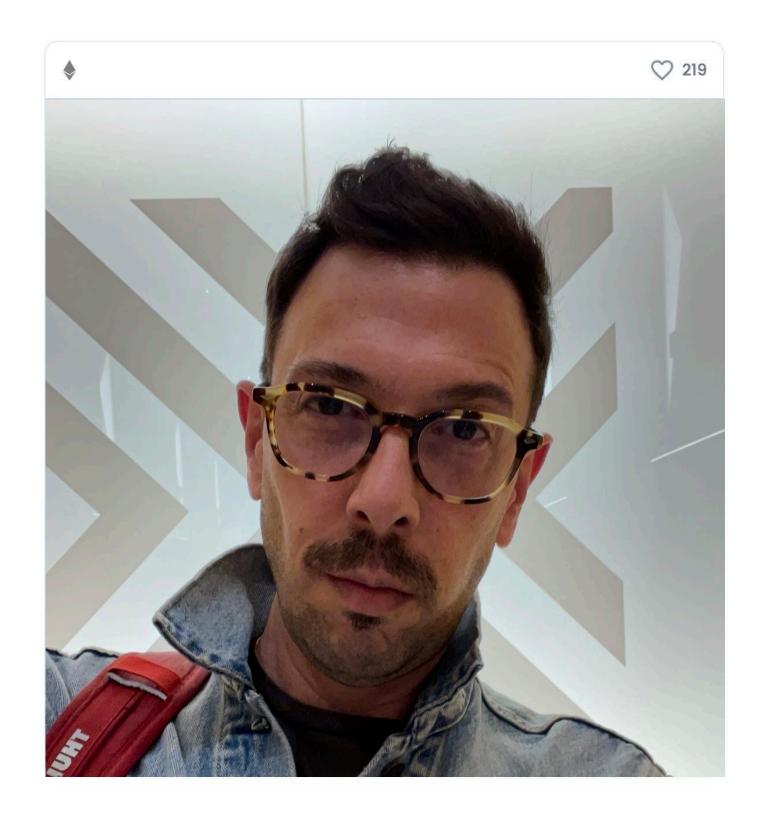


/NICE TO MEET YOU.



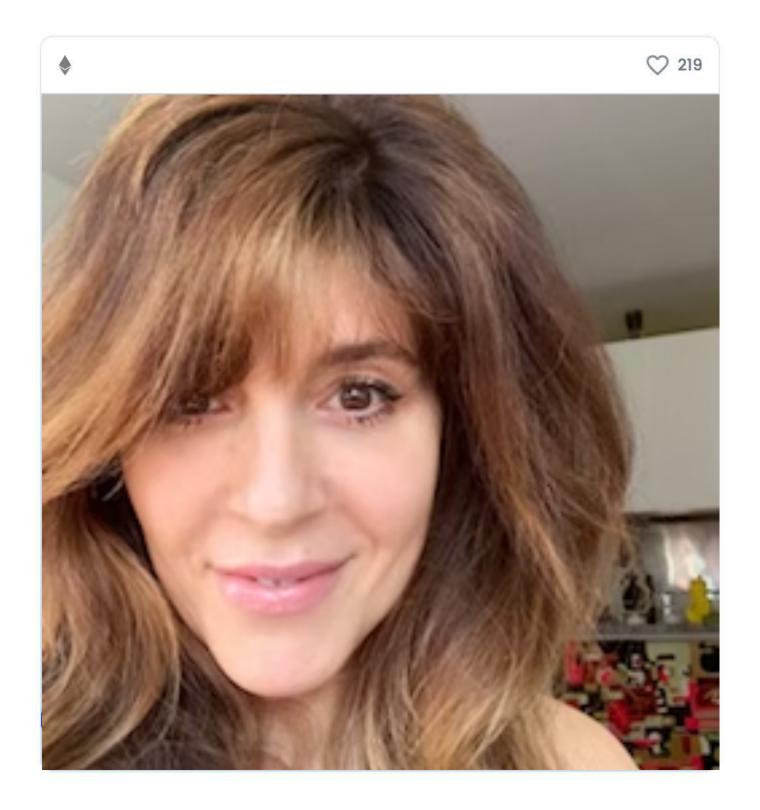
CRAIG ELIMELIAH

Executive Creative Director

VMLY&R

@CRAIGELIMELIAH

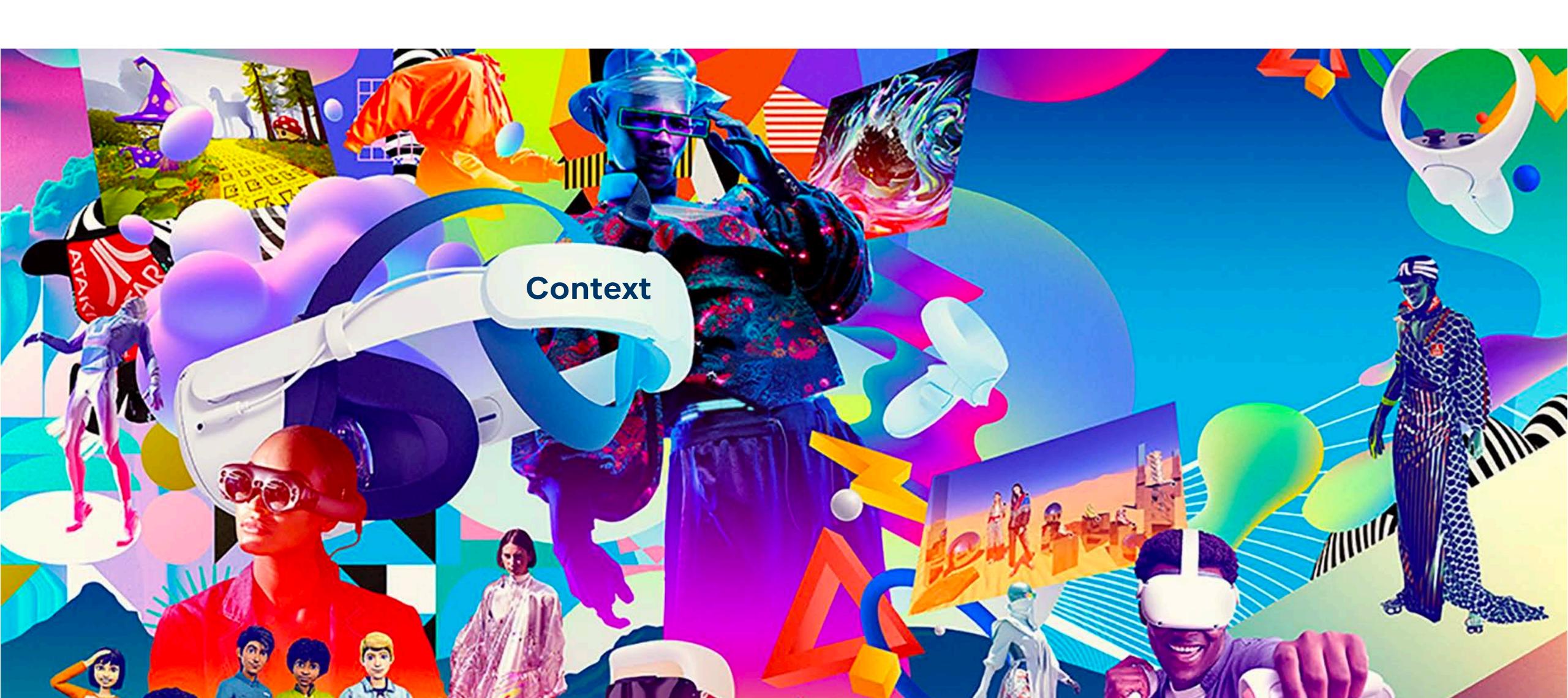




ALONA ELKAYAM
Founder in Chief
Far From Timid
@BRANDINISTA



WHAT EXACTLY IS THE METAVERSE?



/METAVERSE IN CONTEXT

	WEB 2	WEB 3
DEFINITION	DISPARATE WEB PAGES, URL'S, FIREWALLS	RECIPROCAL, INTERCONNECTED, IMMERSIVE
IDENTITY	SINGULAR IDENTITY PROTECTED BY CORP.	FLUID IDENTITIES PROTECTED BY USER
EXPRESSION	BEHAVIOR ROLLED UP INTO SINGLE IDENTITY	MULTIPLE, MULTI-FACETED IDENTITIES
TRUST MODEL	CENTRALIZED SERVERS, SOFTWARE, SERVICES	DECENTRALIZED; PEER TO PEER
GOVERNANCE	POWER TO THE DIGITAL GIANTS	POWER TO THE TOKEN HOLDERS
BUSINESS MODEL	DATA AND EXPERIENCE OWNED BY CORP	EXPERIENCE, ECONOMY OWNED BY INVESTED COMMUNITY

THE METAVERSE IS NOT A FAD

By 2026, 25% of people will spend at least one hour a day in the metaverse. **PEOPLE**

> The market opportunity for bringing the metaverse to life reached \$1.3T in 2021 **MARKET**

The commercial opportunity from the metaverse is expected to grow by 44% **GROWTH** over next the six years

INTERING THE METAVERSE: 7 WAYS

Experiences

Creator Economy

Discovery

Infrastructure

Human interface

Decentralization

Spatial computing

Experiences

Creator Economy
Discovery

IENTERING THE METAVERSE



3D EXPERIENCES

Browser-based virtual worlds

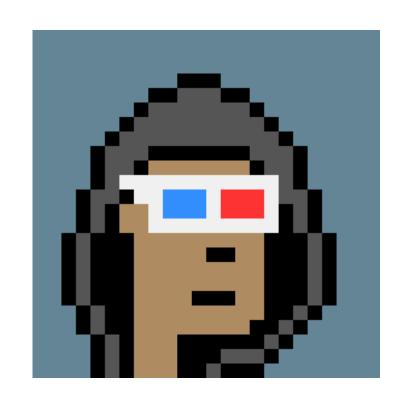
Existing gaming-based portals like Fortnite, Animal Crossing.

IENTERING THE METAVERSE

Experiences

Creator Economy

Discovery





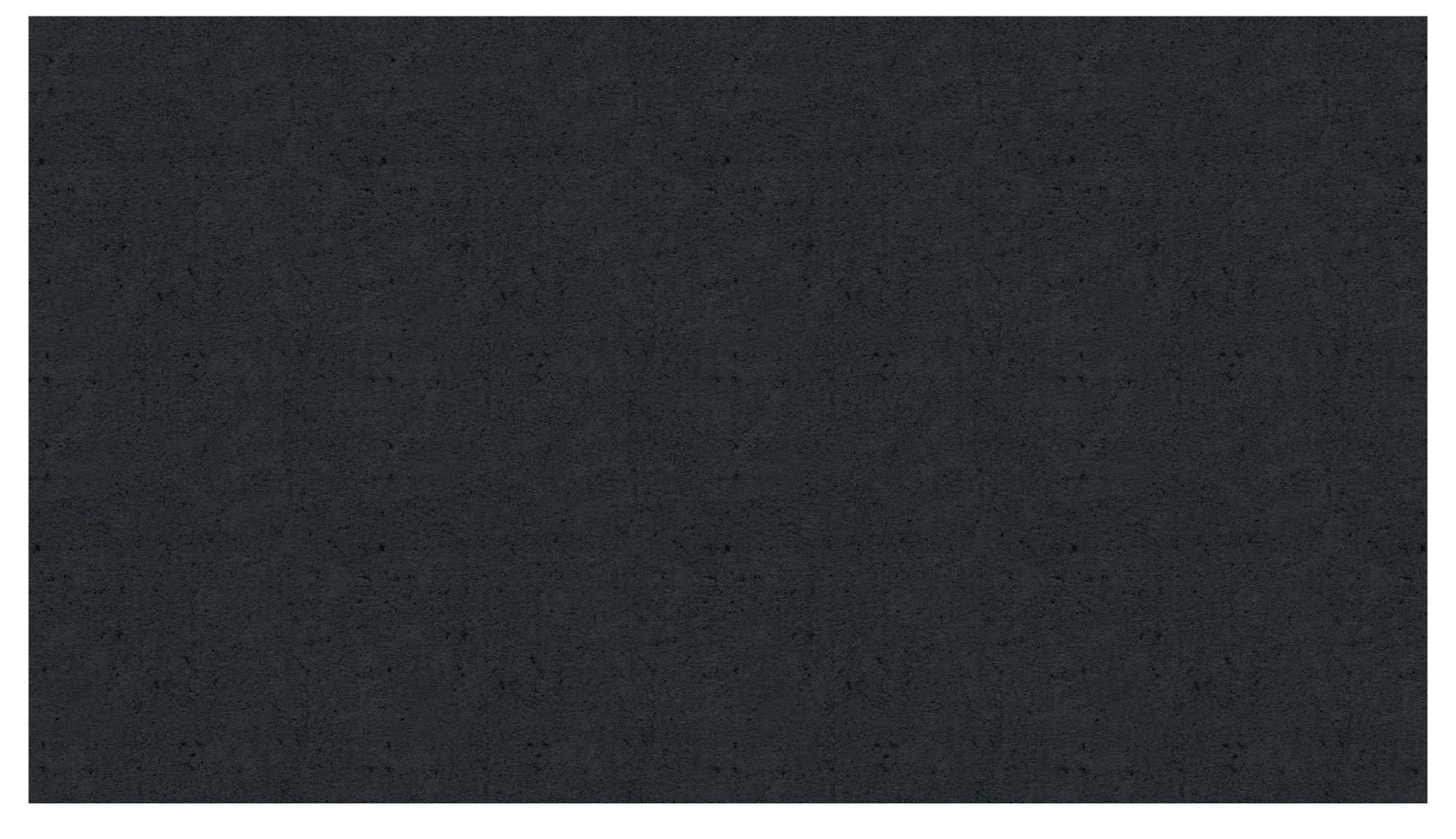
Vaulted Goods Vault NFT adidas Yeezy Boost 350 V2 Beluga Reflective - US M 10



NFT USE CASE

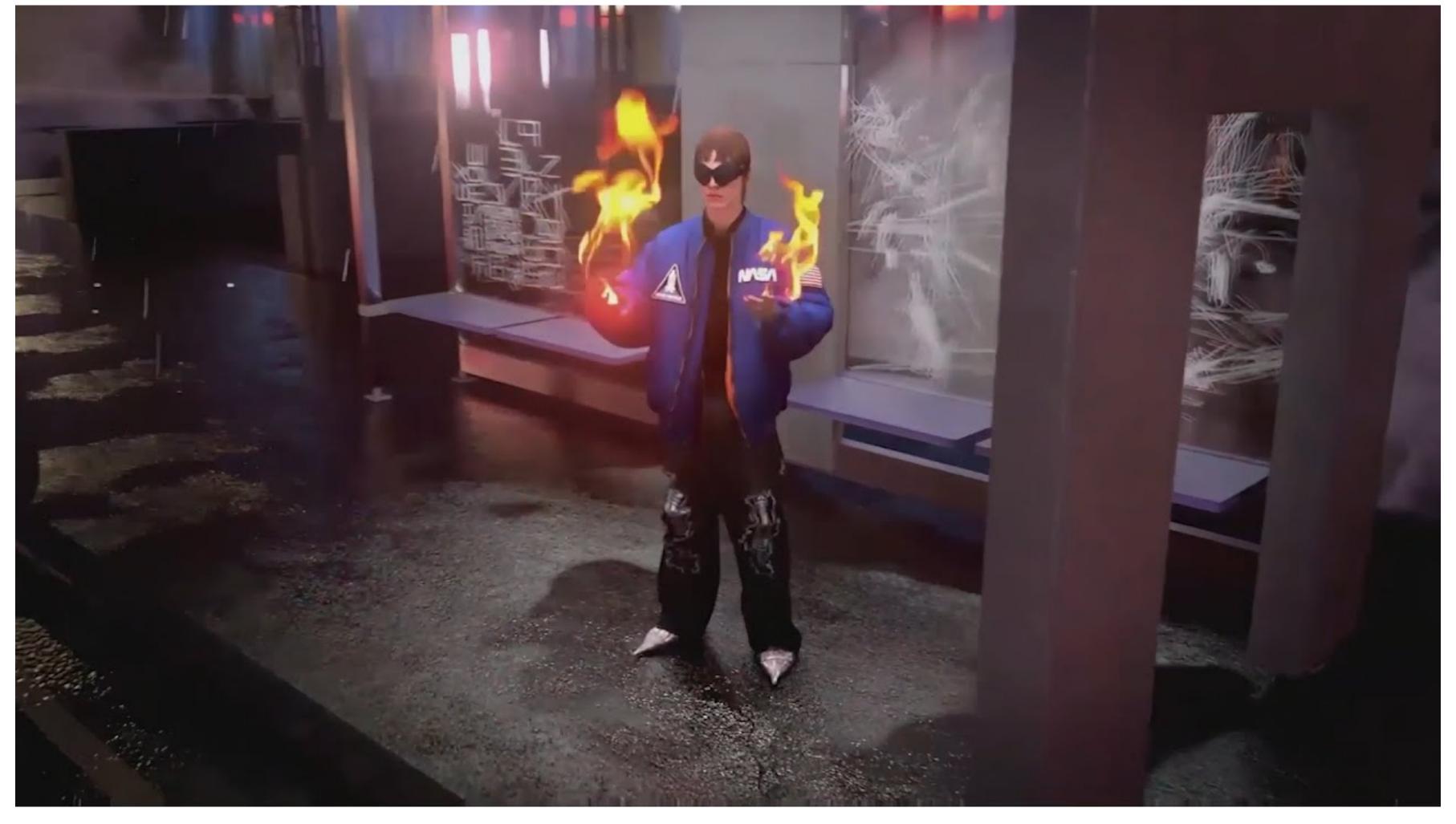


IENTERING THE METAVERSE



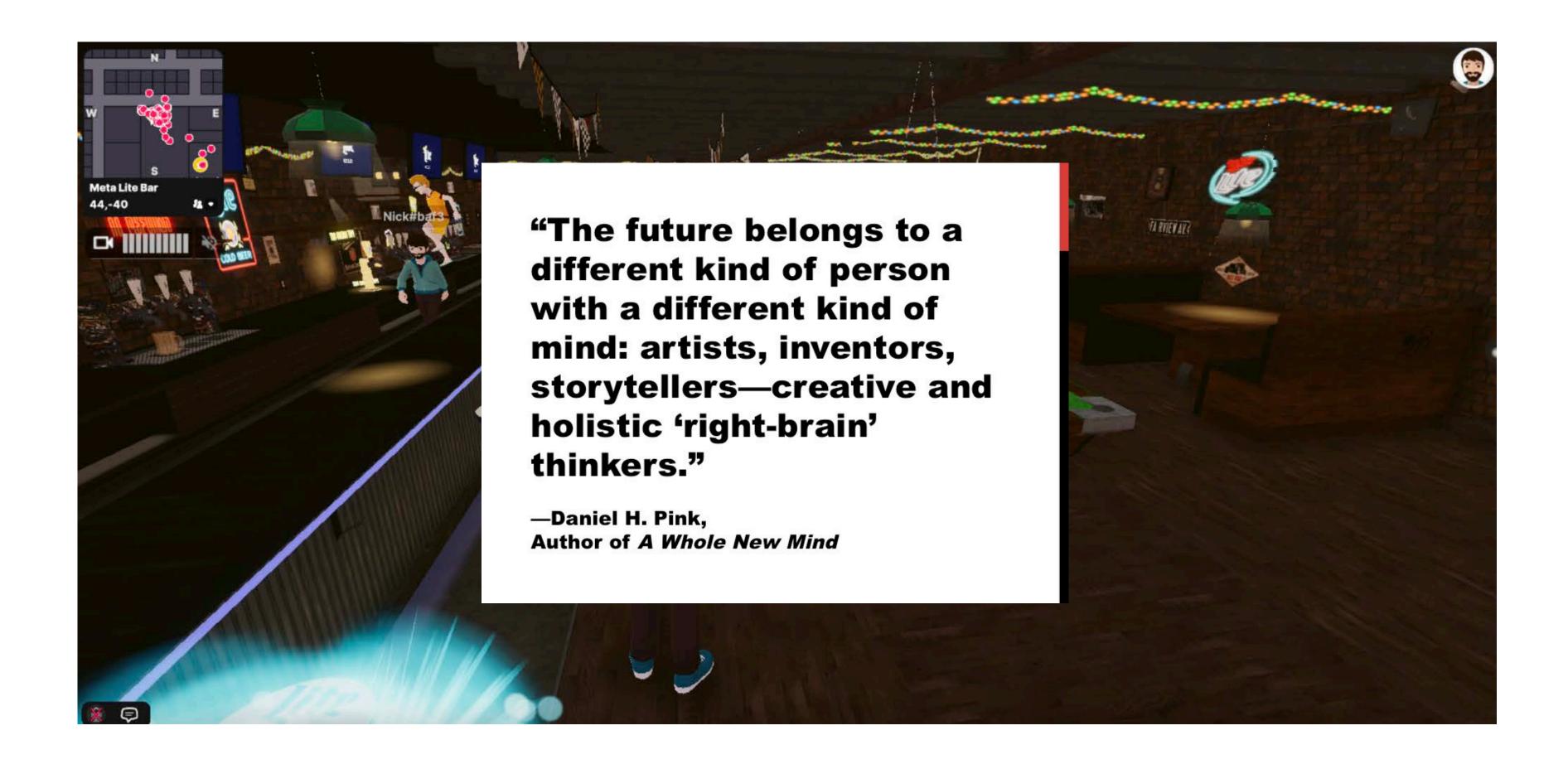
DESTROY THE SACRED RULES OF MARKETING

ENTERING THE METAVERSE

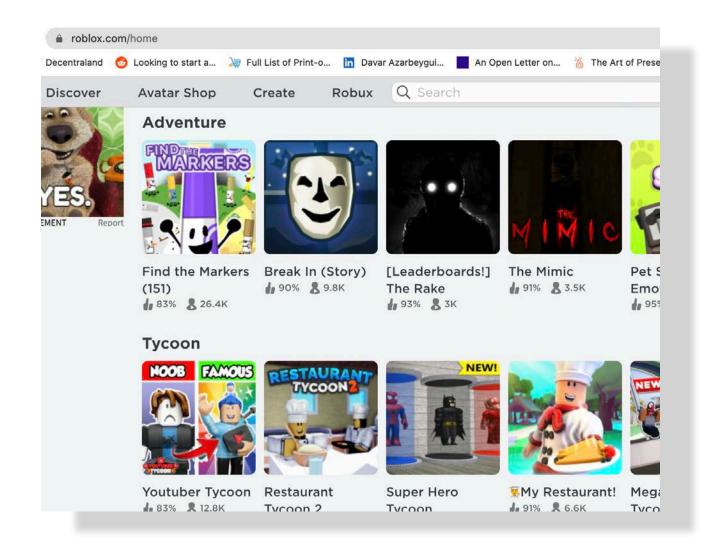


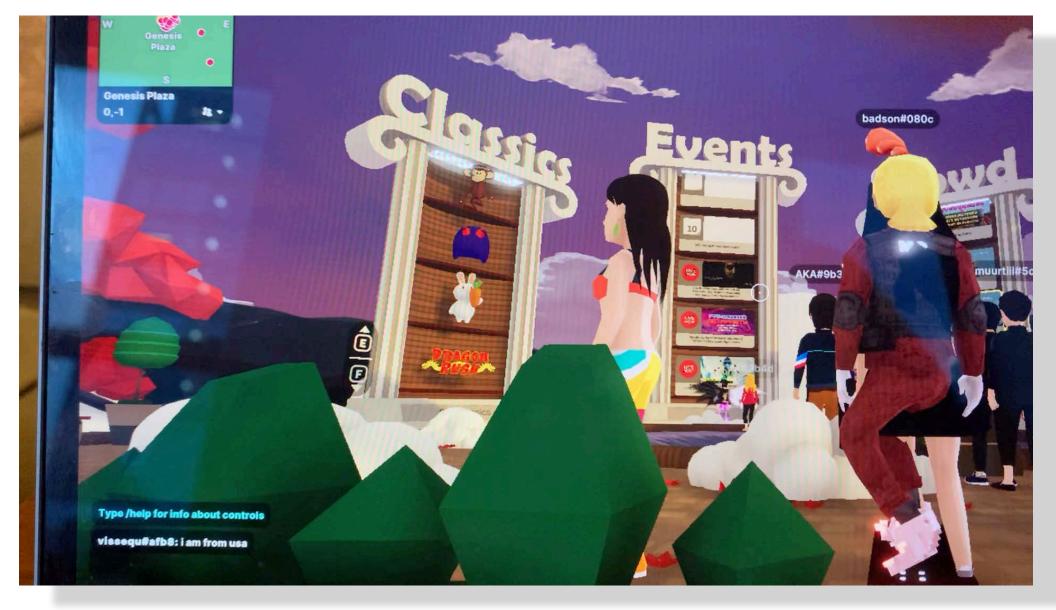
BEYOND THE LIMITATIONS OF OUR PHYSICAL WORLD STRUCTURE

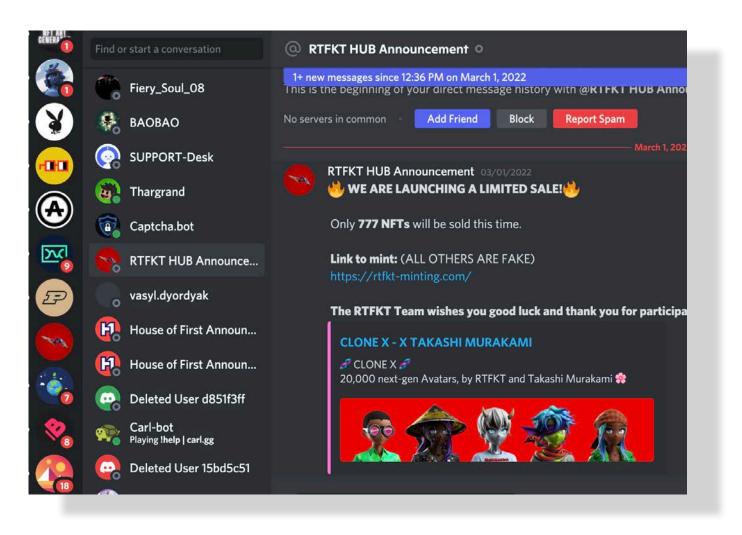
IENTERING THE METAVERSE



Experiences
Creator Economy
Discovery







BUILT-IN ENGAGED AUDIENCES

Roblox Games 42.1 million daily active users Decentraland 18,000 daily users

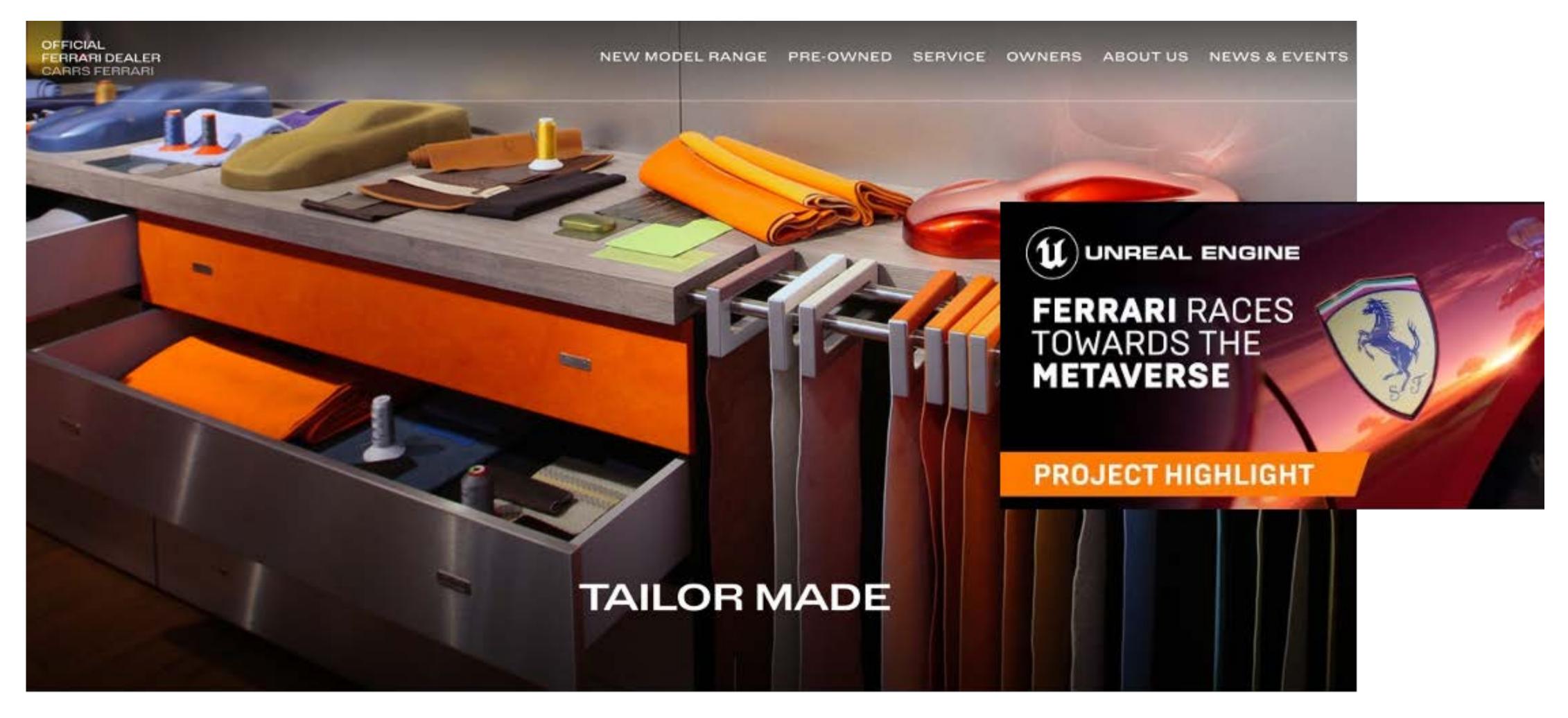
Discord
6.7 million daily active users on



REVITALIZE BRAND PERCEPTION



CUSTOMIZATION



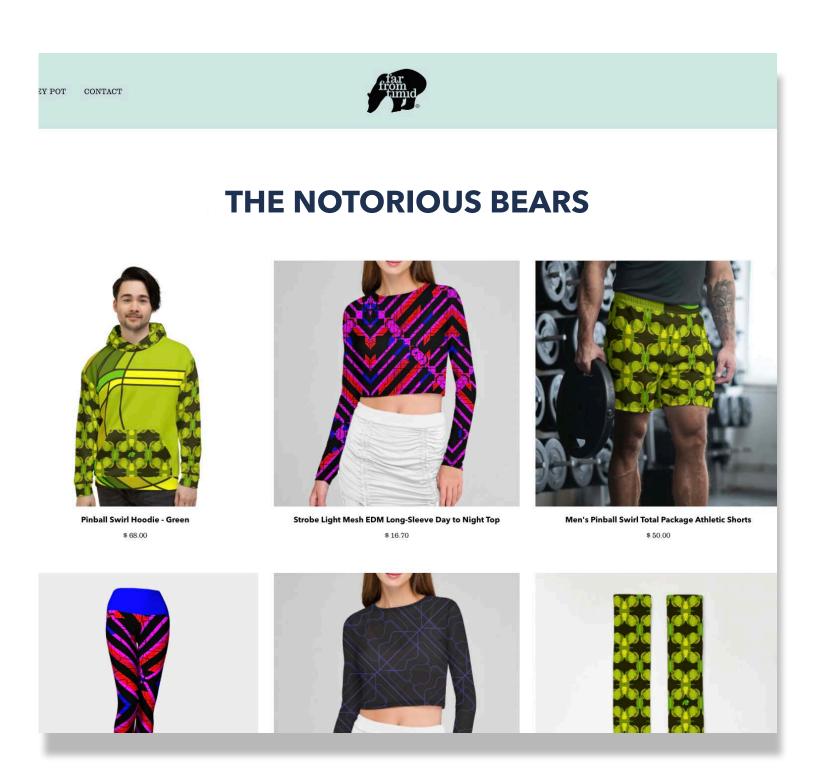
CUSTOMIZATION



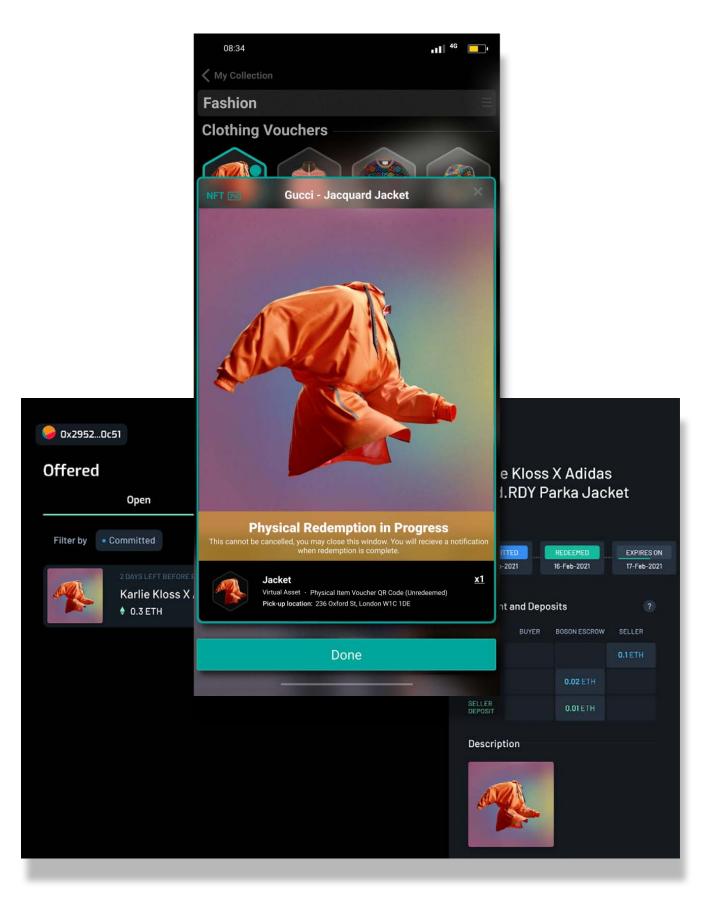
NEW REVENUE STREAMS







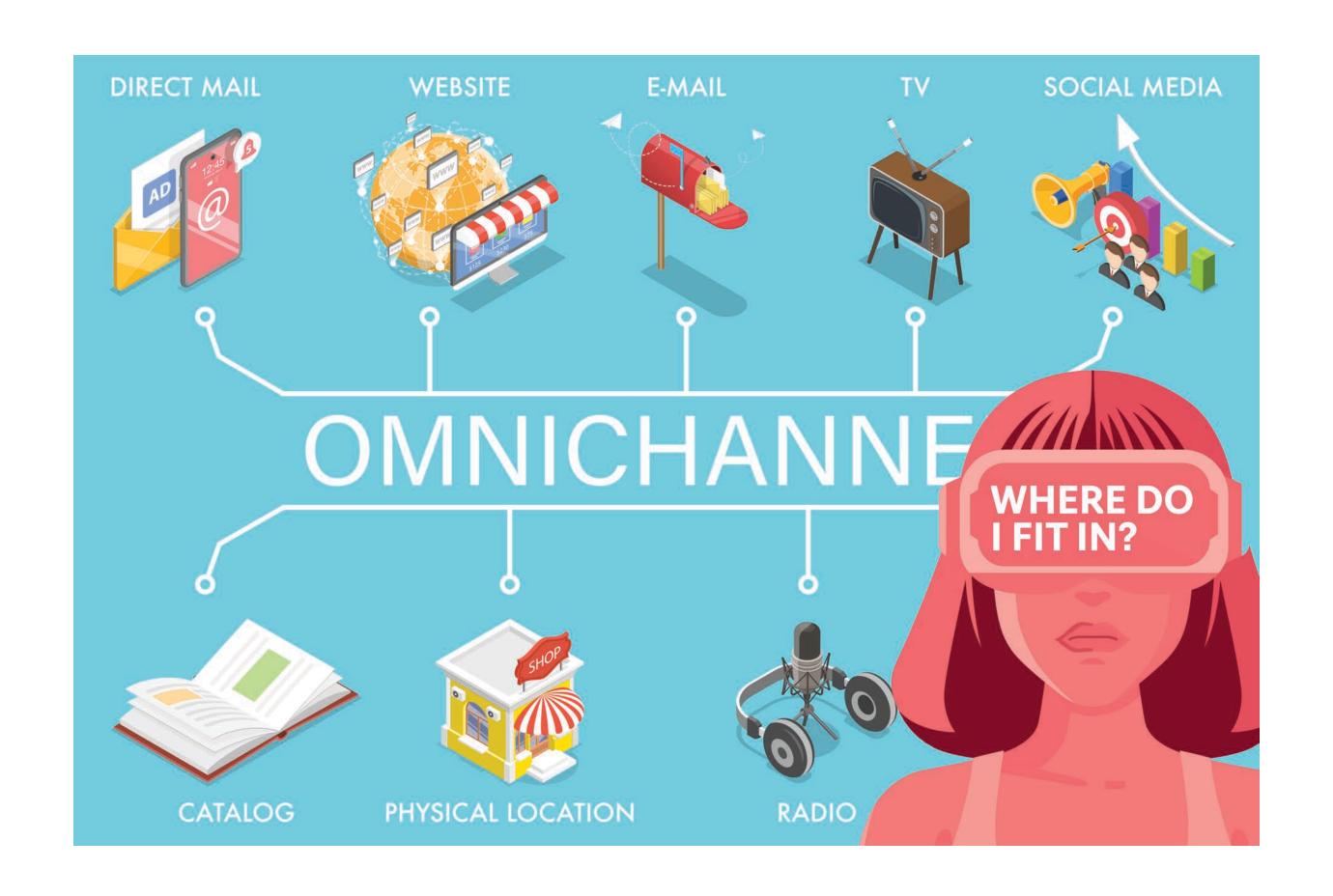
In 2021, it was estimated that over \$100 billion was spent on virtual goods in gaming platforms.



Far From Timid's Notorious Bears

Karlie Kloss X Adidas

JOEFINING YOUR METAVERSE STRATEGY



CONNECT TO A BROADER GROWTH STRATEGY

JOEFINING YOUR METAVERSE STRATEGY



A NORTH STAR

DEFINE YOUR NARRATIVE



WHAT WILL
PEOPLE DO IN
YOUR WORLD?



There are few places left on the planet where the impact of people has not been felt. We have explored and left our foot-print on nearly every corner of the globe. As our population and needs grow, we are leaving less and less room for wildlife. Habitat loss, climate change, and disease are the cause for degradation of our wildlife ecosystem.

Roaribles is the first and only place in the metaverse fully dedicated to conservation of wildlife.

WHERE IN THE METAVERSE DO WE BUILD?

You must find the right platforms but also bridge platforms to reach out to more audiences.





















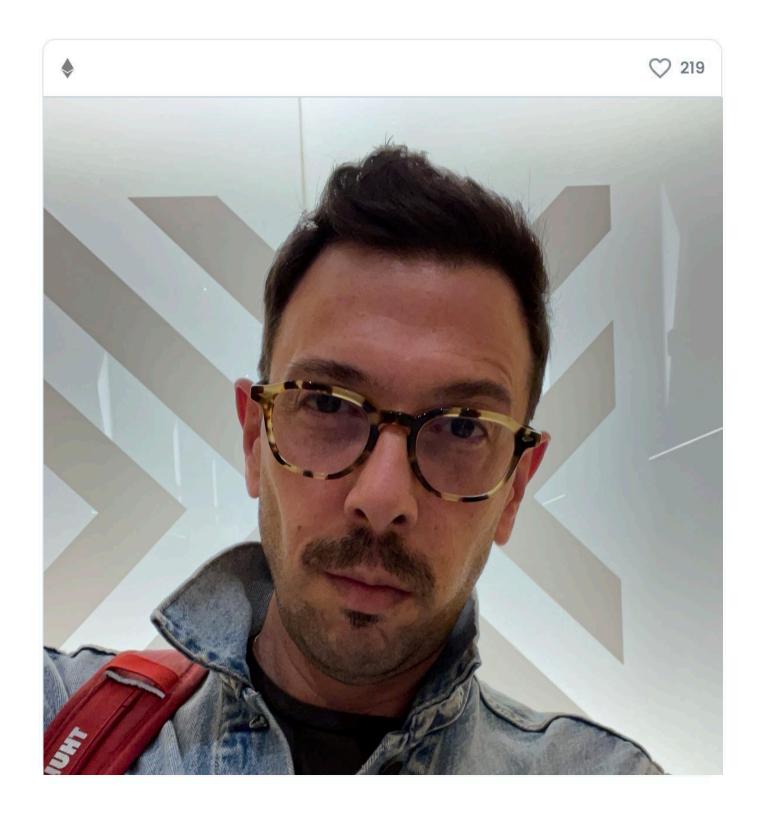


DEFINE THE EXPERIENCE



ROADMAP BORED APE YACHT CLUB

THANK YOU. #WAGMI.



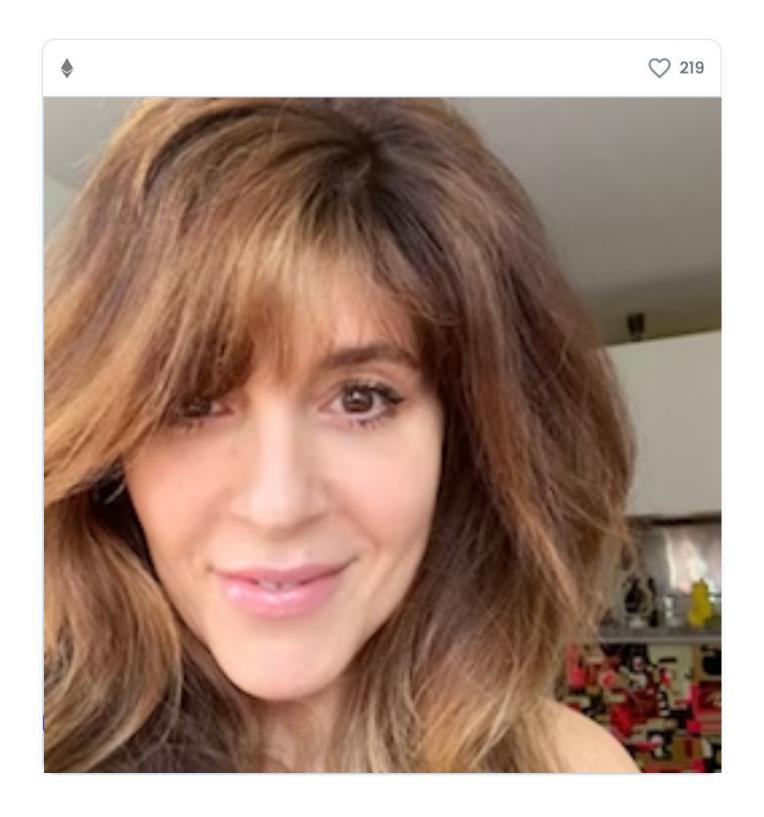
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