



EON Global Knowledge Metaverse Program

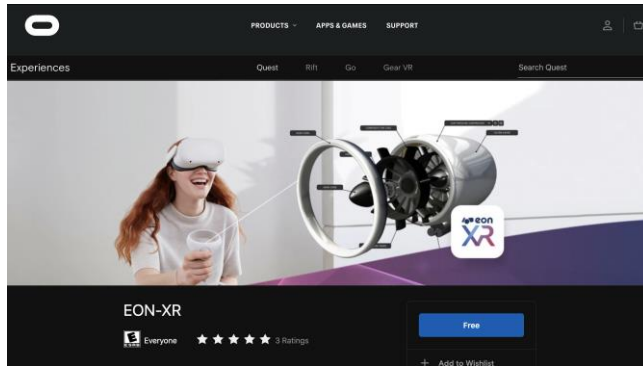


The EON Metaverse Grant Programs for Post-pandemic Resilient Recovery in Education, Enterprise, & Communities

EON Knowledge Metaverse

Open

Cross-platform and **inclusive to everyone** to Create and Experience. This is represented in our EON-XR platform that is No Code creation environment **enabling everyone to join**.



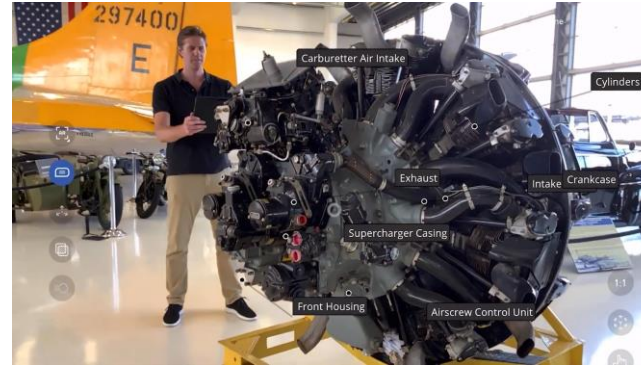
EON-XR

The XR Educational Content Platform, **No-code Creation Tool & A Cross-device Experience**. [EON Platform infrastructure](#) provides also agnostic support of 30+ devices including mobile device that already [5.3 billion people have](#)



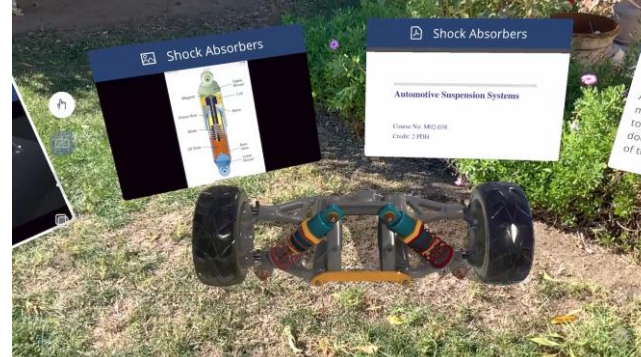
Expand

The metaverse must be an **expansion of the physical world, not a retreat from it**. This is represented by our product Merged-XR that enables creation of digital twins enriching our physical world.



Merged XR

Digital Twin creation, From Digital to Physical, AI Based Knowledge Injection that Illuminate Your Physical World Adding Data & Experiences to Real-Life Environments



Connect

The metaverse must **connect people, not divide them**. This is represented by our product Spatial Meetings that enables the **creation of a strong community** that draws people in and **welcomes every person** that is wants to learn more.



Spatial Meetings

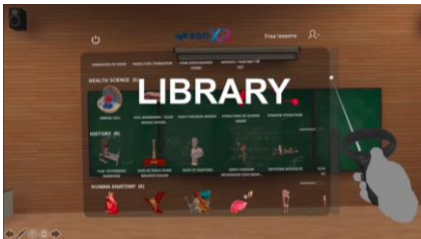
Teleport to a Real Place in Real Time and Explore, Discover, Converse by Walking Around And Interacting With the Host's Surroundings



EON Mission

Learn

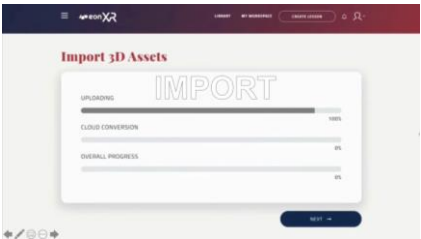
Library



Scan



Import



Take Pictures



Knowledge Portals

Text, Voice, Image, Pdf,
Video, Browser, 3d Assets



Assesment Portals

Identify, Locate, Quiz

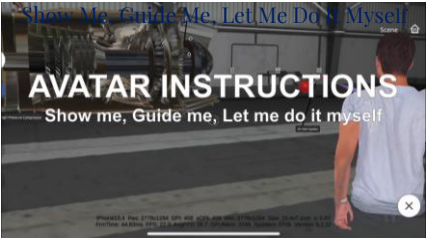


Train

Walk & Talk



Avatar Instruction

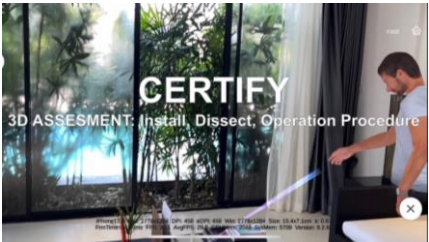


3D Recording

Guide, Explain, Point, Grab,
Interact

Perform

Certify



3D Assessment



Simulator Assessment

Score (1-100), Completion Rate (%), No Of
Incorrect Steps, Missed Steps, Sequence, Time

Collaborate

Spatial Meetings



Xr-Experience



Teamwork Teleport

Collaborate, Explore, Discover,
Converse Walk Around, Interact In
Host's Surroundings

Dynamic Knowledge Portals



Creating illuminating experiences on the fly effortlessly in seconds

KNOWLEDGE PORTALS

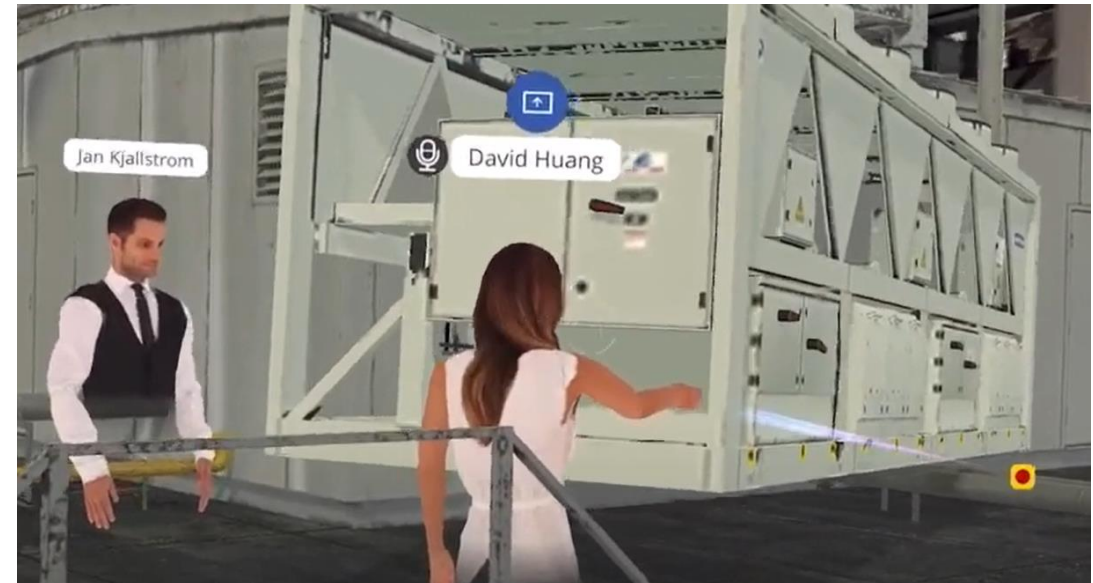
Creating illuminating experiences on the fly effortlessly in seconds.

1. The user opens Merged XR, points towards an object and takes a picture.
2. The EON AI Portal processes the image, identifies the object and names it, i.e., creates the annotation.
3. The Knowledge Portals are then generated for that position.



SPATIAL MEETINGS

Through Spatial Meetings, users are able to teleport their peers, colleagues, supervisors, students, or other users into their existing physical environments through the use of XR. Using a device as common as a tablet or smartphone, USERS will be able to explore, discover, converse, and learn while actively walking around and interacting with the host's surroundings.



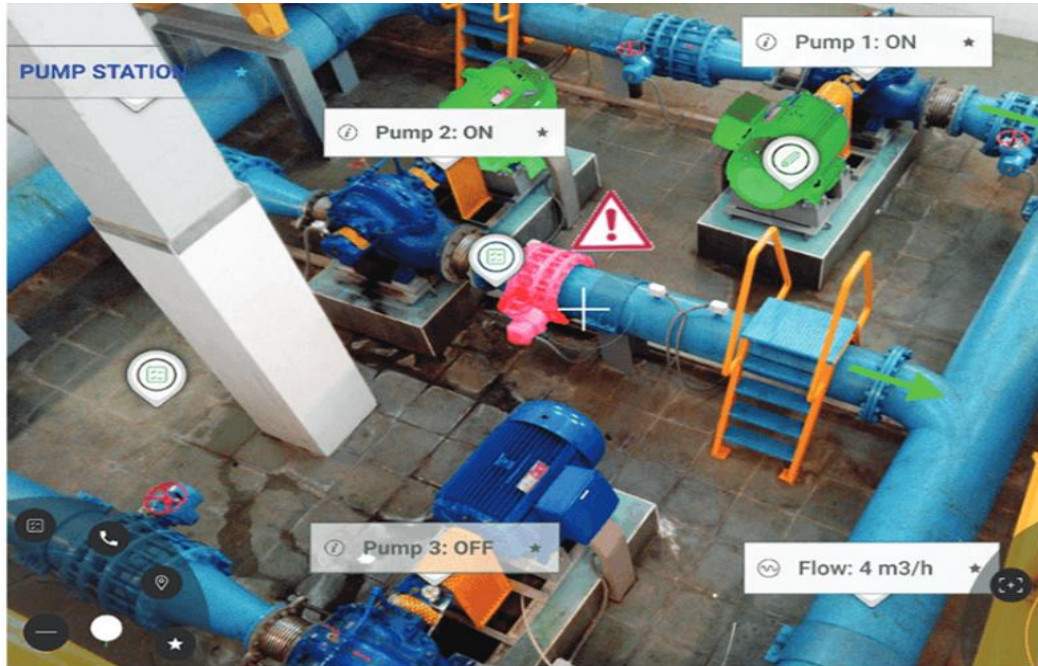
EON-XR Illumination – Knowledge Metaverse



AI-based Fusion & Big Data Crowdsourcing

SPATIAL ANCHORING

Users can share knowledge portals for other users to experience, automatically without any alignment or scanning. It will be glued where it was placed, inside an experience or just anywhere in the real physical world.

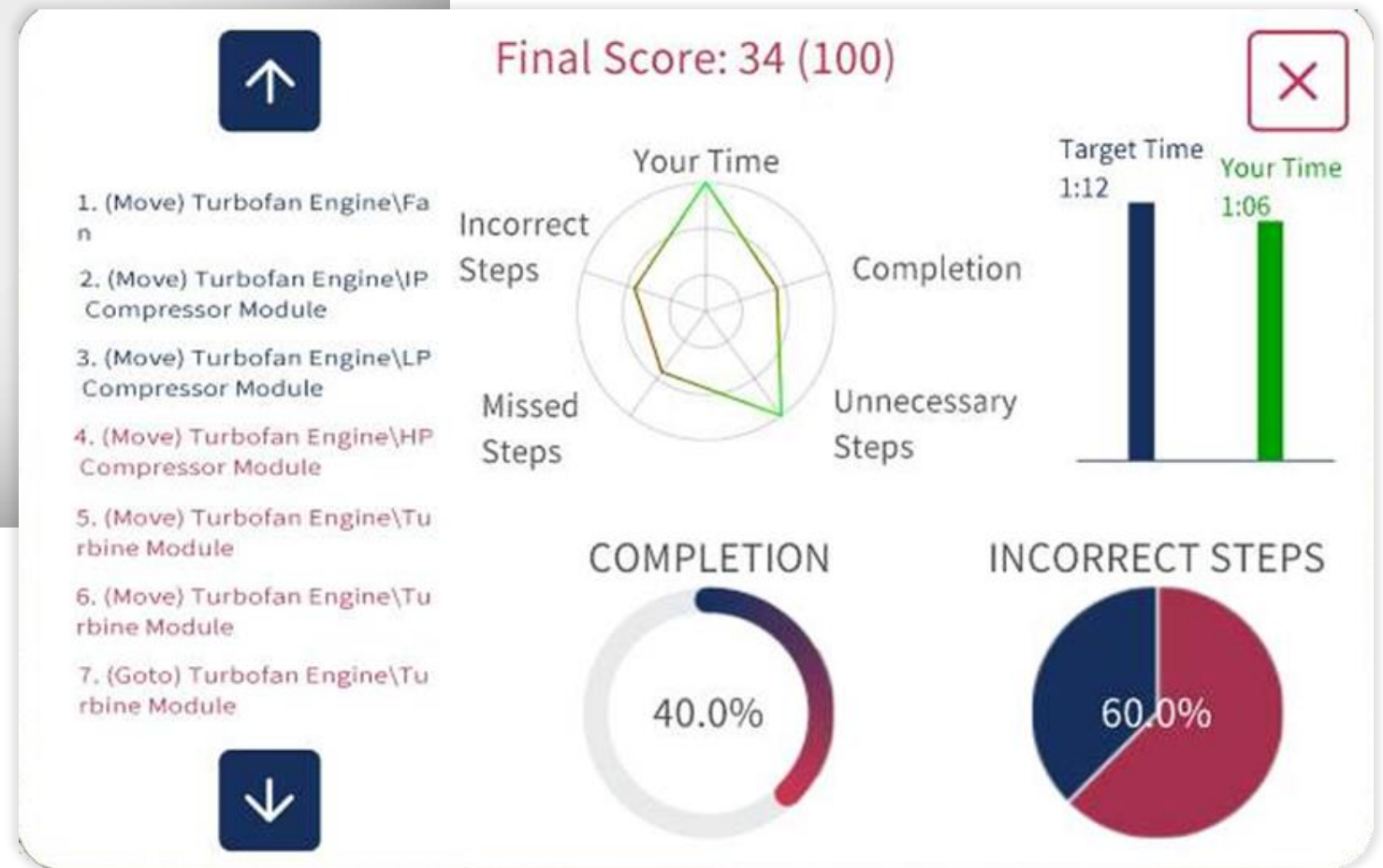
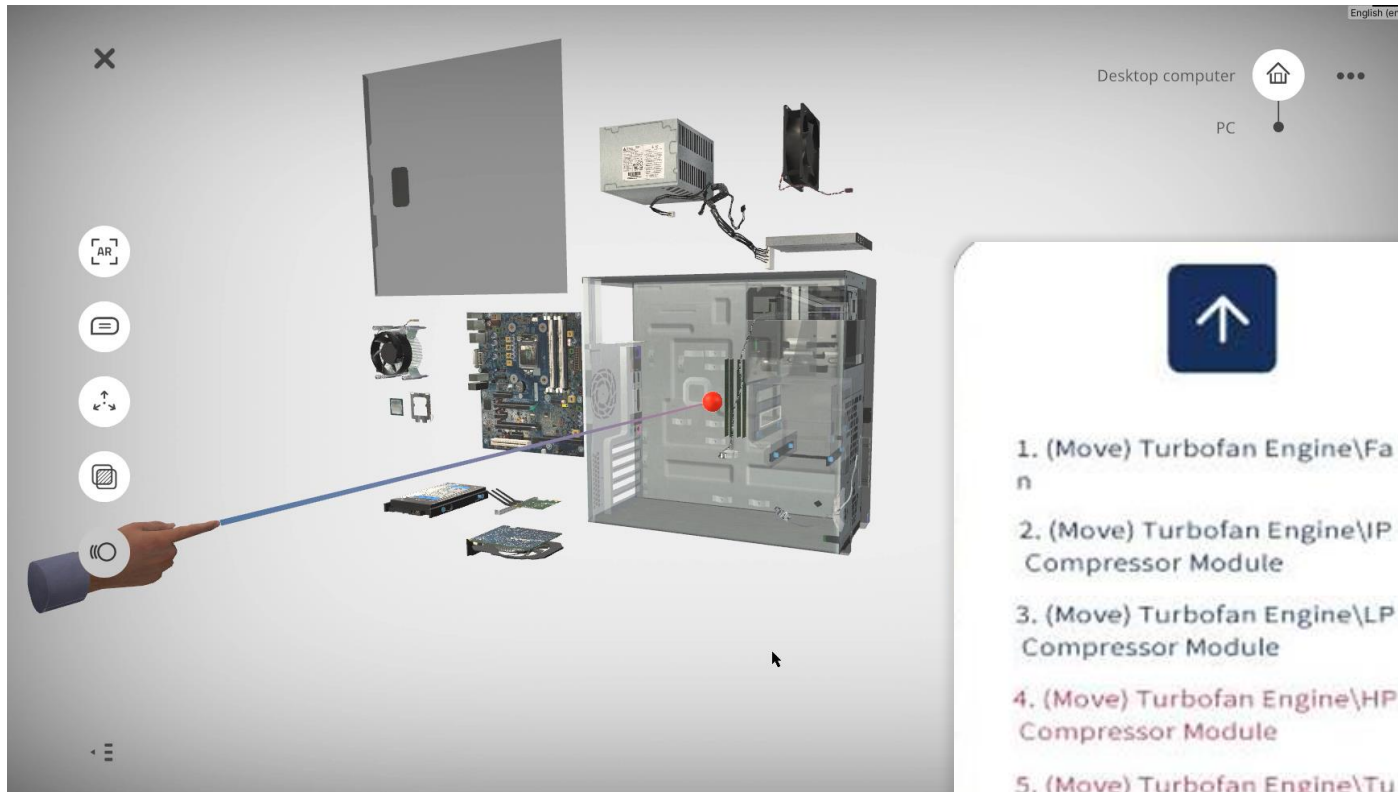


BUILDING THE METaverse

The **goal is to create a richer experience** and a broader knowledge base from existing ones, by stitching them together to form a global knowledge metaverse. Wherever the user might be, he can actually **probe the reality and inanimate objects in XR and have them come to life** and filled with knowledge.



3D Assessment in AR Mode



34% Increase in Productivity

- Independent Analyst ROI Studies
 - In this [XR Benefits](#) document we have compiled a number of studies made by global leading analysts
 - They conclude that that using Augmented and Virtual reality provides significant **improvements in knowledge transfer**
 - **along with 34% to 40% productivity improvements**

Harvard
Business
Review

MANUFACTURING

Augmented Reality Is Already Improving Worker Performance

by Magid Abraham and Marco Annunziata

MARCH 13, 2017



Boeing's use of augmented reality for technicians has increased productivity by **40%** and reduced wiring production time by **25%**.