PRESENCE IN MIXED REALITY

when PRESENCE is not possible, MRESENCETM will do just as well

Technology that overcomes physical separation

MRESENCETM Enablement Platform

is for making

Services that greatly enhance the

Efficacy & Efficiency

of work operation of interaction

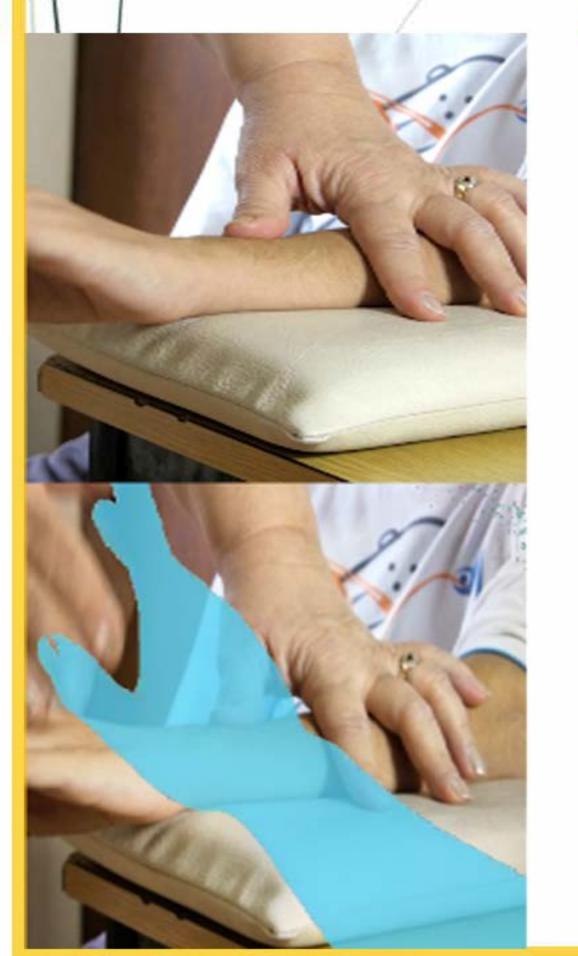
among people who are geographically dispersed

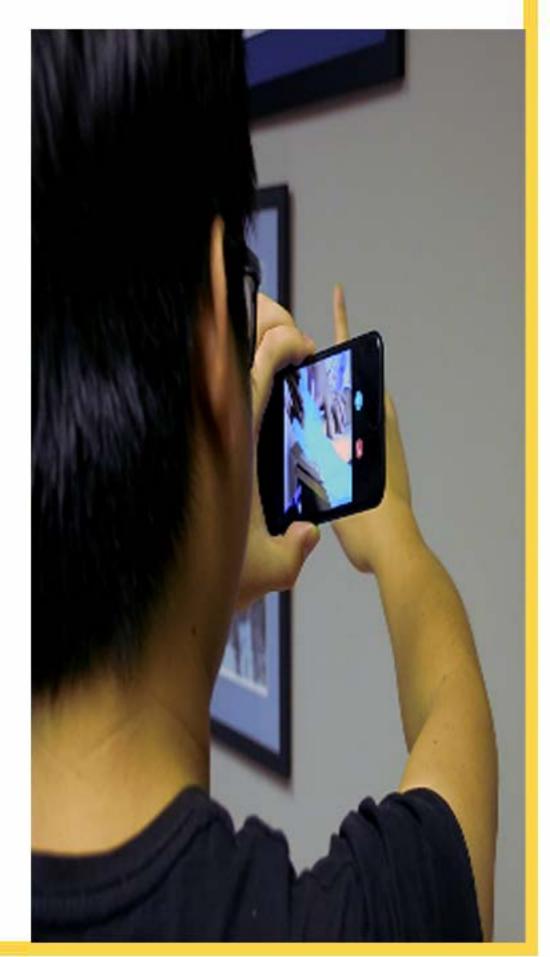
with

UNIQUE functionality

"See What I See" (SWIS)

"Touch What I Touch (TWIT)





MRESENCETM Song & Video



Presence in Mixed Reality
enables
TeleMeetUp™

TMU Conference™

with Outstanding Functions in one continuous session



- Multi-Media Interaction among people who are geographically dispersed with SWIS & TWIT function for pin-pointing accuracy and clarity of demo and discussion. It is in effect approximation to PRESENCE by Mixed Reality Production
- Text Messaging in real time
- Audio & Video Conferencing
- Native Language Chat function for text or speech conversation with automatic language/ dialect translation in real time
- Screen-sharing & White-boarding functions
- Automatic recording in multi-media of complete session and archiving of the recording with content curation to facilitate search and retrieval and use in posterity



MRESENCE SERVICES & Business Models

(A) TMU Conference™

A B2C service that rivals Zoom Video Conference in functional features, stability, availability and value proposition. It offers the great utility features of MRESENCETM above-mentioned.

Users may use TMU in any of 3 formats: Web, Native App-Android and Native App-iOS to communicate and interact with one another.

Eminently useful in any situation of TeleMeetUpTM and work operation involving remote Collaboration between/among people who are geographically apart.

Here is a description of the multi-media interaction of MRESENCETM of a group conference:

MRESENCETM service is available in either web version or App version for use with iOS-compliant Smartphone/Tablet or Android-OS-compliant Smartphone/Tablet. Users using MRESENCETM in any of the 3 formats can communicate or interact over the Internet with one another in a group conference.

- (a) During the group interaction, a user may point the rear camera of the Smartphone/Tablet at an object or at a situation and have the entire situation captured in multi-media of the scenario and transmitted in VR (Virtual Reality) streaming to the other users of MRESENCETM in the group communication in a one-to-one or one-to-many configuration.
- (b) Anyone of the users in the group interaction/communication, when viewing the VR streaming received at their Smartphone/Tablet, can use fingerpointing or pin-pointing on the images of the VR Streaming while having a voice conversation/discussion with the user at the Smartphone/Tablet from where the VR Streaming originates ("Originating User Smartphone/Tablet") to add clarity and accuracy by pin-pointing visual presentation.
- (c) The image showing the fingerpointing/pin-pointing on the VR Streaming gets transmitted back to the Originating User Smartphone/Tablet and appears on the screen of the Originating User Smartphone/Tablet (similarly for any other users in the group conference).
- (d) The user at the Originating Smartphone/Tablet gets to see the fingerpointing/pin-pointing in real time while having voice discussion/interaction with the corresponding party(ies).

(B) TeleCare & TeleHealth with MRESENCE™

A B2B2C service that caters to hospitals for Primary Care, Home Healthcare and Mental Healthcare and the special needs in the case of medical tourism destination hospital.

MRESENCETM Services are based on TMU-Switch that enables health care providers to interact and share voice, video, chat and diagnostic data among patients and other health care providers anywhere. Whether providing e-visits, physician-assisted nursing or emergency services – using modern audio/video communications in combination with medical devices that collect real-time diagnostic information such as heartbeat, blood pressure and more is the future of health care.

The Advantage

Live Video and SWIS (See What I See) & TWIT (Touch What I Touch) functions of MRESENCE™ result in reduced cost of care through

- fewer hospital admissions
- better staff utilization
- preventable outreach
- reduced travel costs and more

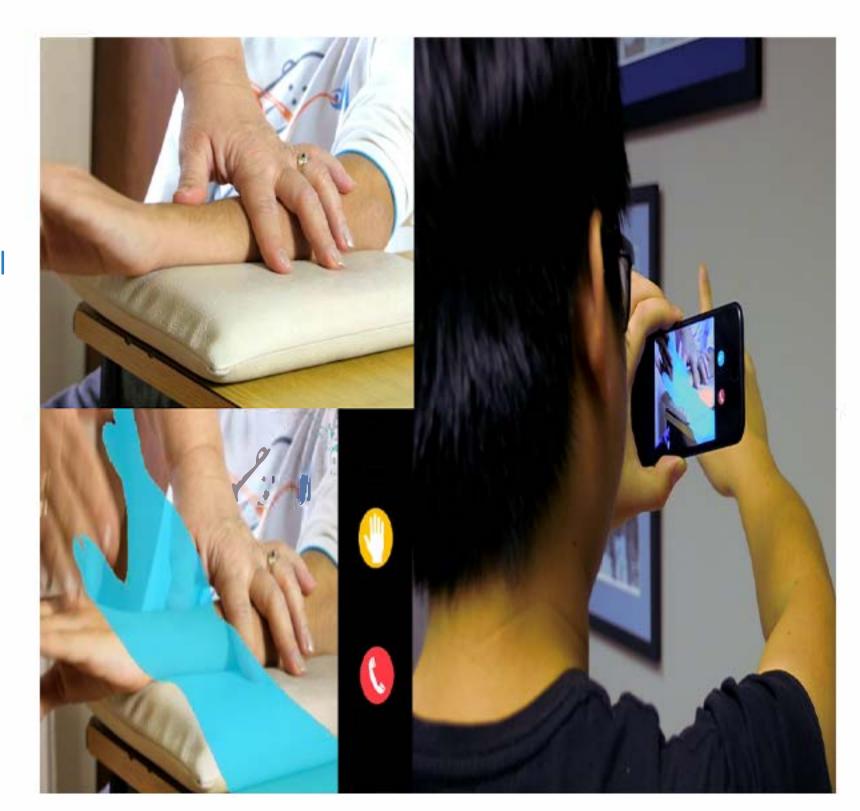
(C) Integration with external hardware and/or software systems

MRESENCE™ Enablement Platform provides SDK and API required for integration with various external software systems and hardware devices:

Integration with software systems such as Slack and Microsoft Teams

Integration with hardware & software systems in

- TeleHealth
- Telecom
- On-line Education
- with Head Mounted Display HMD4XR™
- with PizzzAR™ Service Platform for building and running AR/VR-enabled advertisement campaign



Use Cases that illustrate the utility of MRESENCE™ Services & their Value Proposition

- Ride Sharing Service
- Better Way to do Delivery
- Medical Tourism
- Mental Healthcare



Pottery Business Operation across country borders & language barriers

More Videos



- Field Installation & Troubleshooting
- Orthopedic TeleHealth
- Plumbing Repair
- MRESENCE™ Concept Presentation