

# problem

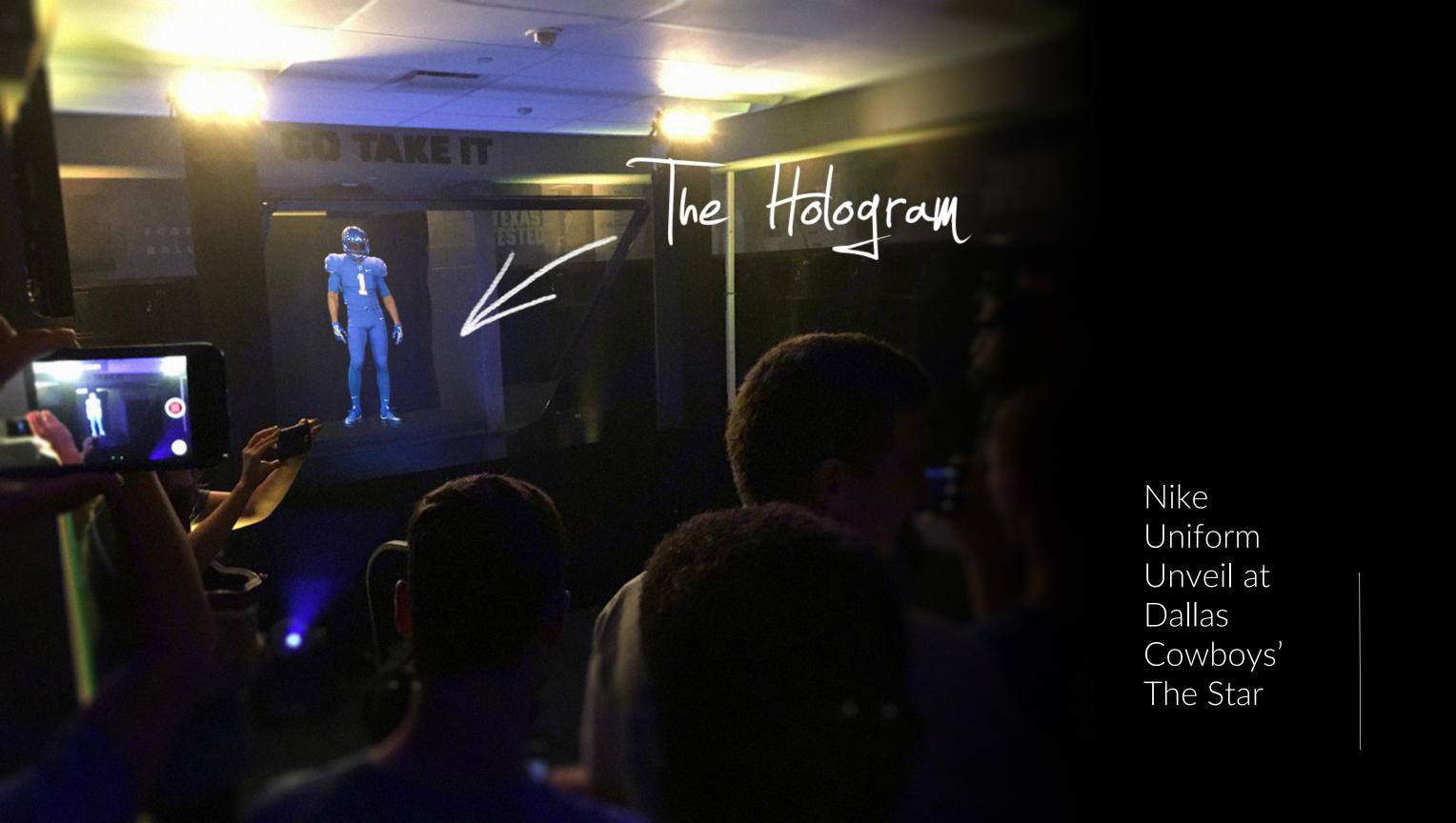
Millennials define luxury as an experience, not a product—rendering traditional advertising obsolete.

**New Technology** is required to engage millennials while tracking data for meaningful ROI.

## solution

Interactive Hologram Displays – controlled by a cloud platform to easily create engaging experiences with data collection and social media integration.

- 1. Audience Engagement
- 2. Dynamic Data Collection
- 3. Real-Time CRM Communication
- 4. User-Generated-Content for Social Sharing



The Hologram

Interactive
Celebrity
Hologram
for
MercedesBenz

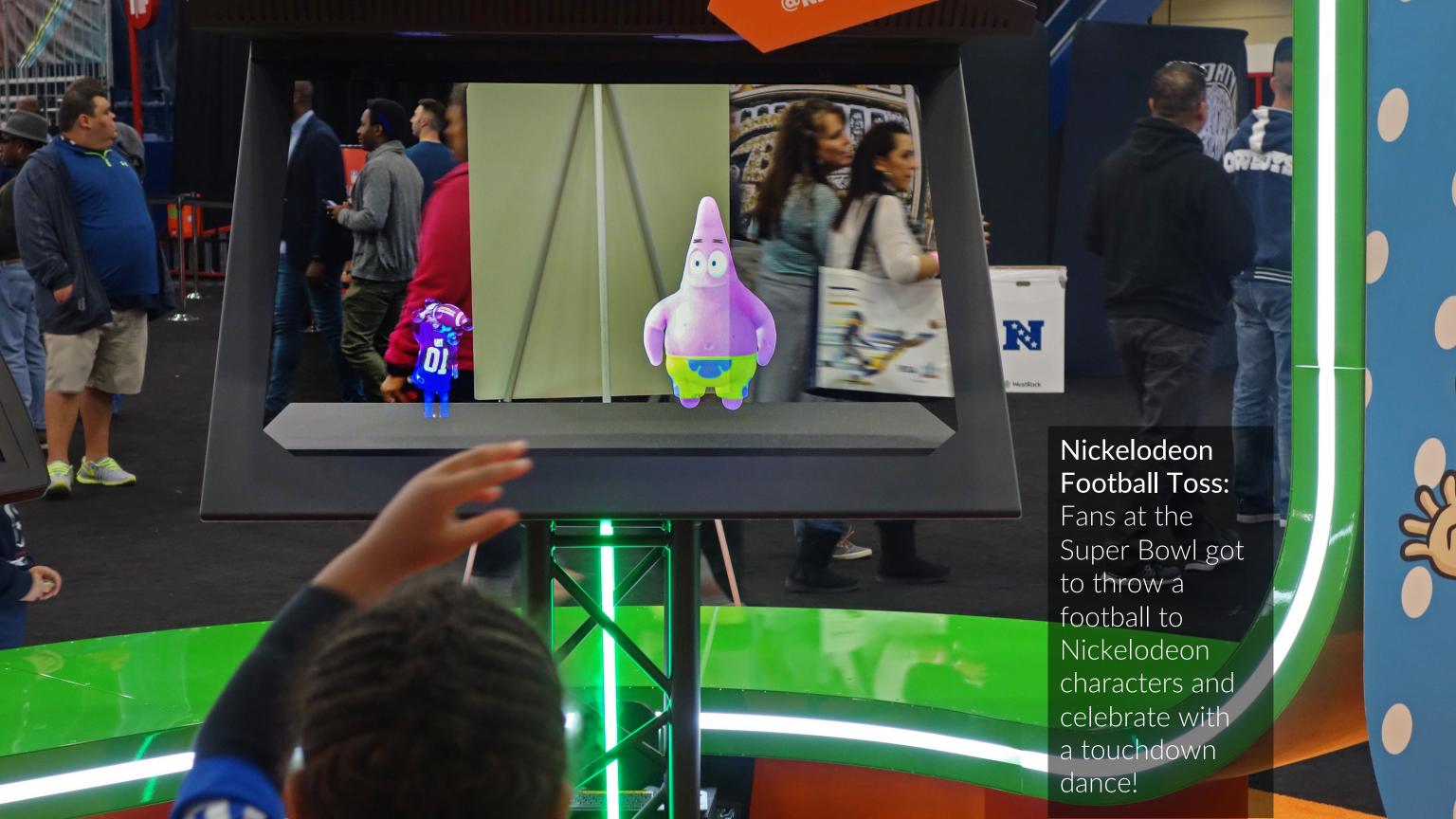
## Case Study

- Allowed Mercedes-Benz to capitalize on endorsement deal with Roger Federer at the 2015 US Open
- 7,946 consumers participated in experience at the US Open
- Increased engagement by 20% from past years



# user generated content

 More Trusted than Other Media 50% More Memorable than Other Media 35% More Likely to Lead to a Sale 20%



#### Nickelodeon Super Bowl Sponsorship

**Goal:** Engage fans at Super Bowl 51 while providing a take home that they would share on social to promote Nickelodeon shows.

**Solution:** Fans got to see their hologram LIVE next to SpongeBob or Patrick, throw them a football and do a touch down dance!



Total Users 2,923



Page Views 4,171



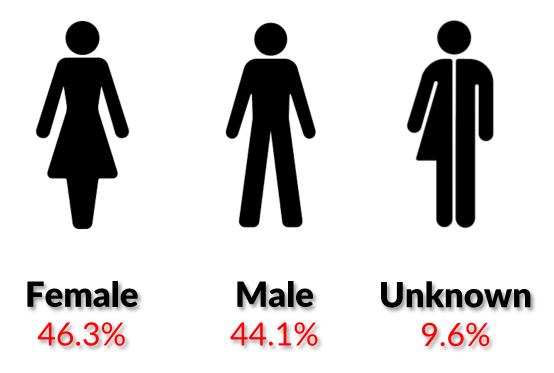
Media Shares 1,142



Avg Time on Page 1:45 Min

### Nickelodeon Super Bowl Sponsorship

### Demographics:





Kids <13 years	57.3%
Teens <21 years	9.6%
Adult <40 years	20.1%
Adults 40+	3.5%
Unknown	9.6%

hologram projection hardware



1 Issued Patent9 Patents Pending

interactive software & content creation



9 Patents Pending

data collection & lead generation





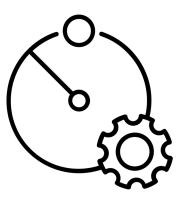
**VNTANA Cloud Portal** 

### Competitive Advantages

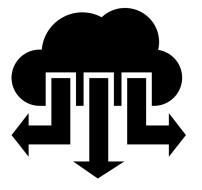


First to Market

with interactive holograms



**Ease of Use** simple & quick hardware setup



Cloud Platform to easily schedule content and view data



**Venue Incentive** 

can make more money than traditional advertising displays



**More Engaging** 

only technology that can insert consumer directly into the experience

#### MIKE RAYBURN

#### **NBCUniversal**









**EMPIRE** 















**USC** Shoah Foundation

NICKY |













Microsoft







LIPPMAN ENTERTAINMENT



#### Lexus Sport Sponsorship

**Goal:** increase leads from sports sponsorship activation. Past experiences only received 1-2 emails per game.

**Solution:** interactive hologram game to teach users about Lexus cars while providing a digital take home to share on social media. Started with Clippers at Staples Center, expanded to Madison Square Garden, DC Verizon Center and Chicago United Center based on success.

#### Results:

Total Users: 1,033

• Page Views: 1,672

Media Shares: 162

Avg Time on Page: 1:54 minutes

Lexus CRM Lead count: 1,033

Lexus Lead Conversion: 21.8%

Lexus CRM Hand Raisers: 830



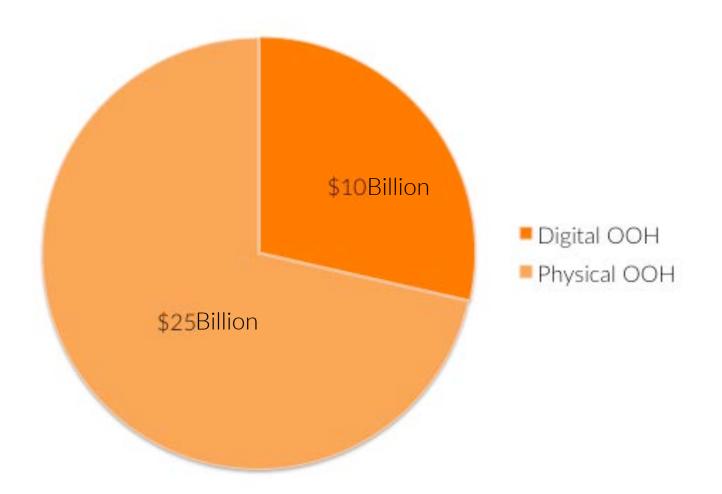


# Pro-Football Hall of Fame

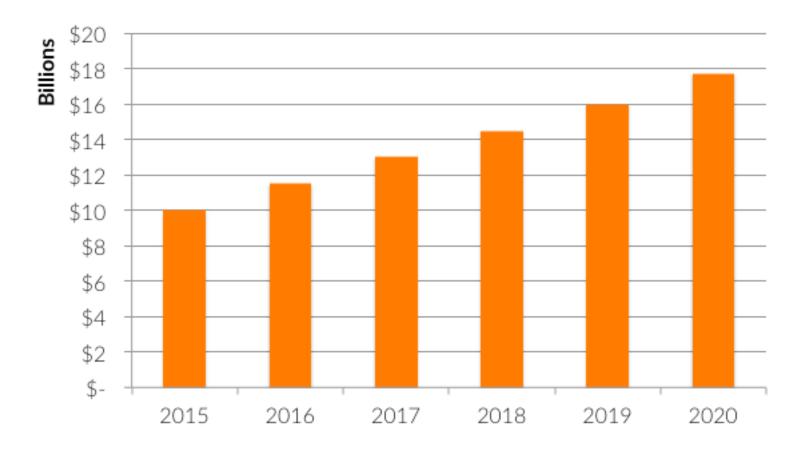
A fully immersive experience where fans enter a locker room to see three famous NFL coaches and players giving a pep talk for life. A permanent life-size hologram installation that has increased museum attendance.



#### Market Size



12.15% CARG



TAM: 2015 Spend on Out of Home Advertising PWC Global Entertainment & Media Outlook

SAM: Digital OOH Advertising
Projected Growth
PWC Global Entertainment & Media Outlook





### Case Study

- Allowed fans to sing karaoke with Rob Thomas's hologram!
- 65 media placements with \$7.1 million + Impressions
- 64,633+ YouTube views
- 34,789 min watch time
- 1,061+ Fan Videos (37 concerts, average 30 fans in VIP tent per concert)
- 0:33 second average view duration, 1:44 average time in playlist

























## Inc.

"Microsoft's collaboration with VNTANA proved to appeal to tech-savvy millennials and make them look good."

# Daily Mail

"I always love to experiment with new technology and this is like nothing I've ever seen before." – customer testimonial

### Press



## Mashable

"Karaoke is about to get way more epic"



