



# ANYTHING WORLD

Anything is possible



Title here







# The Problem



## It's costly and timely

for application developers to produce and animate their own 3D assets. \* \*\*



## Creators are limited

by the restricted number of 3D assets built into their applications.

## Voice controlled 3D is hard

Voice controlled 3D experiences are hard to build.



\*Average production costs of 3D asset = \$145,000 (Example Mobile games)  
Casual Social = \$52,500 | Mid-level Games = \$142,500 | High-level Games = \$240,00



\*\*Average production time = 17 Month (Example Mobile games)  
Casual Social = 6 month | Mid-level Games = 18 month | High-level Games = 2.5 years





# The Solution



Anything World is a **platform**  
empowering **creators** to build  
limitless **3D** experiences



# 👁️ We bring everything to life – using voice if you like



## Static 3D objects

Combining extensive 3D libraries  
500,000+ models



## Output



## Voice

Easy Natural Language  
Integration

## Anything World Platform

Automated 3D smart assets with AI behaviours  
No manual labour required  
Controllable via Voice, UI or Code  
Output to any device



Desktop



Mobile



Console



Mixed Reality

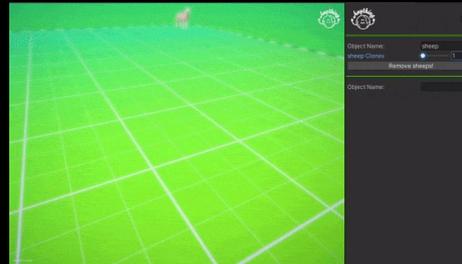
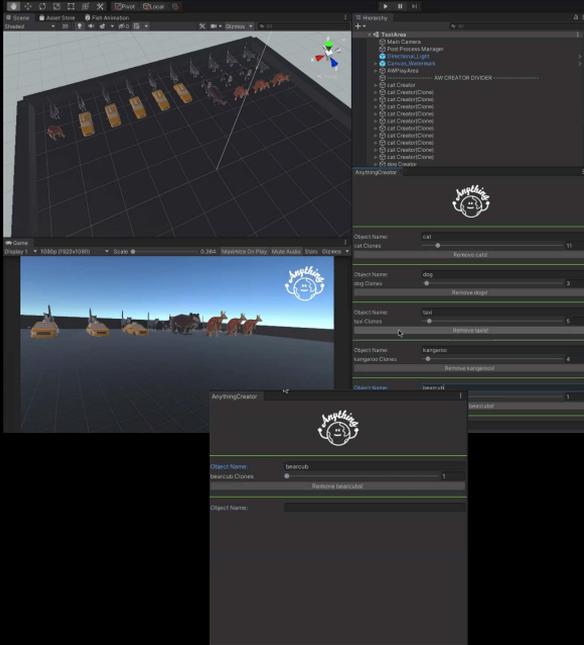
# □ How the Anything World Magic works



Our **cloud platform** integrates existing **3D libraries** and **Natural Language Understanding** services with our own proprietary tech. The smart bit happens in the middle. We **automate animation** and add **behaviours** to otherwise static **3D objects** by using our own **custom machine learning implementations**. We make objects smart. **We are platform agnostic.**



# 👁️ How it looks



Used by Production Agencies and Games Studios like:

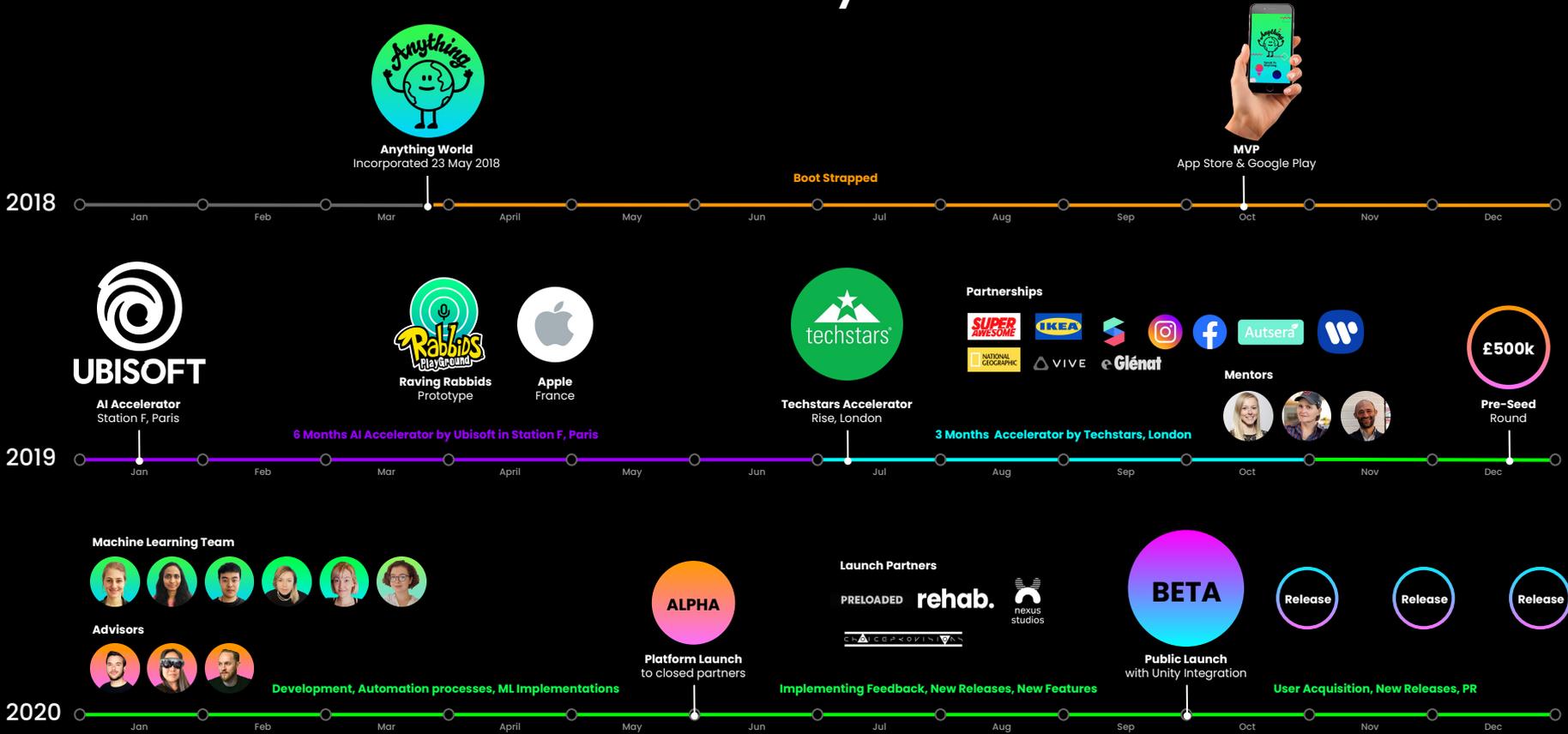


**PRELOADED**

**rehab.**



# Our Journey so far



 **Our Team** 



**Natalie**  
Head of Studio



**Gisel**  
Chief Technical Officer



**Sebastian**  
Co-Founder, Creative Director



**Marta**  
Machine Learning Specialist



**Noah**  
Machine Learning Specialist



**Divya**  
Machine Learning Specialist



**Gordon**  
Co-Founder, CEO



**Freya**  
3D Software Engineer

# Our Early Adopters

## Game Studio



### Choice Provision

Medium size video games studio, focus on Mobile and console gaming, Santa Cruz

"We love using Anything World to generate living procedural environments for our games - saves us so much time and adds so much life"

Mike Roush, Co-Founder, Choice Provisions



## Game Studio



### PRELOADED

### Preloaded

Medium size games studio, focus on EdTech, London

"Right now AR is ALL we are doing, and Anything World is the kind of handy time-saving service we love here at Preloaded!"

Phil Stuart, Creative Director, Preloaded



## Digital Agency



### Nexus Studio

Digital marketing agency, focus on VR and AR,

"Anything World is one of the forebears of an essential kind of AR experience. There is so much value in summoning anything you want using only your voice and then interacting with that thing."

Liam Walsh, Creative Technology Director, Nexus Interactive Arts



## Digital Agency



### rehab.

### Rehab Agency

Digital marketing agency, focus on Voice Tech and AR, London

"The notion of generating worlds with your voice has fascinated us for a long time. Now with AW using it in projects is next level!"

Rob Bennett, CEO Rehab



# Our Early Partnerships

## Gaming



**Ubisoft**  
Giant Gaming Enterprise

Limitless voice play in augmented reality with Ubisoft's iconic Raving Rabbids characters.



## Music



**Warner Music Group**  
Multinational entertainment and record label.

Share your music experience in a new way with interactive sing-along social app.



## Social



**Creative Shop (Instagram, Facebook)**  
Creative Shop is always hungry to craft new ideas with new technology for FB and Insta

Control face filters by voice inside your favorite social app.



Turn text into animated Memes inside your favorite messenger app.



## EdTech



**National Geographic**  
World leader in geography, cartography and exploration.

Experience the exciting world of dinosaurs in a new augmented way. Engage and control this fantastic creatures with your voice.



# Why Now? Market Trends

Video game traffic during lockdown - 75%



72% of Adults play games on their mobile

Wearables are paving the way    

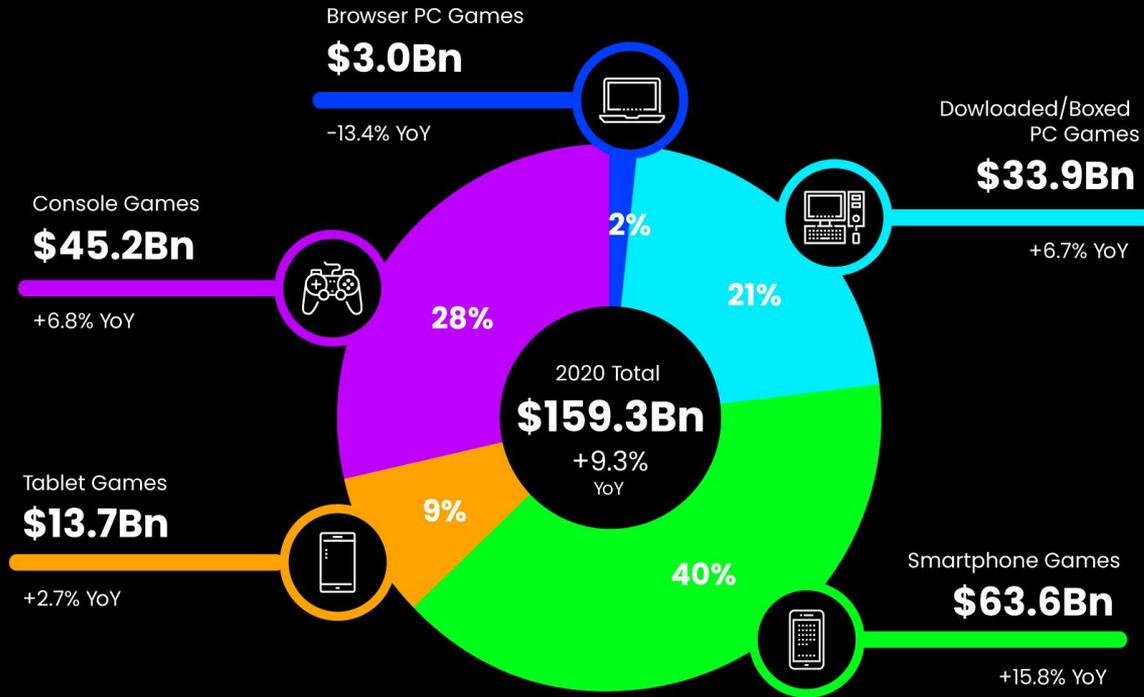
3D asset are ever expanding   

Voice tech is everywhere   

5G and edge computing on the rise  

# Market Opportunity

## Global Games Market

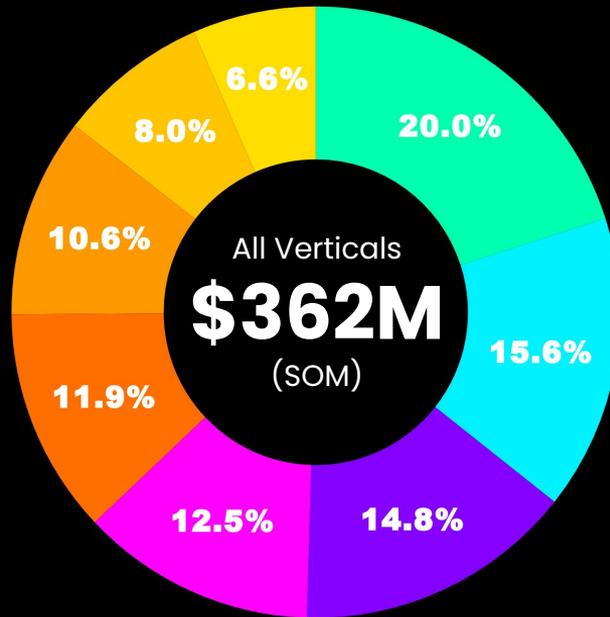


Go-To-Market Focus:

**Hyper Casual & Casual Mobile & Tablet Applications**

# Other Verticals Beyond Gaming

By **2025** we are projecting a total Serviceable Obtainable Market (SOM) of **\$362 Million**  
\$72.4 Million (20%) are from Gaming. The others are through additional verticals.



## Verticals

- \$72.4M - Gaming
- \$56.5M - Social
- \$53.6M - MarTech
- \$45.1M - EdTech
- \$43.2M - Retail
- \$38.2M - Telecoms
- \$28.9M - Music
- \$23.7M - Film



[www.anything.world](http://www.anything.world)



hello@anything.world

