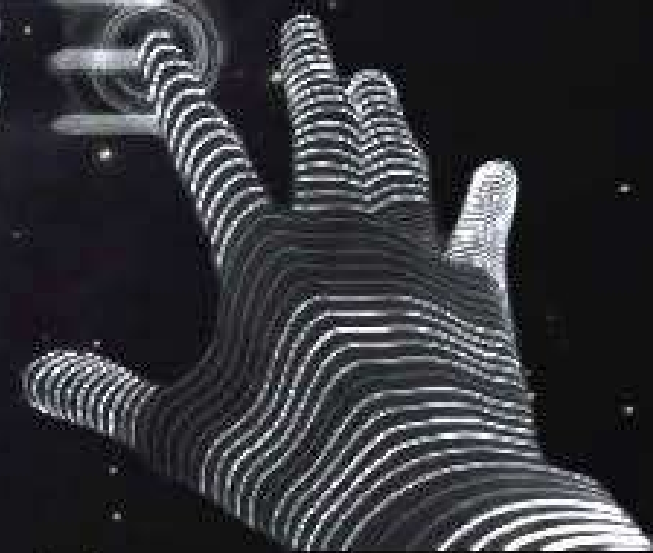




METAVVERSE



Metaword Srl is a young and innovative startup with years of experience in the field of finance, design and virtual reality technologies.

Born from the fusion between the entrepreneurial skills of Francesco Colucci, and the technical proficiency of Cristian Dessi, member of the EuroXR (scientific committee for the application of extended reality in Europe).

After the experience in the artistic field and the success during the Fuorisalone 2022/23, with the presentation of the first gallery entirely made in virtual reality, the two founders felt the urge to offer and disseminate their knowledge and preparation, adapting it to all sectors of activity.





METAWORD



DIMENSION 4.0

Fourth industrial revolution, the beginning of a new era.

The world changes at an exponential speed, technologies change and evolve every day, simplifying work, society and life cycles.

Metaword srl, pioneer in extended reality systems, offers its expertise in guiding companies, businesses and people.

In this phase of change, it designs and tailors the most suitable solutions for every type of business.

SECTORS AND APPLICATIONS



INDUSTRIAL APPLICATIONS

- ✓ Design review
- ✓ Training
- ✓ Product Presentation
- ✓ Virtual Prototyping
- ✓ Virtual Commissioning
- ✓ Perceived Quality Analysis
- ✓ Ergonomic Analysis
- ✓ Comfort Analysis
- ✓ Accessibility and Reachability Analysis
- ✓ Motion Capture/Tracking of People and Machines ✓ Modelling/Simulation of Virtual Environments and Products
- ✓ Meeting Rooms
- ✓ Technology Solutions for Showrooms
- ✓ Technology Solutions for Auditoriums
- ✓ Interactive Applications

METAWORD



SECTORS AND APPLICATIONS



MILITARY & DEFENSE

- ✓ Augmented reality target system
- ✓ Augmented reality mapping
- ✓ VR training
- ✓ First aid and emergency management
- ✓ FPV Drone training



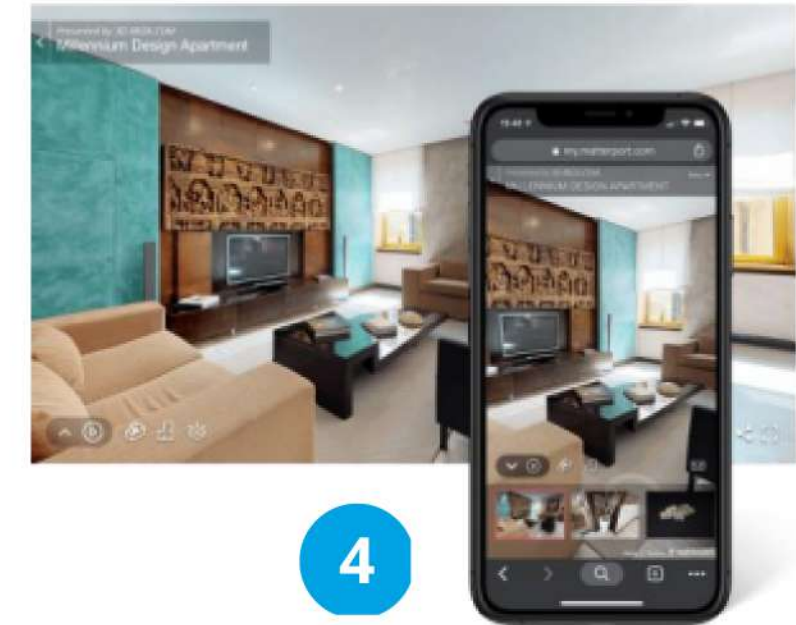
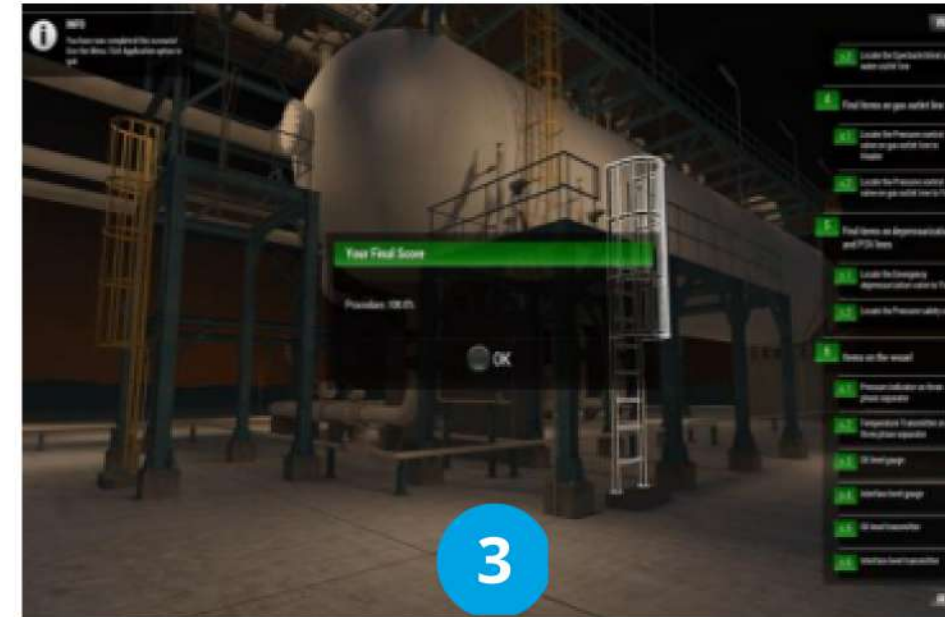
ACADEMY & SCIENTIFIC

- ✓ HPC (High Performance Computing)
- ✓ HPG (High Performance Graphics)
- ✓ Modelling/Simulation of Virtual Environments
- ✓ Interactive Visualization/Navigation of Data Models
- ✓ Interactive Applications

METAWORD



OUR OFFERS

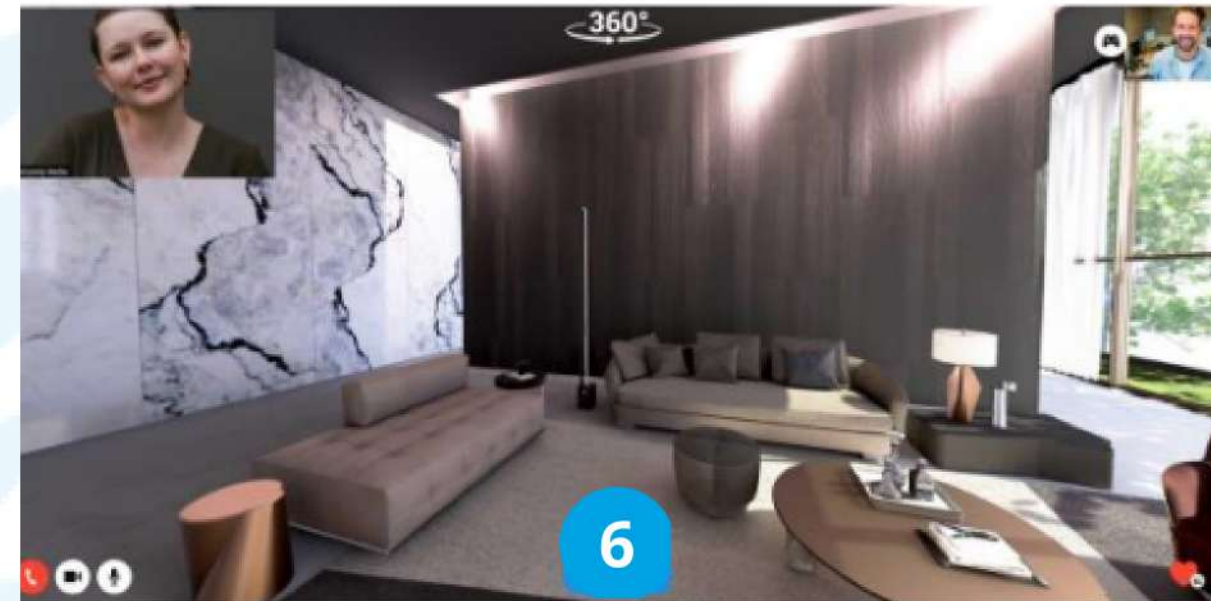


extended reality (XR) systems
(virtual, Augmented & Mixed)

Motion Capture Systems
(Optical, inertial, hybrid)

Application for XR Solutions
(Virtual Training, Virtual Simulation,
Configurators, etc.)

Digital Contents
(360° images and videos,
photorealistic renderings, etc.)



Virtual Showroom / Virtual Event
(Immersive web applications)

Advanced Multimedia A/V Systems

IT Infrastructures

1 EXTENDED REALITY SYSTEM

eXtended Reality (XR) is a term referring to all real-and-virtual combined environments and human-machine interactions generated by computer technology and wearables, where the 'X' represents a variable for any current or future spatial computing technologies. It includes representative forms such as **augmented reality (AR)**, **mixed reality (MR)**, **virtual reality (VR)** and the areas interpolated between them. The levels of virtuality range from partially sensory inputs to immersive virtuality, also called VR.

XR is a superset which includes the entire spectrum from "the complete real" to "the complete virtual" in the concept of "reality–virtuality continuum". Still, its connotation lies in the extension of human experiences, especially relating to the senses of existence (represented by VR) and the acquisition of cognition (represented by AR). With the continuous development in human–computer interactions, this connotation is still evolving.

Powered by our team, Metaword is focused on integration of the entire spectrum of XR technologies.



SINGLE SCREEN



CAVE



PORTABLE



MIXED REALITY

VIRTUAL ROOMS



VIRTUAL REALITY



AUGMENTED REALITY



MIXED REALITY

HEADSET

2 MOTION CAPTURE

Motion capture (also referred as **mo-cap** or **mocap**, for short) is the **process of recording the movement of objects or people**. It is mainly used in industry, military, entertainment, sports, medical applications and for the validation of computer vision and robotics. In filmmaking and video game development, it refers to recording actions of human actors, then using that informations to animate digital character models in 2D or 3D computer animation.

When it includes face and fingers or captures subtle expressions, it is often referred to as "**performance capture**". In many fields, motion capture is sometimes called **motion tracking** but, in filmmaking and games, motion tracking usually refers more to **match moving**.

The technologies that are mainly used by METAWORD are:

INERTIAL

based on miniature inertial sensors, biomechanical models and sensor fusion algorithms. Most inertial systems use inertial measurement units (IMUs) containing a combination of gyroscope, magnetometer, and accelerometer, to measure rotational rates.



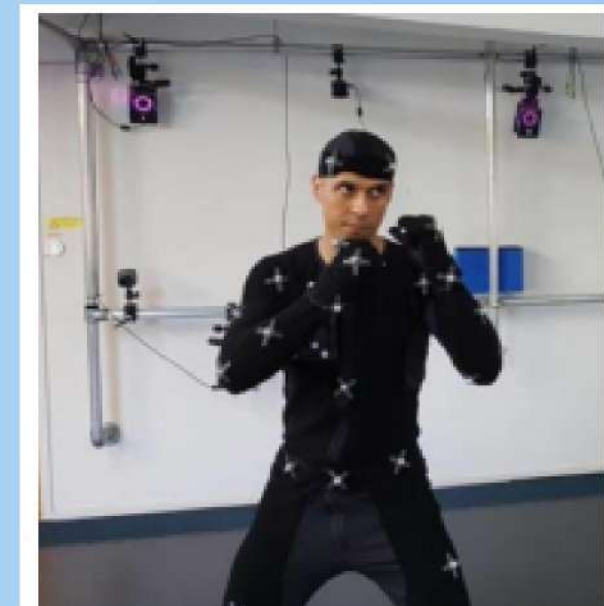
HYBRID

a combination of Optical and Inertial technology.



OPTICAL

motion data are captured from image sensors to triangulate the 3 D position of a subject between two or more cameras calibrated to provide overlapping projections.



3 APPLICATION FOR XR SOLUTIONS

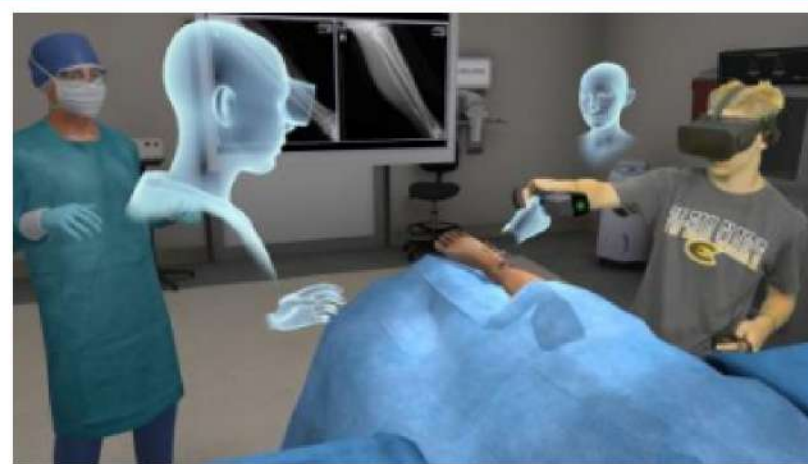
From the entertainment and gaming industry to industrial and medical fields, eXtended Reality (VR, AR, MR) is expanding the possibilities for visual immersion and natural interaction.

We build innovative **XR (eXtended Reality) applications** by combining state-of-art technology, 3D interfaces and interactive design to enhance the level of reality all around you.

We enrich your digital experiences improving immersivity and interactivity.

Our Development Team is specialized in using several XR paradigms to produce applications that can suit every customer needs, using the most recent and innovative technologies on the market.

VIRTUAL TRAINING



VIRTUAL PRODUCT CONFIGURATORS

4 DIGITAL CONTENTS PRODUCTION

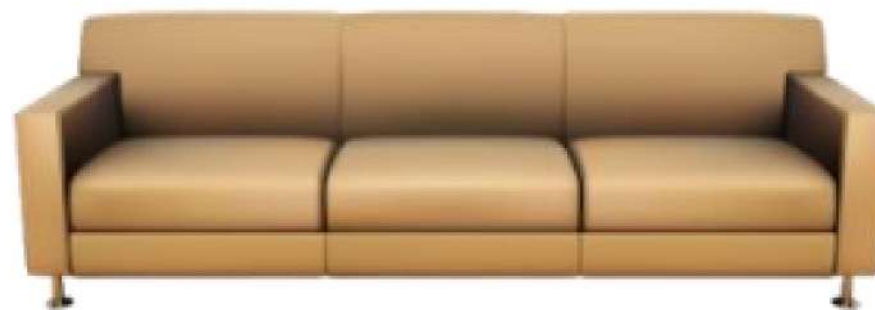
Immersive virtual environments (based on 360° images, videos and renderings) have changed the way we perceive digital contents. By taking away fixed perspectives, we place viewers in the heart of the action and give them the freedom to choose their viewpoint, that's how the immersive environments reinvented the idea of digital storytelling. In fact, in the fluid world of 360 °, content can never truly be experienced exactly in the same way, making each experience unique to the user.

Our team can offer a very wide set of services. We use a specialist, bespoke pipeline to ensure each and every project, that is something we can all be proud of. We love to push the boundaries of what is technically and creatively possible.

360° PHOTOS &
VIDEOS



3D
MODELING



PHOTOREALISTIC
RENDERINGS



5 VIRTUAL SHOWROOM / EVENT

The virtual showroom allows you to **meet people inside a WEB Virtual Environment** that can be explored in 360° interactive mode, this is a **virtual collaboration** and experience that is completely web based (**no software installation is needed**).

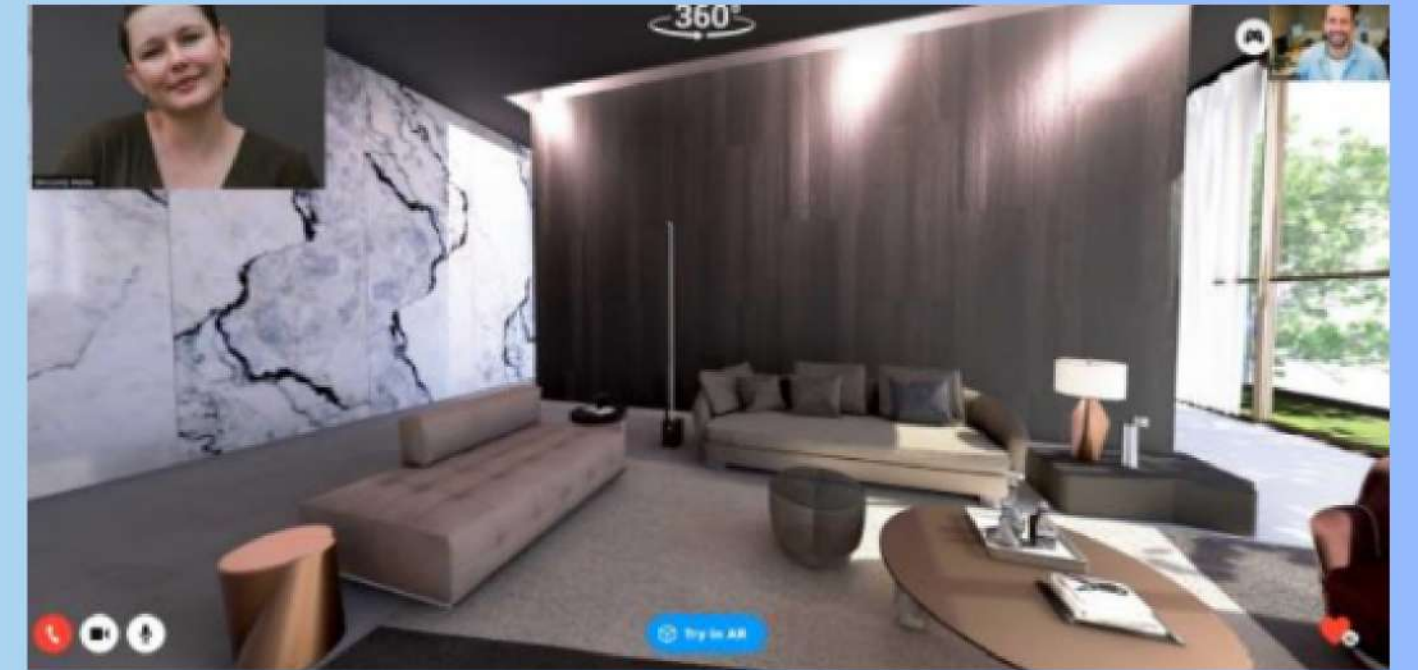
Virtual Environments are composed by rooms connected to each other by gates located in specific positions in "virtual space".

Virtual Environments may contain several types of digital contents such as:

- 360° photo rooms with gates and 2D insertions.
- 360° matrix photo rooms that can be explored from different points of view with gates and 2D insertions.
- 360° video rooms with gates and 2D insertions.
- 3D 360° rooms with gates and 2D insertions.
- 3D objects into 360° photo rooms with QR-CODE pop up to be used by Smartphones in AR (Augmented Reality) mode.
- 2D insertions: they are "areas" that can be placed inside the rooms and that can contain photos, texts, videos, live video stream also with greenscreen effect.

Virtual environments has two different kind of access:

1. Self Service Tour: by leaving only some data (e.g. name, surname, email, privacy policy).
2. Guided Tour: by accessing from a parameterized url with an invitation code, or by entering the invitation code provided by "presenter" user, with integrated videoconference 1-to-many (max 15 simultaneous guest videos and 250 viewer users).



6 ADVANCED MULTIMEDIA A/V SYSTEMS

Advanced Multimedia A/V (Audio/Video) Systems are the combination of several state-of-art A/V technologies used to communicate (and often interact with) a set of different types of digital informations (video, image, audio, etc).

METAWORD aims to meet all customer's needs, from the single multitouch monitor/videowall to the complete meeting room or the settings of technological devices for an entire auditorium.

At METAWORD we know the relevance of A/V infrastructures and we always have in mind the main criteria to realize them: sources and formats analysis, rack or central equipment location, conduit and junction box sizes and locations, power and data requirements, thermal management, application specific lighting, acoustical finishes, etc.

INTERACTIVE SYSTEMS



INFRASTRUCTURES



AUDITORIUM, MEETING ROOMS, ETC.



7 IT INFRASTRUCTURES

IT (Information Technology) Infrastructure is defined as a set of information technology (IT) components that are the foundation of an IT service, typically physical components (computer and networking hardware and facilities), but also various software and network components.

The Systems Integration Team of More, specializing in IT Engineering, is capable of offering our customers a complete hardware and software system architecture with no need to outsource.

IT Infrastructure is the backbone of every company . Server, workstation, network, backup/restore, VDI, IT Virtualization, etc , are the bricks of IT Infrastructure and More are perfectly capable to identify, plan and install (turn key) the best solutions .

SUPPORT, OUTSOURCING & TRAINING SERVICES



IT SYSTEMS



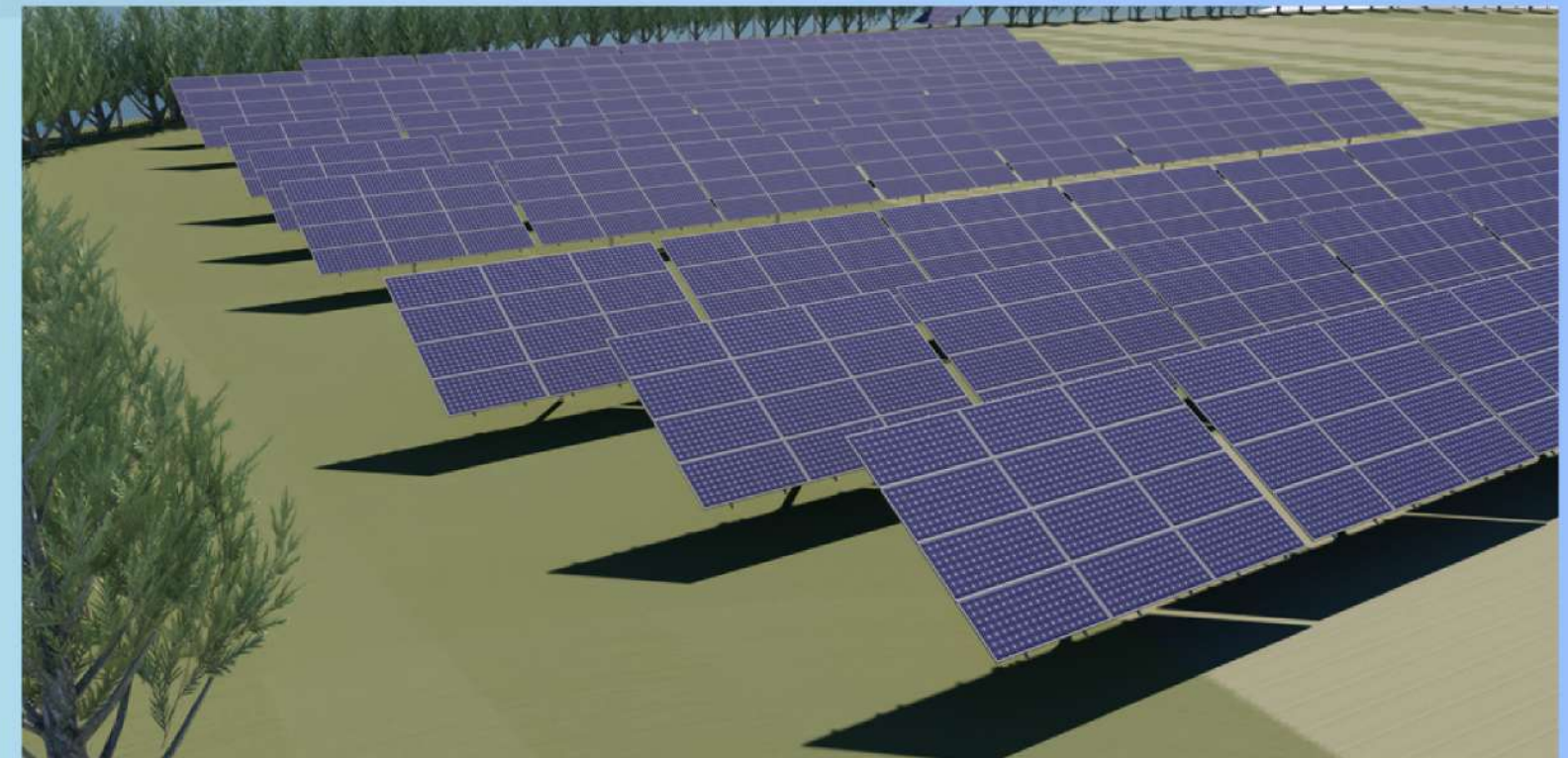
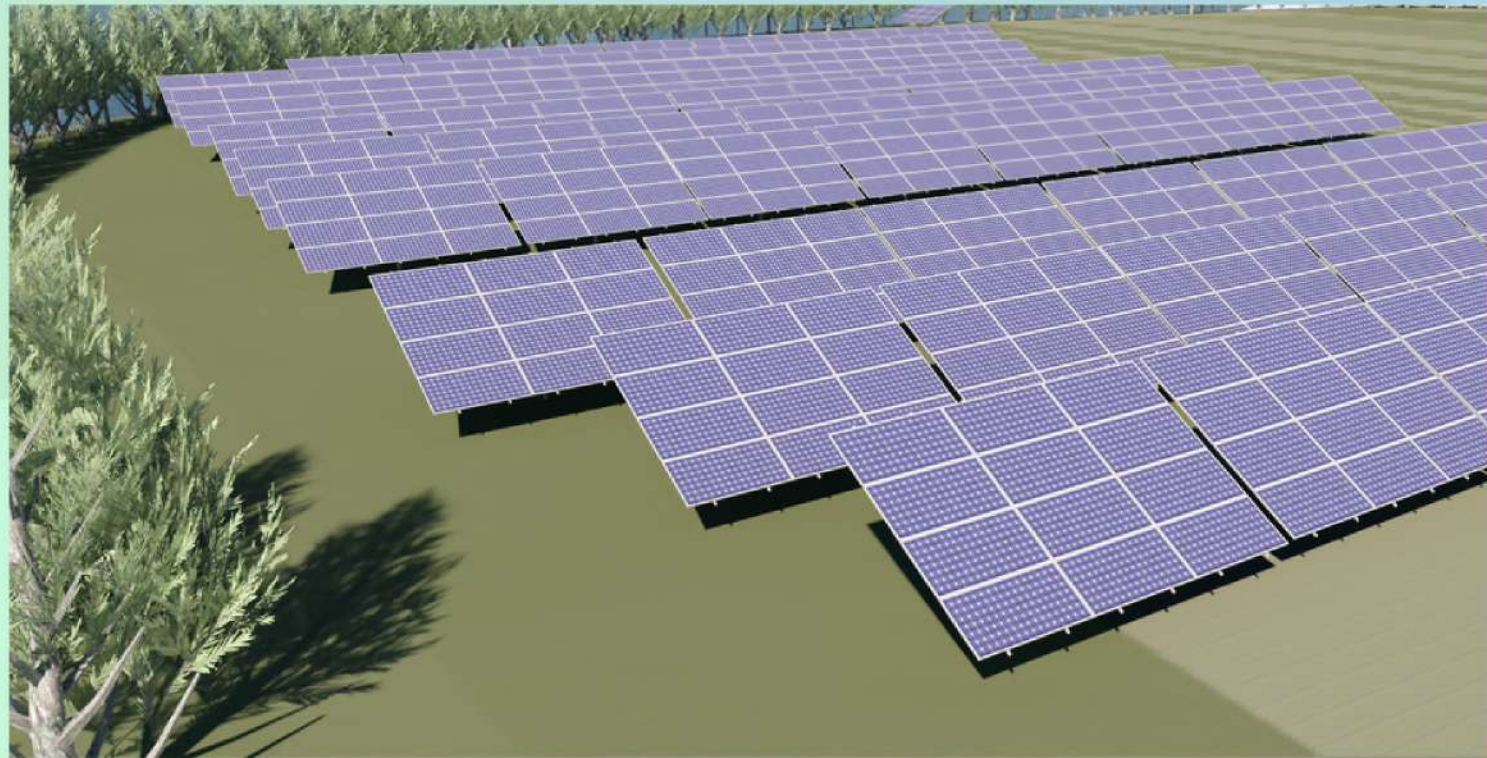
CONSULTANCY SERVICES



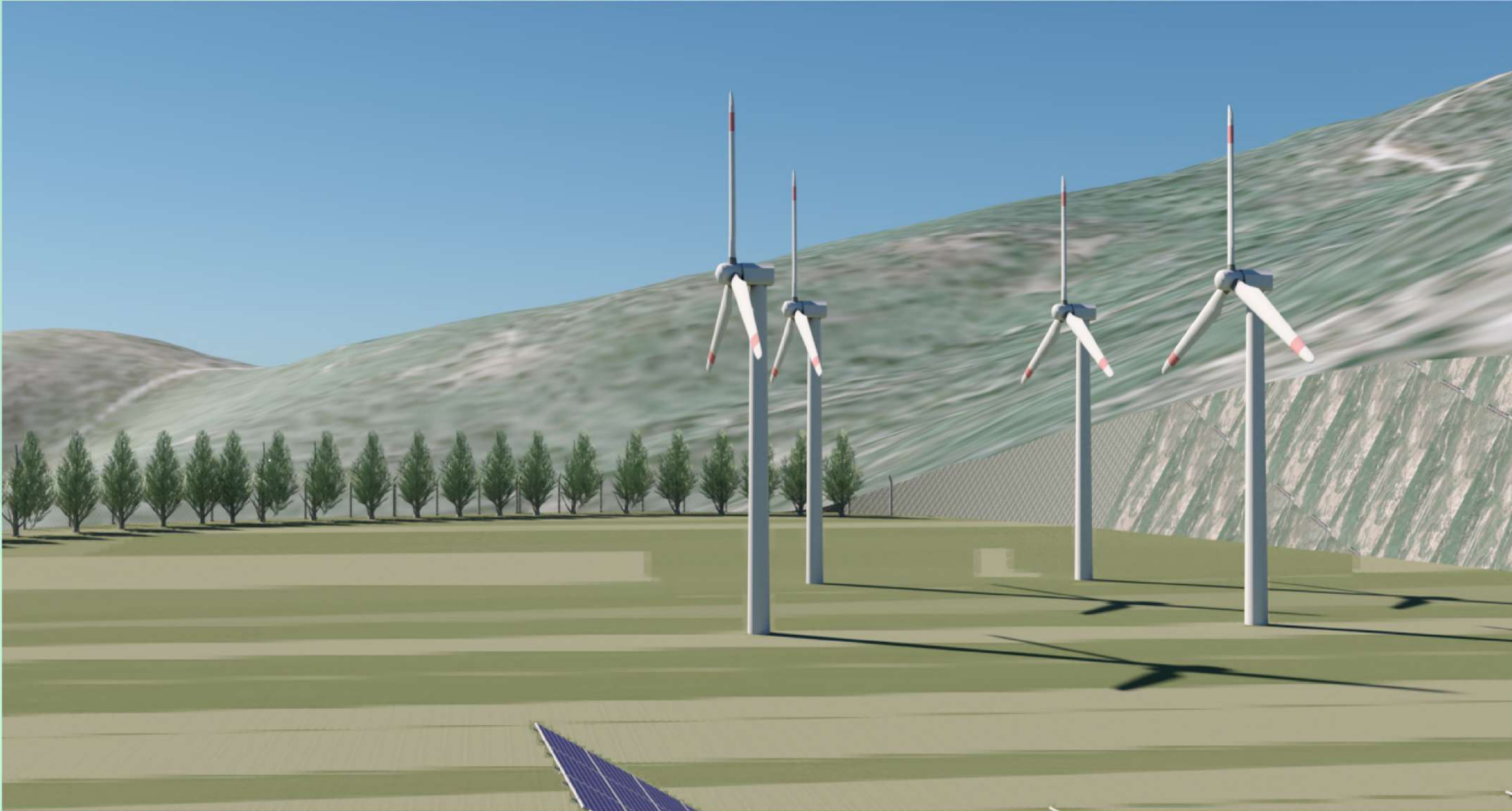
8 RENEWABLE ENERGIES

Immersive simulation technologies are widely used in the field of renewable energies.
from the identification of the production sites to the rendering and simulation of the production plant.

from the realization of the project to the simulation of the plant yield, all phases and work cycles are optimized and made usable to analyze the environmental impact assessment and the impact on the territory, giving a clear and simple reading of the integration of the plants in the sites identified for the realization



8 RENEWABLE ENERGIES



9

MILITARY TRAINING

AR TARGET SYSTEM
VIRTUAL TRAINING TROOPS
FPV DRONE TRAINING



EXTENDED REALITY SYSTEM



R&D

AUGMENTED REALITY
VIRTUAL REALITY
MIXED REALITY

CUSTOM VR ASSET - AUTOMATION

The experience of the Metaword team in the use of extended reality technologies, finds application in all business sectors.

CASE HISTORY

extended reality system and virtual training offer different applications and great benefits to everything that concerns simulations, automation and education.

Here the interaction between man and machine is guided by virtual reality simulation systems, which generate effective experiences eliminating any risks without leaving the office.



the following projects are created by the mw3 team to meet the various business needs.



MEDICAL

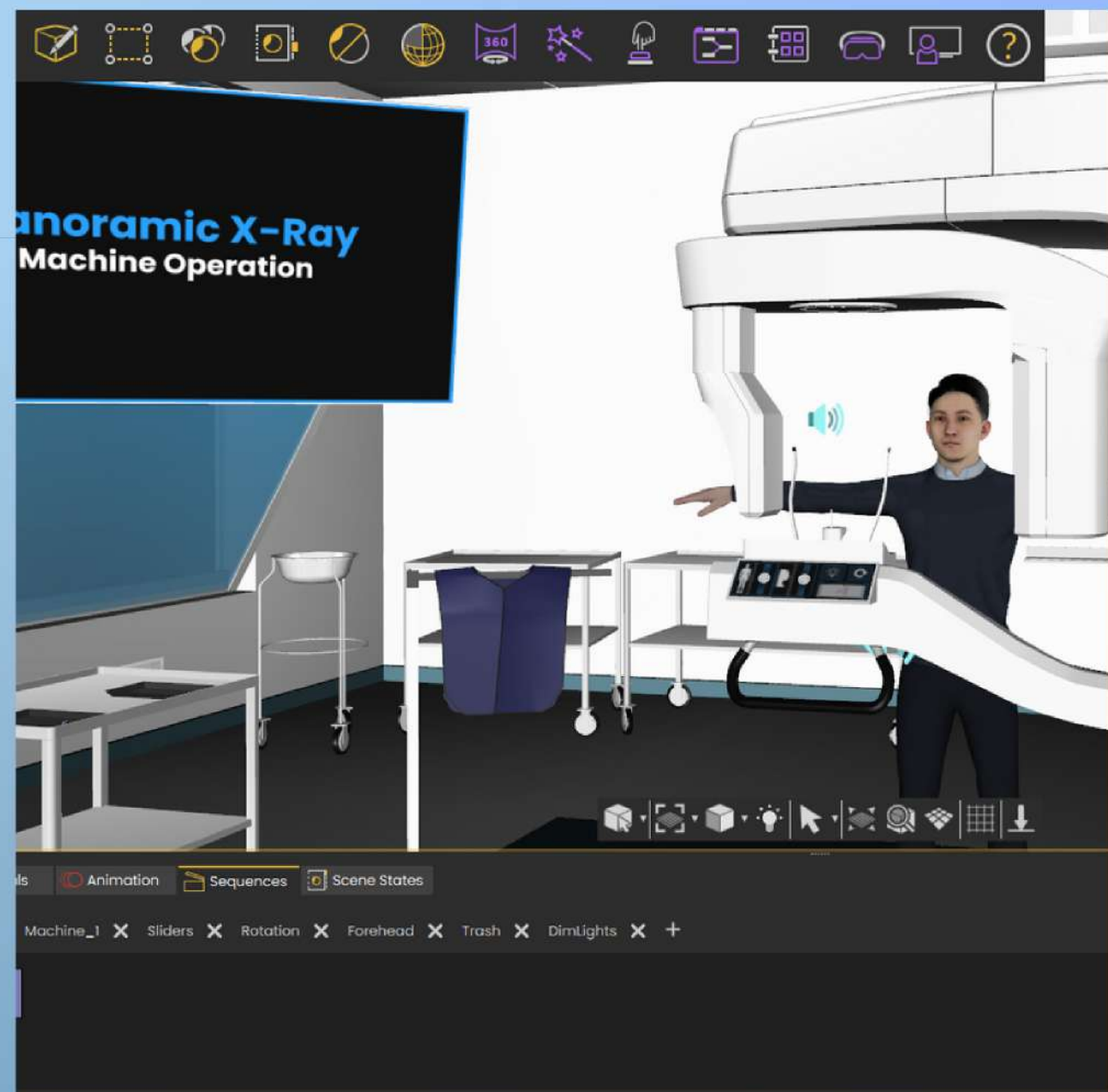


SIMULATION

Virtual Room for X-ray training where nurses and hospital staff can learn and apply the approach to the patient.

TRAINING

MEDICAL



INDUSTRIAL

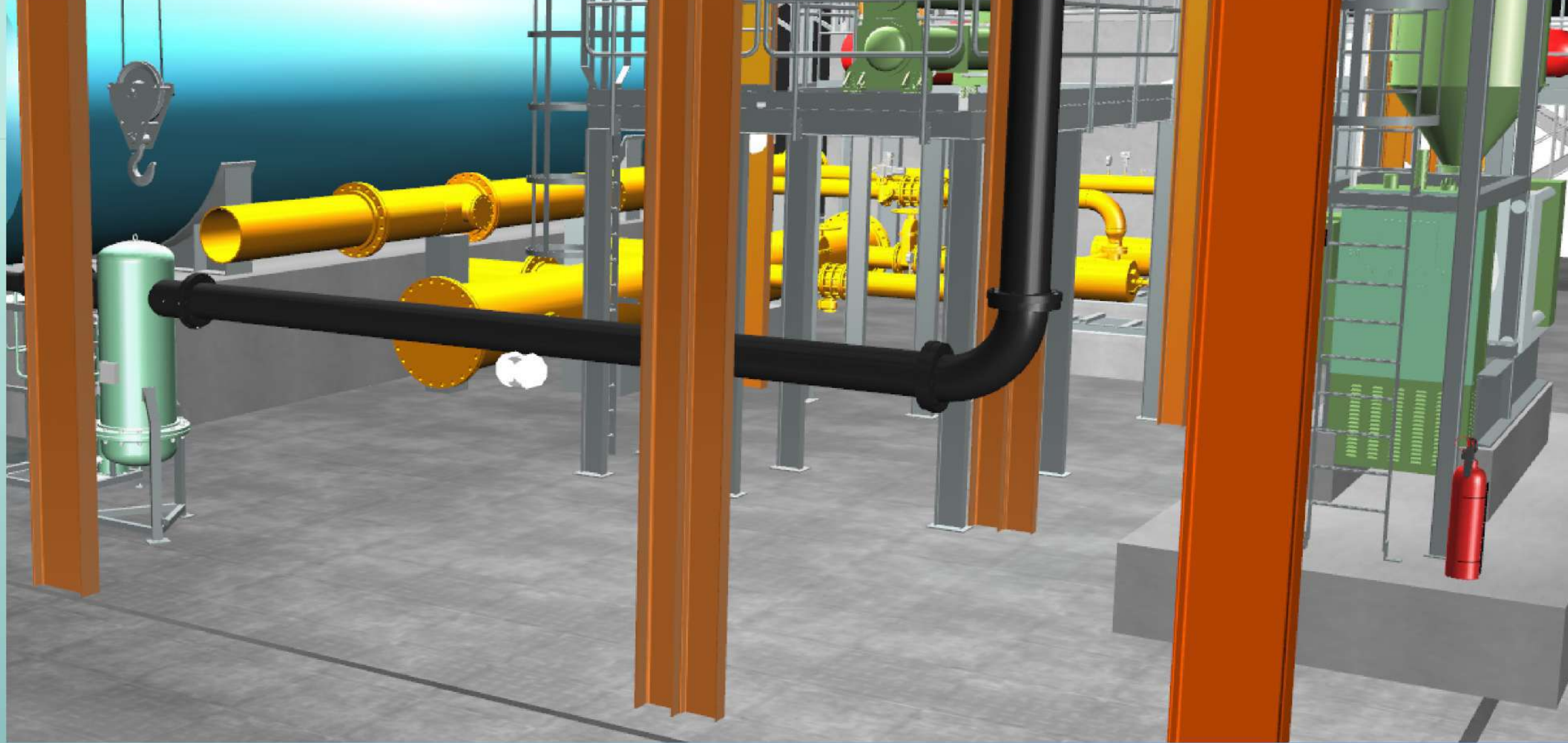


SIMULATION

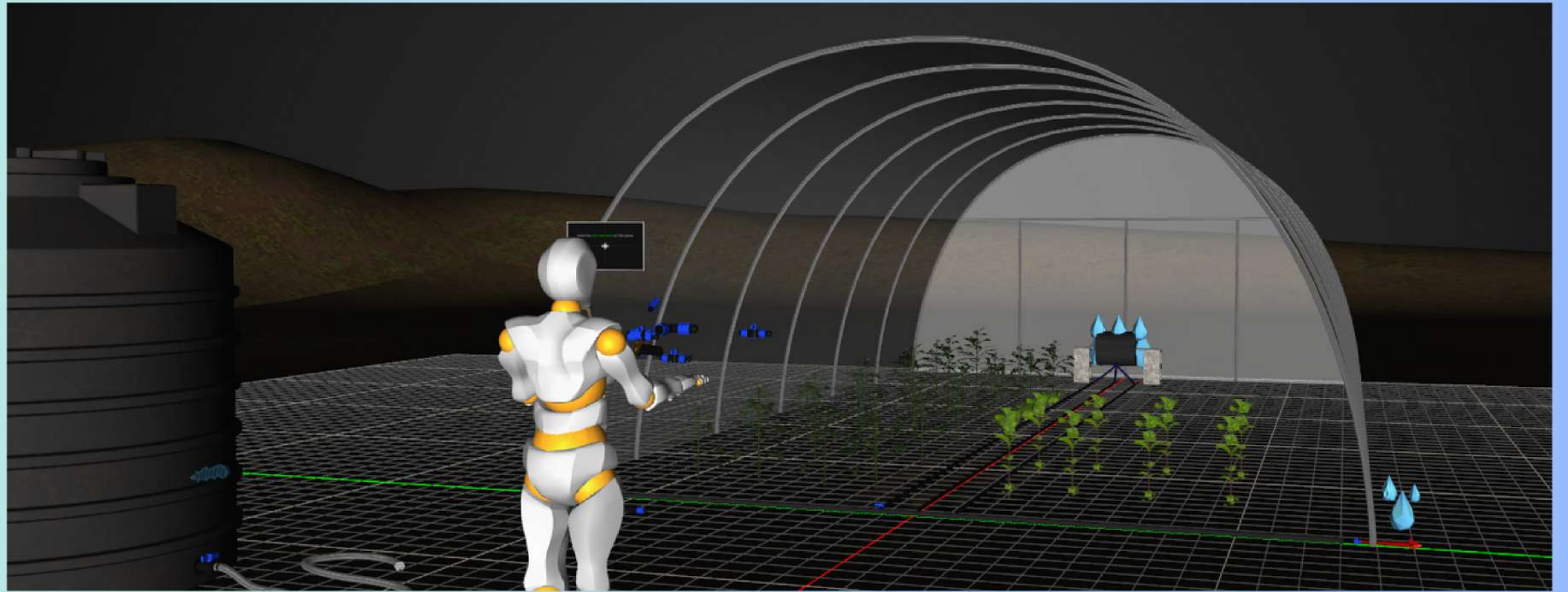
Vr assest for Risk Assessment.
Workers are trained to manage the
situations and risks they may
encounter in carrying out their work.

RISK ASSESSMENT

INDUSTRIAL



AGRICULTURE

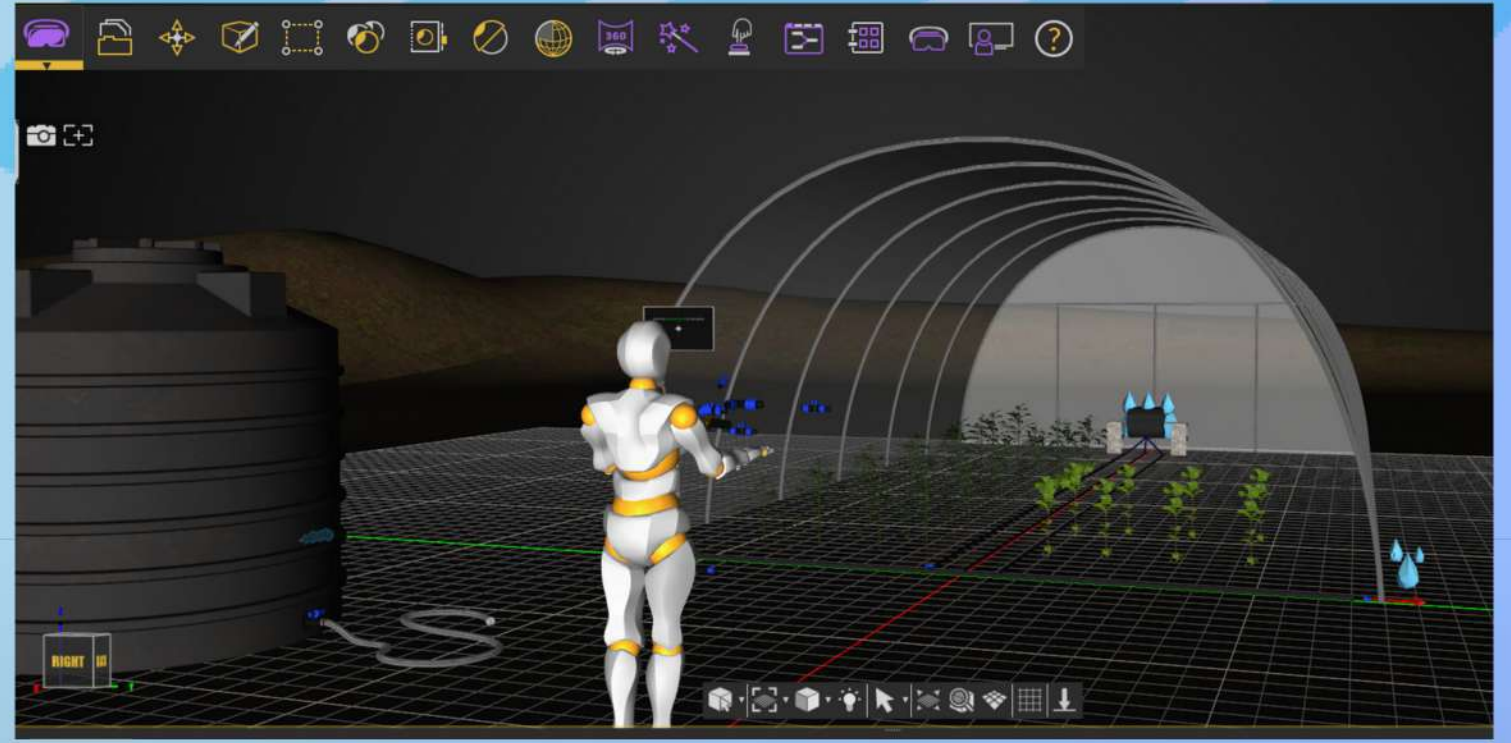


SIMULATION

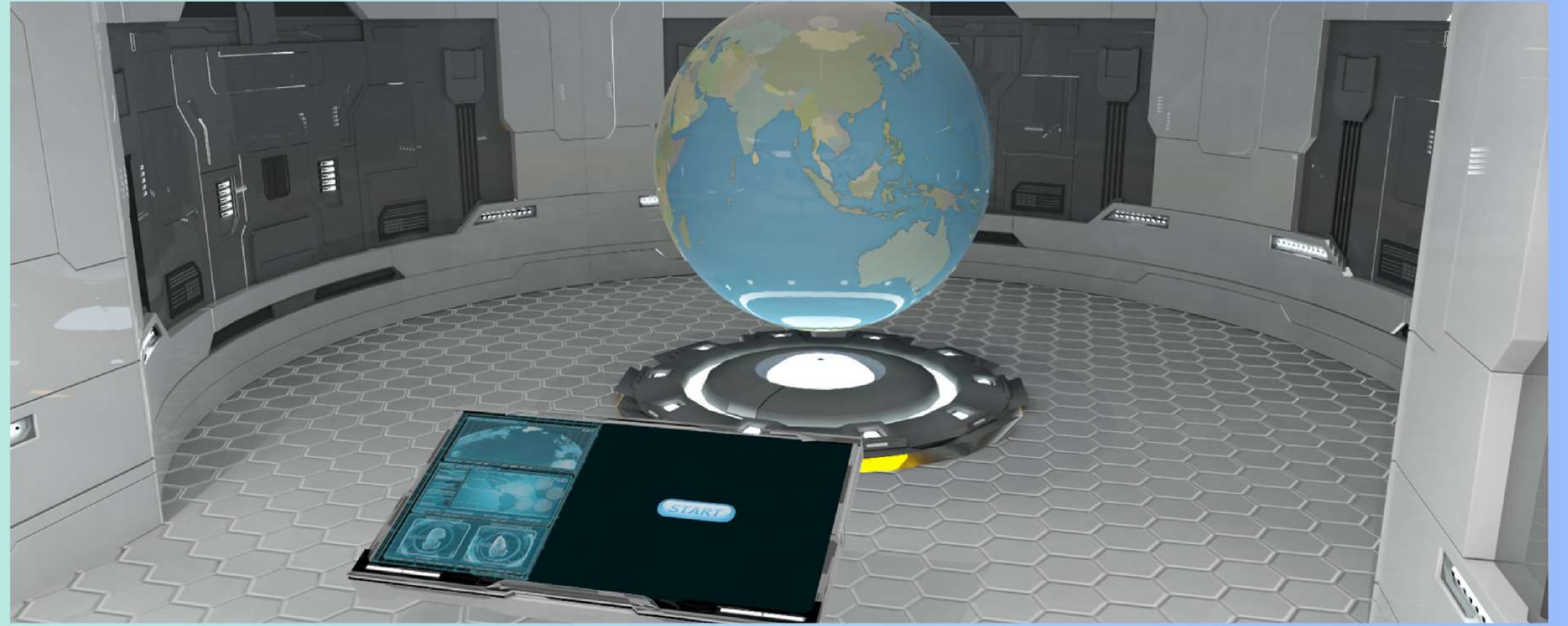
Extended reality systems in agriculture offer the possibility of optimize and manage the work cycle of the operators and simulate the mapping of the land being sown.

FIELD MANAGEMENT

AGRICULTURE



EDUCATIONAL



VR ACADEMY

16 immersive classrooms divided by subjects where students and teachers can live a complete learning experience and benefit from the advantages of both remote and face-to-face learning.

IMMERSIVE LESSONS

EDUCATIONAL



TRAINING

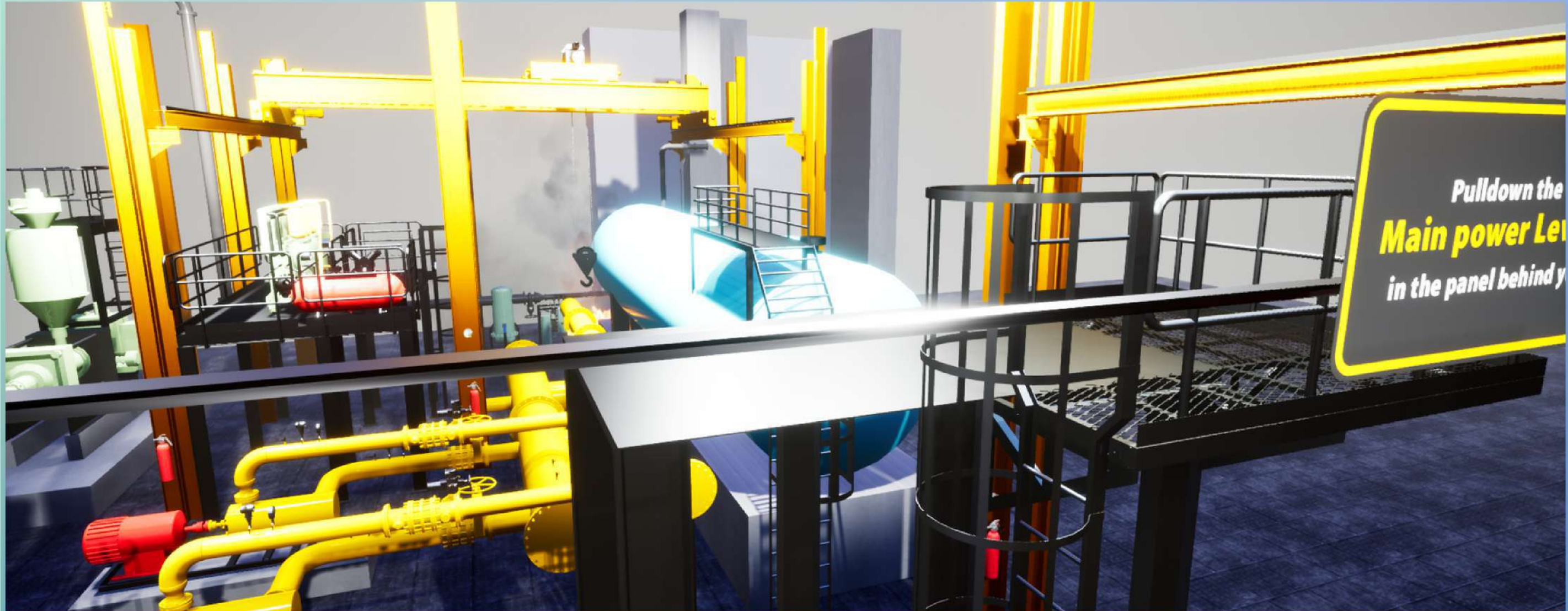


TRAINING

The training path is optimized thanks to the extended reality systems, with the evaluation of learning in an empirical way.

EVALUATION

TRAINING

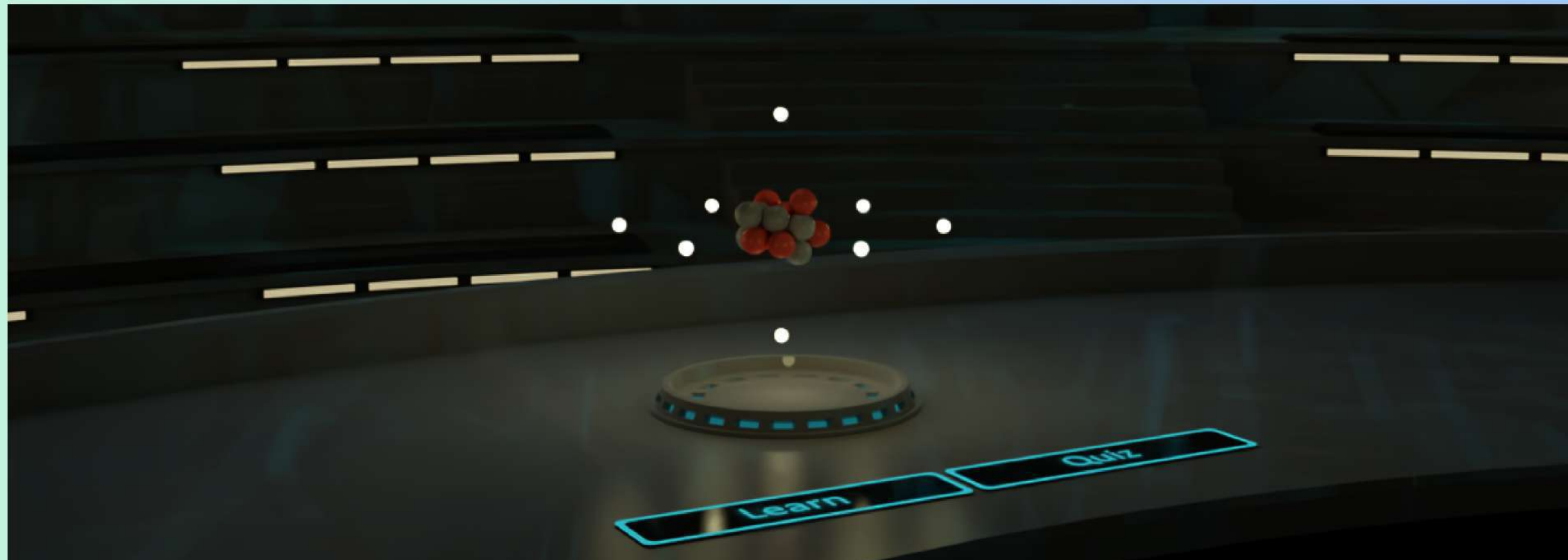


METAWORD



Metaword team has structured a series of work environments, automating the learning processes and making the contents usable from every kind of device.

From virtual meetings, learning and applications in the industrial field the experience gained gives the possibility to manage any type of activity, recommending the best combination of technologies to meet the development needs in all business sectors.





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