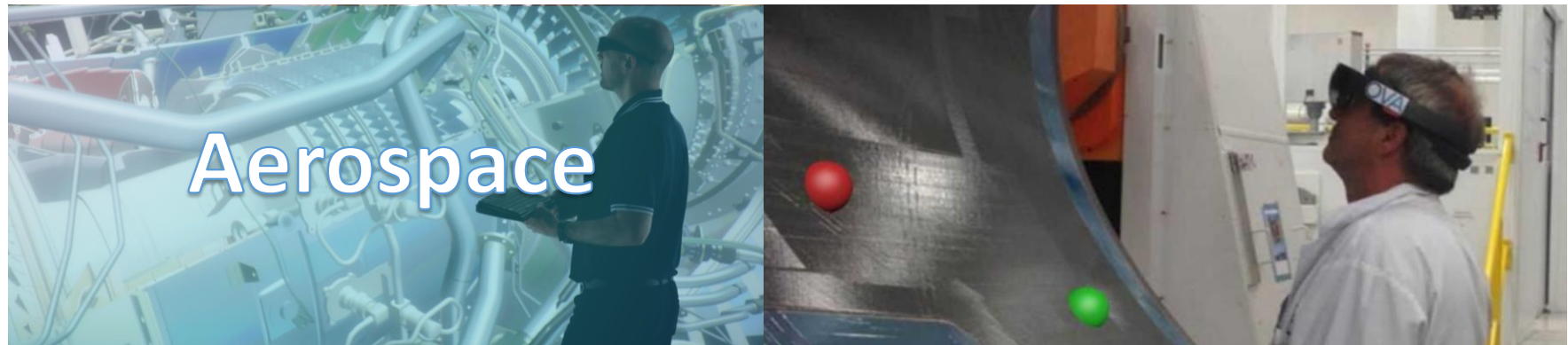


🔒 SXSW / GDC

Click on ⚙️, then on 1080p

<https://vimeo.com/258614739/6990b1c560>

OPPORTUNITY FOR TRAINING AND SIMULATION



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Sketchfab lets you import 3D models into your favorite 3D software



Romain Dillet @romaindillet / 1 year ago

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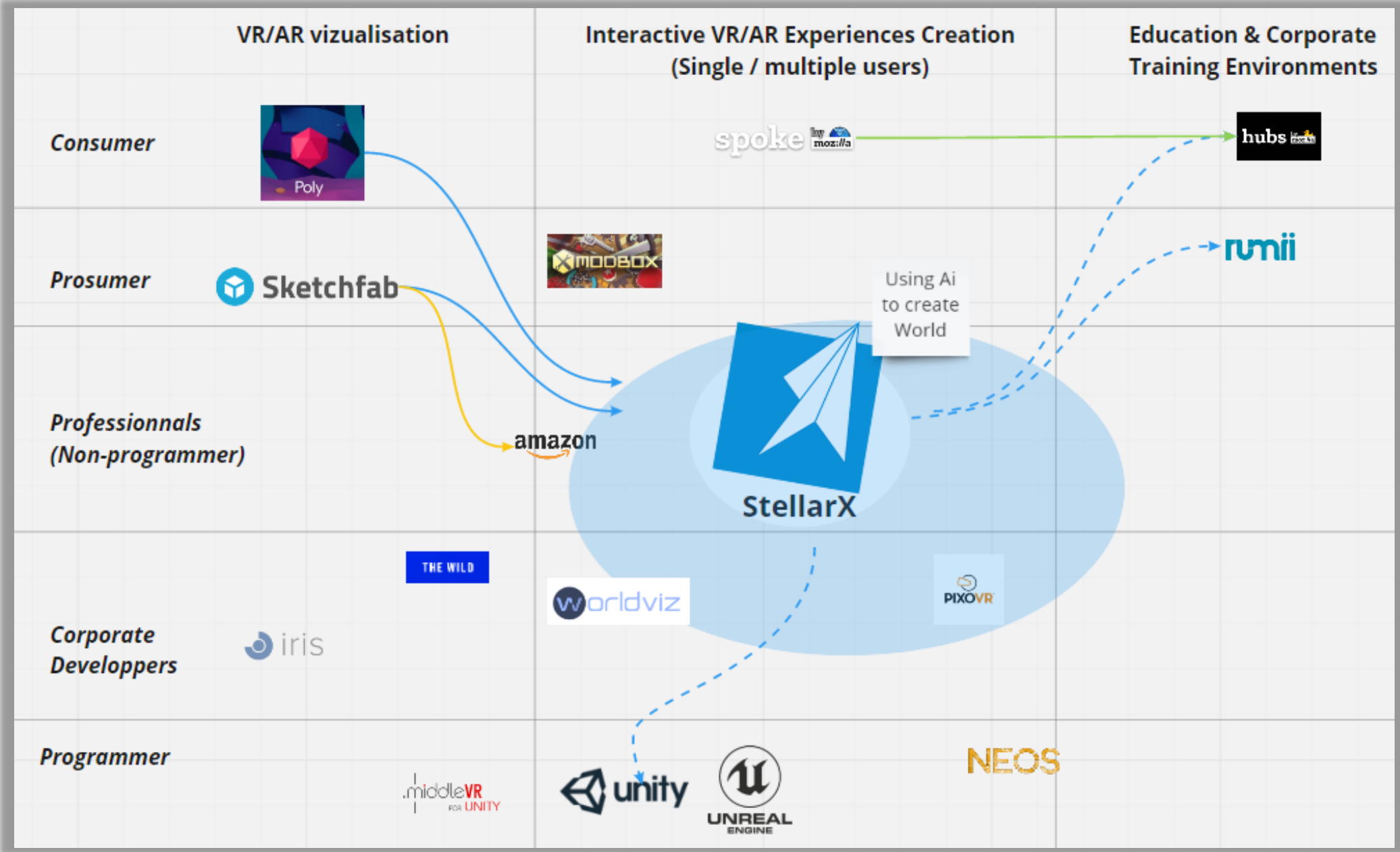


Sketchfab has built a huge library of 3D models. Some of them are available under a Creative Commons license, others can be purchased. The startup now wants to help you do stuff with all this content. You can now download and import 3D



write 3D app.

OUR UNIQUE POSITION



GO TO MARKET STRATEGY



Trade Show & Conferences

10+ tradeshow and keynote presentations planned in 2019



Training & Education

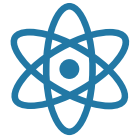
StellarX will be used in schools for graphic content creation courses



Strategic Partnerships



Web Presence



Research Centers

OVA is developing image recognition to create Ai 3D object suggestions



WHY NOW?

“Just like Minecraft enabled 70 million people to become 3D content creators, I think there will be hundreds of millions of computer content creators with virtual and augmented reality and VR/AR makes that completely accessible to people.” – Tim Sweeney, Founder Epic Games & Creator of Unreal Engine

OVA believe that upcoming 5G technology allow wide spread adoption of VR/AR hardware by removing the high computing power requirements

LET'S
BUILD
THE FUTURE
TOGETHER

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