

Summary

We provides an advanced avatar solution, empowering personalize avatar for integration across virtual world.







Project Background

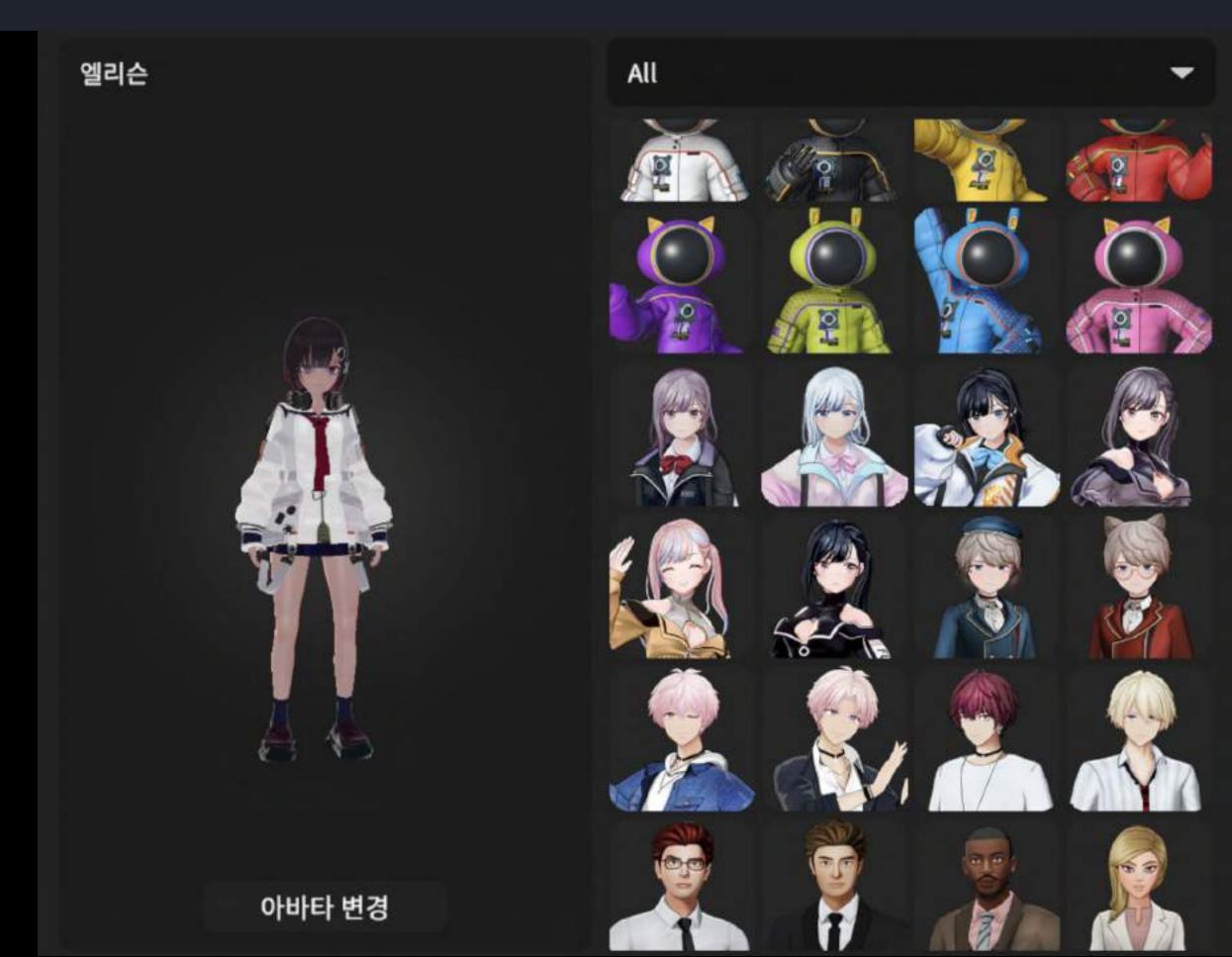
From Pixels to 'Personality'

The Journey to Crafting Avatars in Virtual World

Cost and tech limits lead to scarce avatars and content

Lack of customizability

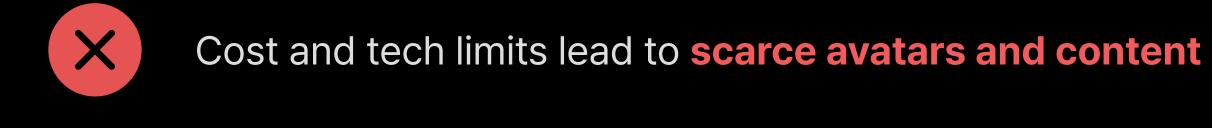
User herding (Zepeto and VRChat users dominate)



Project Background

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Multiple VRM avatars that can be easily created through customization





Provide a web-based platform where anyone can easily edit their own VRM avatar



User herding(Zepeto and VRChat users dominate)



Implement multi-platform compatible avatar functionality

VRM Avatar Product : ADAM



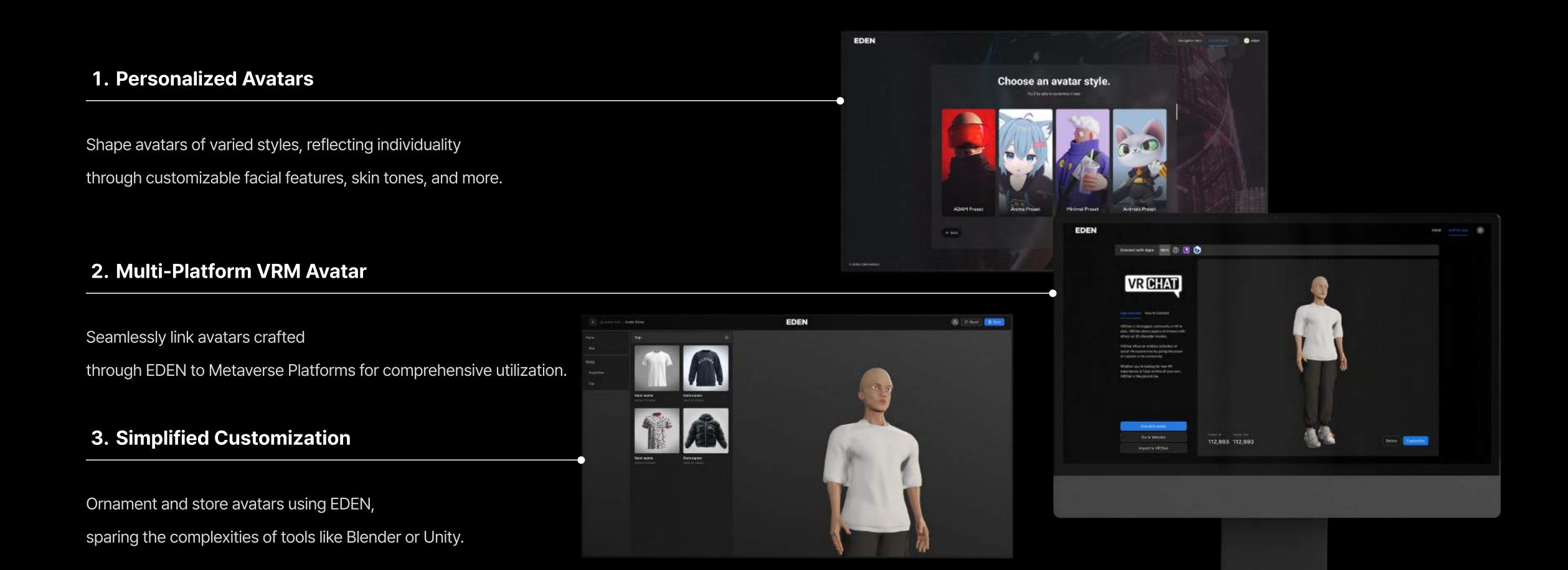
16+ preset avatars

XR-Compatible VRM

- VRM avatars compatible with XR Platforms
- Optimized models exhibiting diverse polygon levels
- Harnessed Wrapped technology
- Proficiency in professional 3D software replacements (such as C4D, MAYA, MAX, BLENDER)

Bridging Virtual Worldswith Customizable Avatais

EDEN: VRM Avatar Creator



Expectations

- Enhancing **Avatar Content Access**
- Elevating User Experience with User-Driven Content

→ 250+

While currently offering 49 static avatars

Dynamic creation of over 200 avatars through versatile combinations.



Meet the team



CEO, Founder

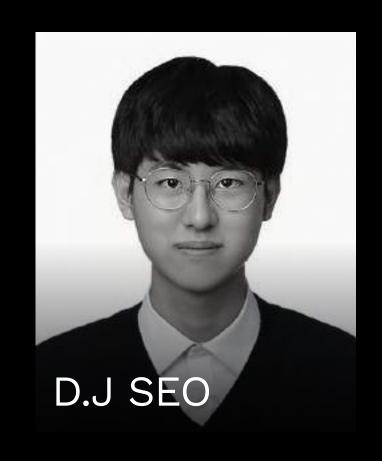
KAIST BTM M.S. Seoul National Univ. Landscape Architecture B.S.



Tech Lead

4 yrs WikiWiki Dev Lead

Hanyang Univ. Computer Science B.S.



Developer(Full-Stack)

Seoul National Univ.
Math/Electrical Engineering
Seoul National Univ.
Metaverse Society Dev Team
Lead



Art Director

3 yrs NXM Product Design



Product Manager

2 yrs Cloudbric PM

Dankook Univ. International Trade B.S.



Contents Manager

2 yrs Coupang MD

Hongik Univ. Arts Management M.S.

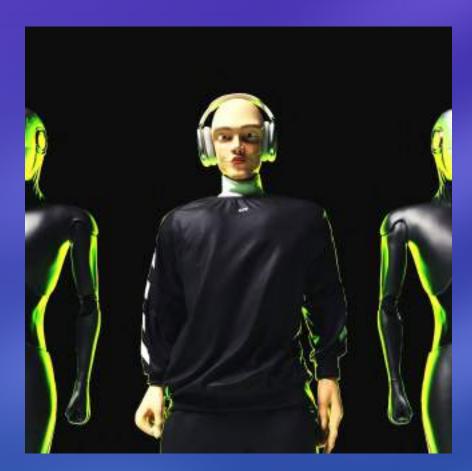
Appendix: Visual















TEST SERVICE LINK



Contact us: ☐ linixkhan@naver.com ☐ 010-5791-2359

