



**Connecting users to Real-time environments
utilizing XR**

what is **u**ser/**R**real-Time ?

Consider 2 equations:

1. **user** → **user**




Social Media

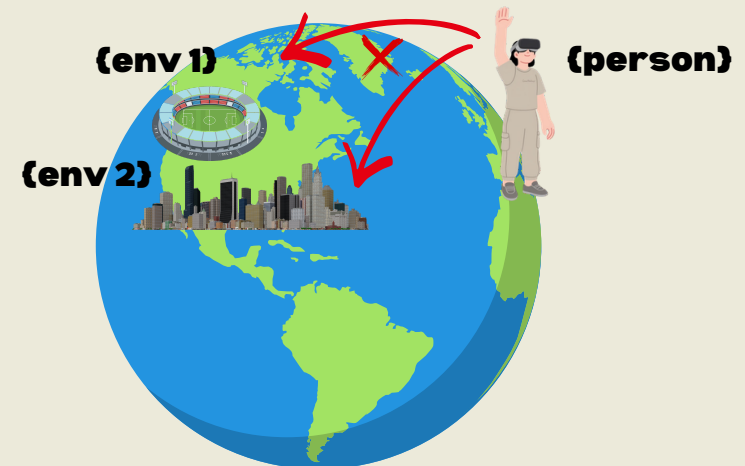
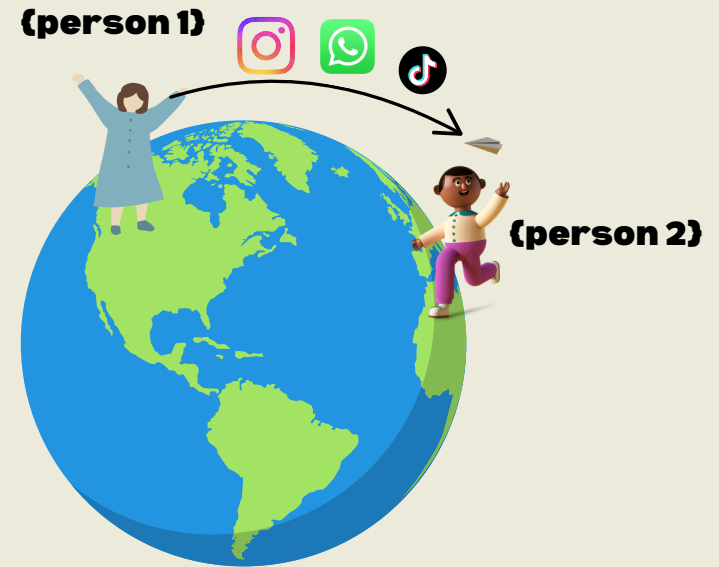
Social Media powers people to people connection

2. **user** → **environments**

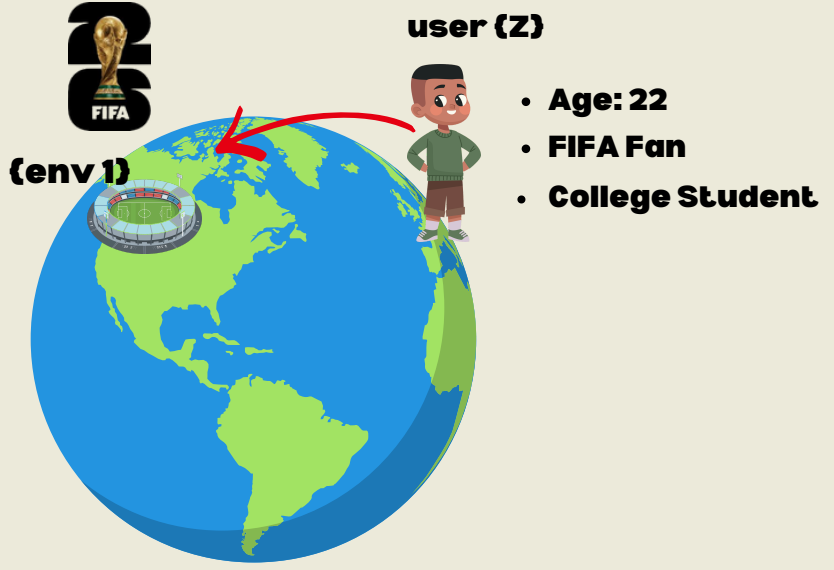



u/R ?

Connecting users to real time environment utilizing XR



current status of **R** eal-Time Venues




	Time (hr)	Emission (t)	Price (\$)
Match Day	1.5 hr	0.1 t	\$ 3k
Flight	16 hr	1.7 t	\$ 2k
Hotel	120 hr	0.2 t	\$ 3k
	136 hr	2.0 t	\$ 7k

news

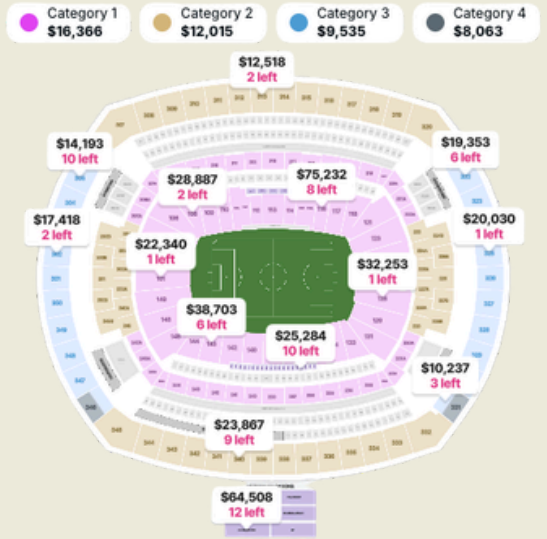
The New York Times

FIFA's 'extreme' ticket prices unfairly impact disabled fans, says supporters' group

Football Supporters Europe described ticket prices for the tournament as "extreme" and "prohibitively expensive".



Stubhub listing for FIFA WC 2026 Final



introducing **U/R** eal-Time Stadium Venues

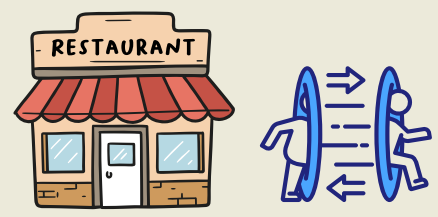


introducing **U/R** Real-Time City Venues



Traffic

Explore city environments (landmarks, restaurants)



Teleportation to different venues



People Occupancy 220

360 media

current

u/R

stack



> u/R deploy

Consumers access via
AR/VR or Web



meta quest



mobile & webXR

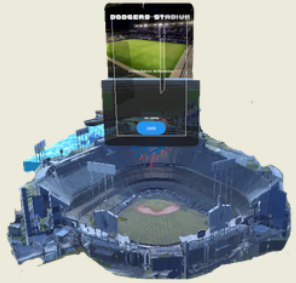
> live media



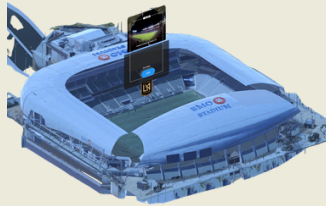
360 live stream



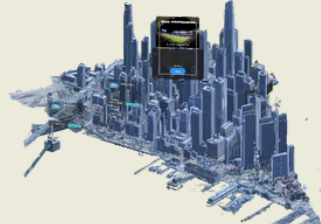
> Digital twin environments & venues



Dodgers Stadium

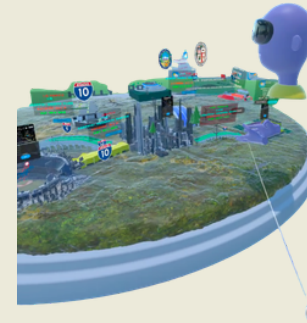
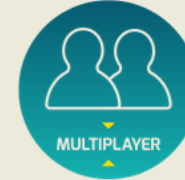


BMO Stadium



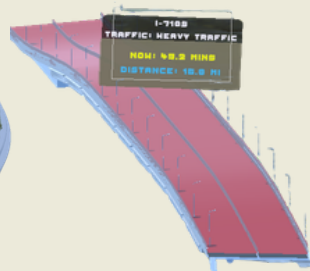
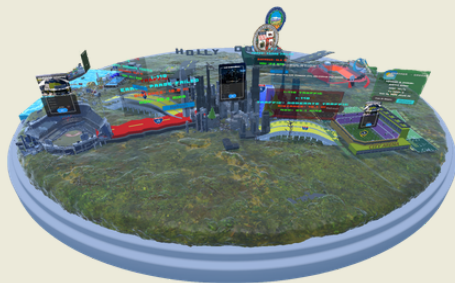
SF Downtown

> shared reality



Multiplayer
application that
supports 1000+
users

> Real time interactive data

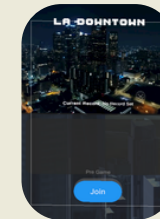


Traffic



Weather

> additional features



interactive UI

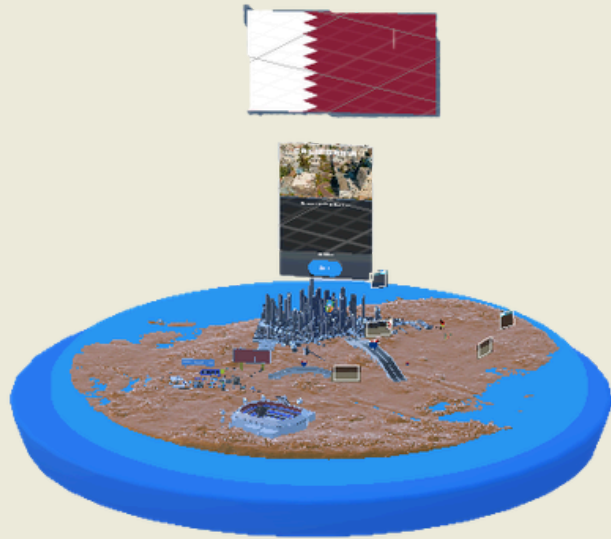


AI NPC



how u/R works?

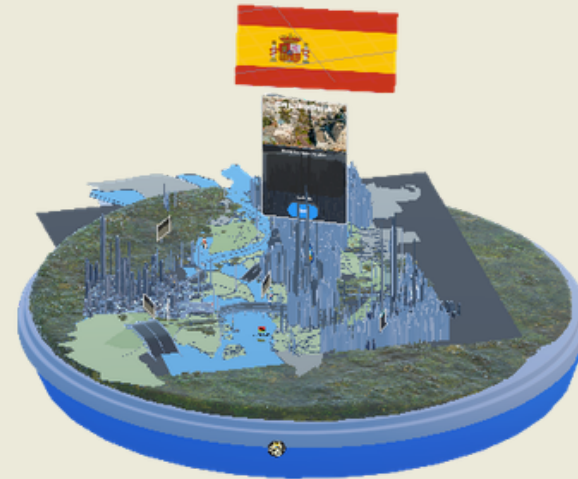
> Choose Digital Twin Envrionments (States & Countries)



Qatar



California



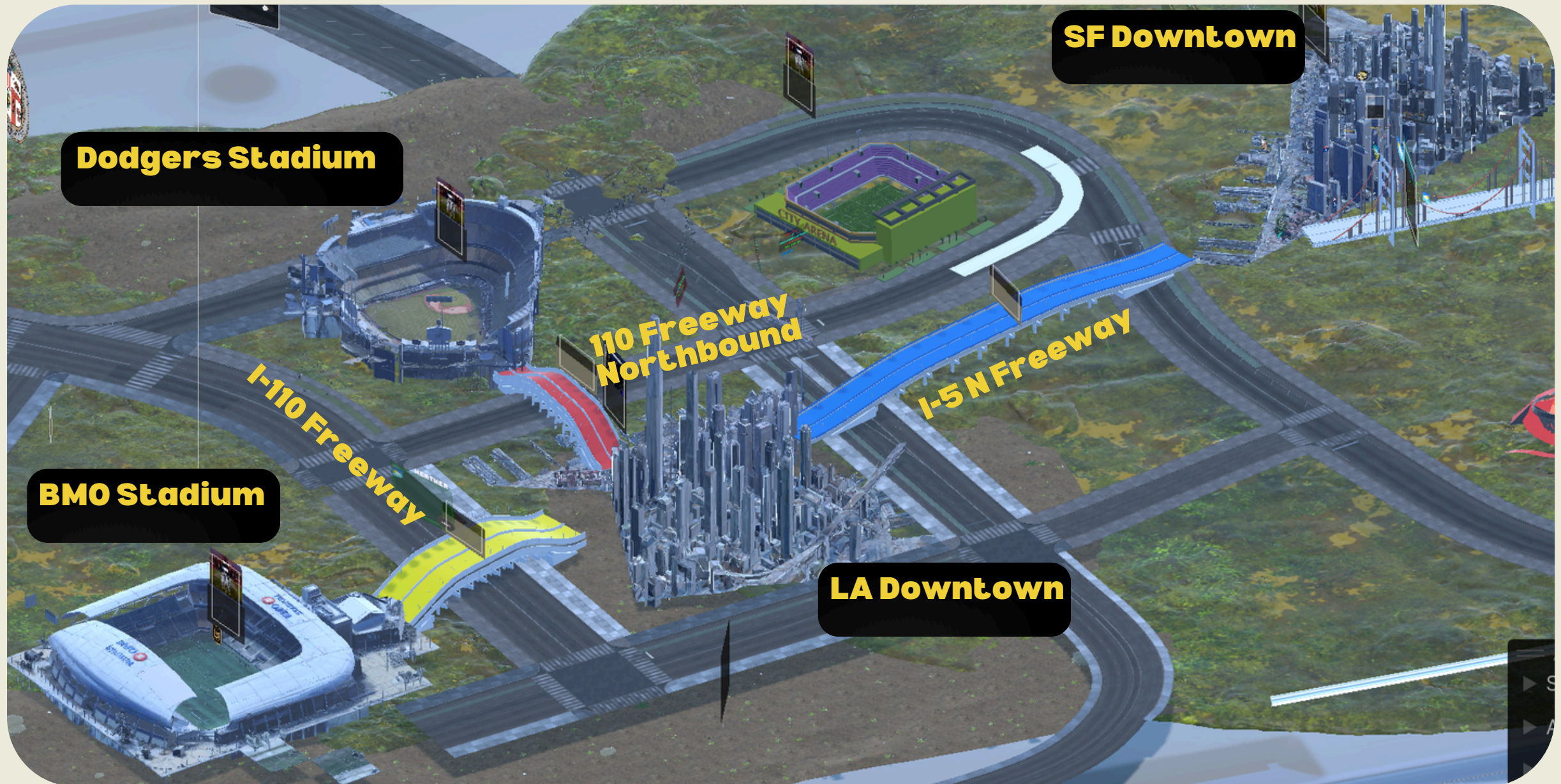
Spain



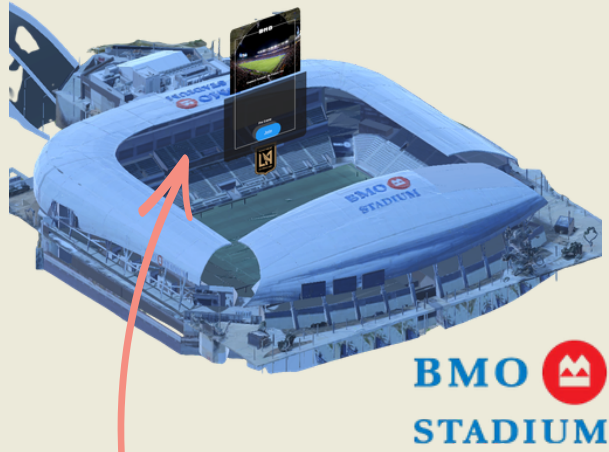
United Kingdom



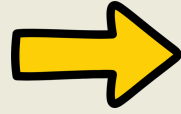
Los Angeles Environment



UI plane to dissappear BMO Stadium



BMO STADIUM



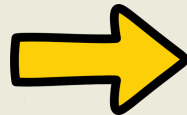
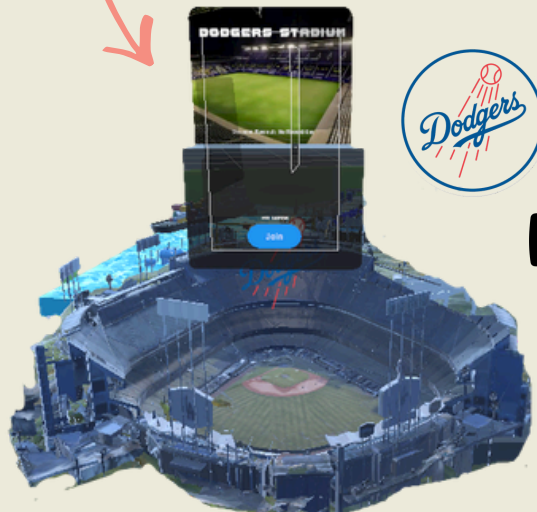
AI Avatar

360 Media behind goal

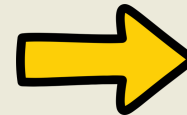


Screen plane

UI teleport

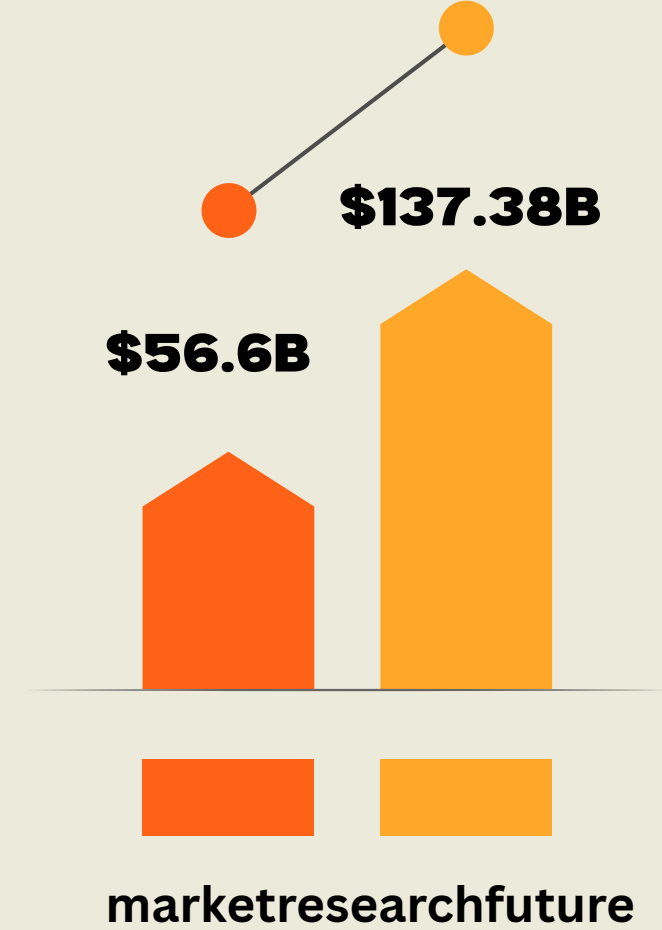


Multiplayer Avatar



{Z} IS EXPLORING A NEW MARKET

Real time Analytics

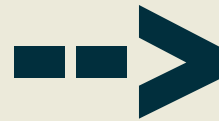


Extened Reality

2025



+ 40.61%
CAGR



2030

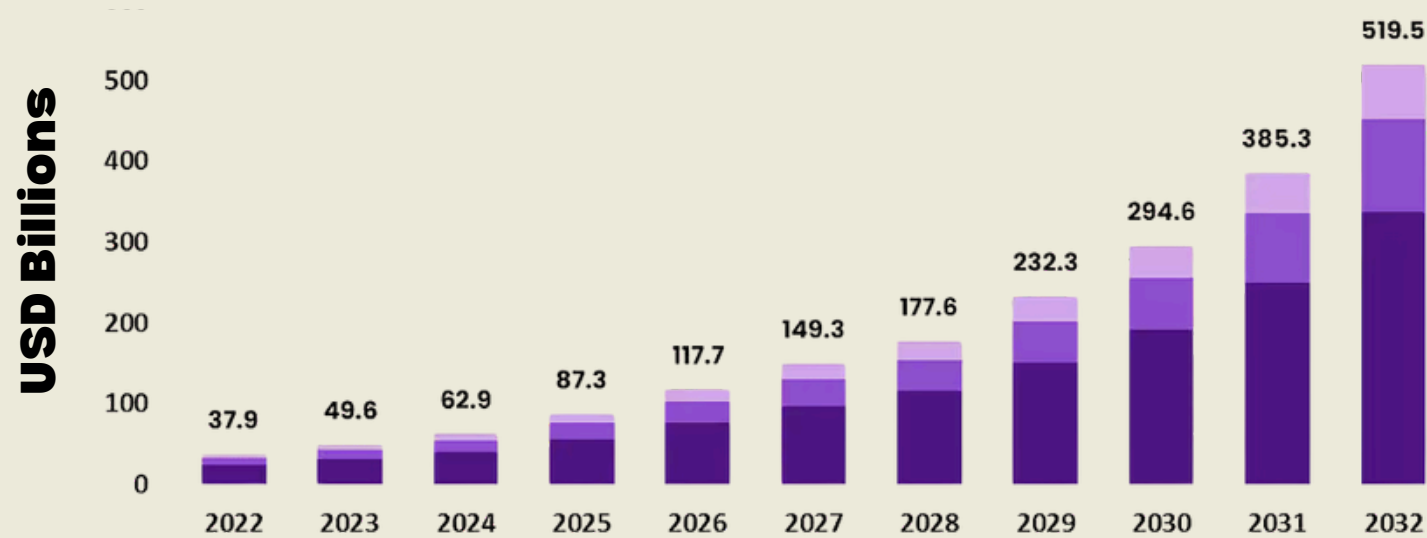


mordorintelligence

marketresearchfuture

...{Z} MARKET IS GOING TO EXPLODE

Z-Map exploring a new market



Key growth factors:

- **Advancements in Hardware XR Devices**
- **Faster data transmission & lower latency**
- **XR Buisness adoption**

Opportunity

- **Traditional broadcasts are passive, single-view, and non-interactive for remote fans**
- **Venue access limited by geography, ticket prices, and capacity constraints**
- **Existing immersive options are restricted or location-bound and lack live data layers**

Market Changes

- **Streaming spend shifting from linear TV to interactive formats**
- **XR device distribution as Meta leads shipment and ecosystem**
- **VR/MR device shipments projected to reach tens of millions by 203**

Z-Map positioning

- **First-mover for “virtual seat” plus city access with 360 streams & real-time data**
- **Scalable across multiple devices AR/VR devices and WebXR**
- **Flexible monetization: per-event tickets, city subscriptions, and venue revenue-share**



Business model {subscription}



{ Los Angeles }

> New York

Miami

> subscription fee

\$50

\$40

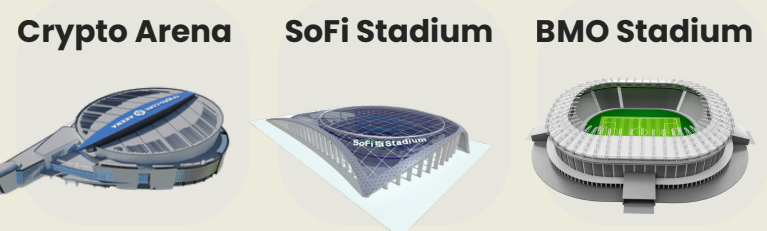
\$30

Pricing: subscription per digital environment

AVG FEE per month

AVG FEE per month

AVG FEE per month



> environment access

Access to XR Digital Environments

LA & SF Downtown



Times Square



Miami Downtown



>annual revenue (per 1k users)



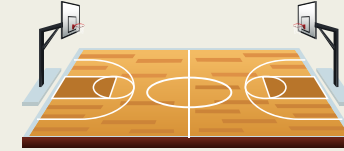
Pricing depends on number of events and environment access

Buissness Model (per ticket)

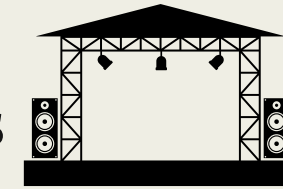
Model applicable for major events



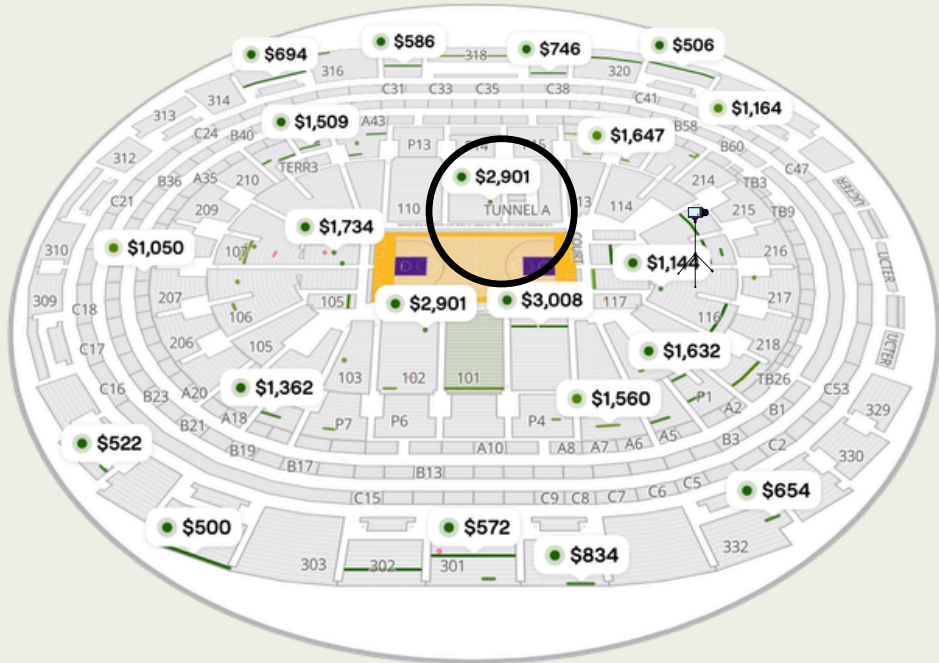
75 NBA games



15 concerts



Annual (80 events)



Lakers playoff game - Ticket price
(source: SeatGeek)

One Venue, One Event

Courtside seat	Number of tickets	Total revenue
\$2,901	1	\$2,901
\$10 - 20	5000	\$75,000

Expansion of technology to multiple Venues



u/R Team



> **Zaid Kamil**

Founder, CEO

IT & Software Engineer at CSUDH
MSc in Computer Science at CSUDH



> **Thy Nguyen**

CFO

BSc in Finance at CSUDH



> **Raihana Zahra**

CTO

Google Next MR Instructor



> **Vaibhav Dhanda**

Developer

MSc in Computer Science at CSUDH



> **Justin Smith**

Advisor



milestones

> Active Users



Active users: 5 monthly active users.

> Pilot Partners



BMO Stadium

1 stadium venue in discussion

> Content Pipeline



live 360° streams tested end-to-end

> Before Seed Round



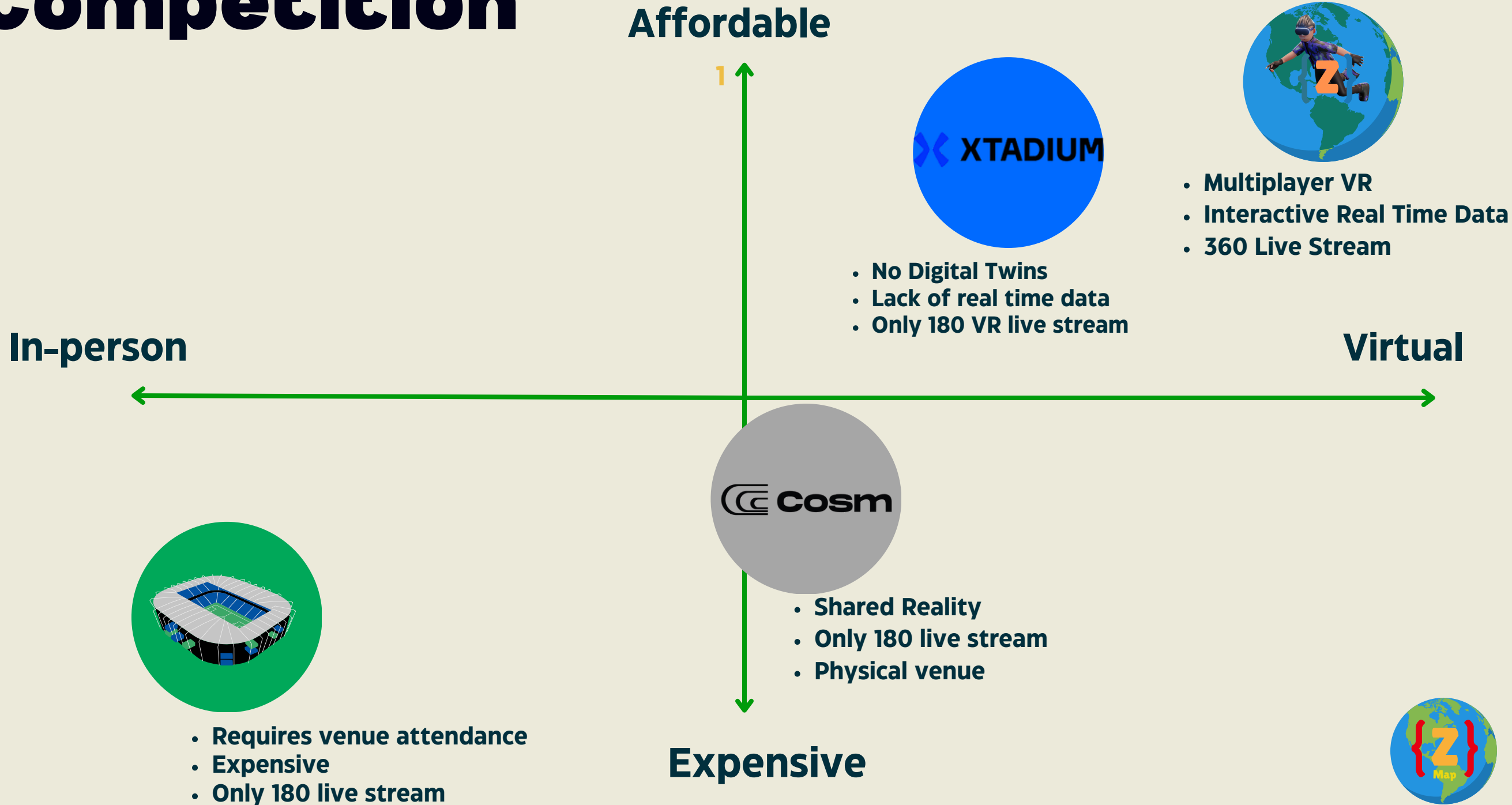
Media
Collaboration



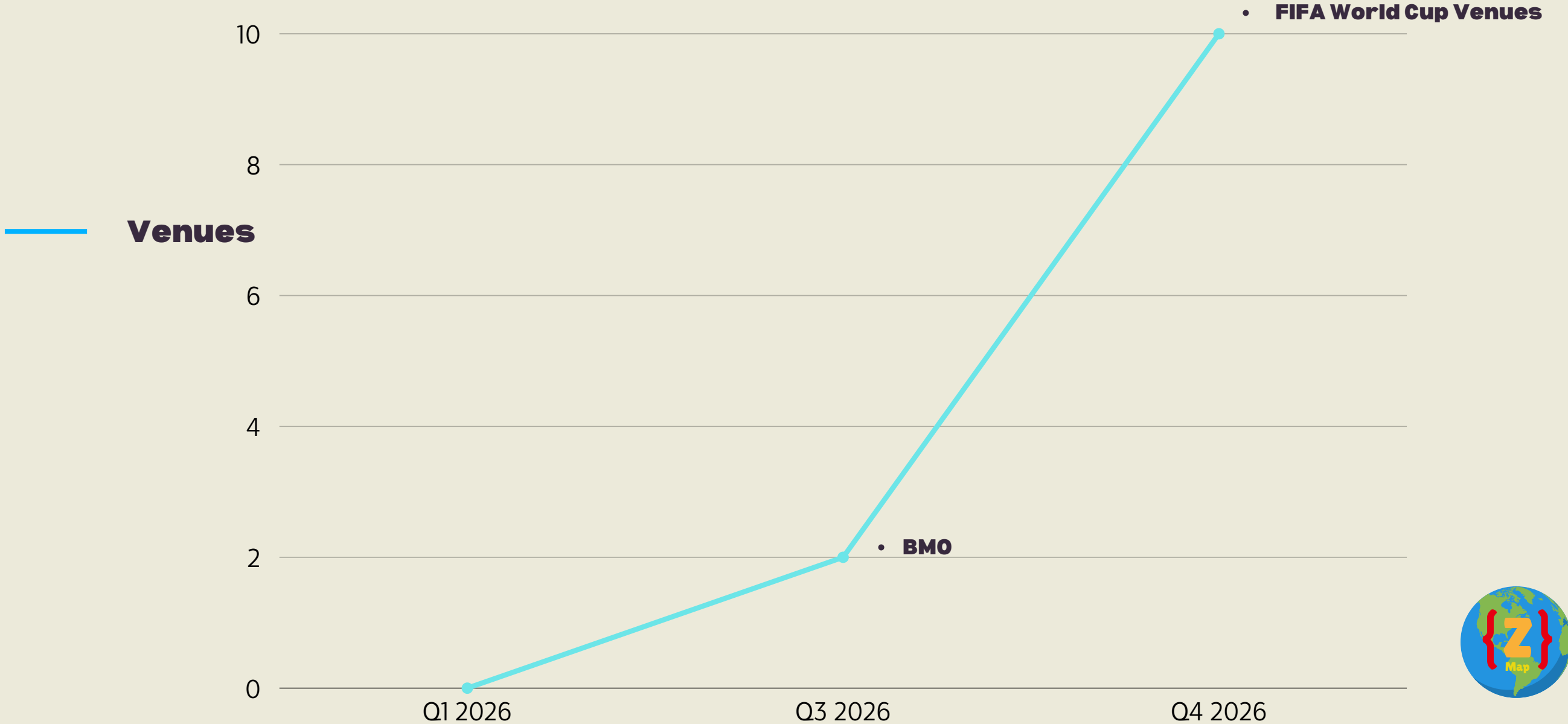
Pilot Deployment



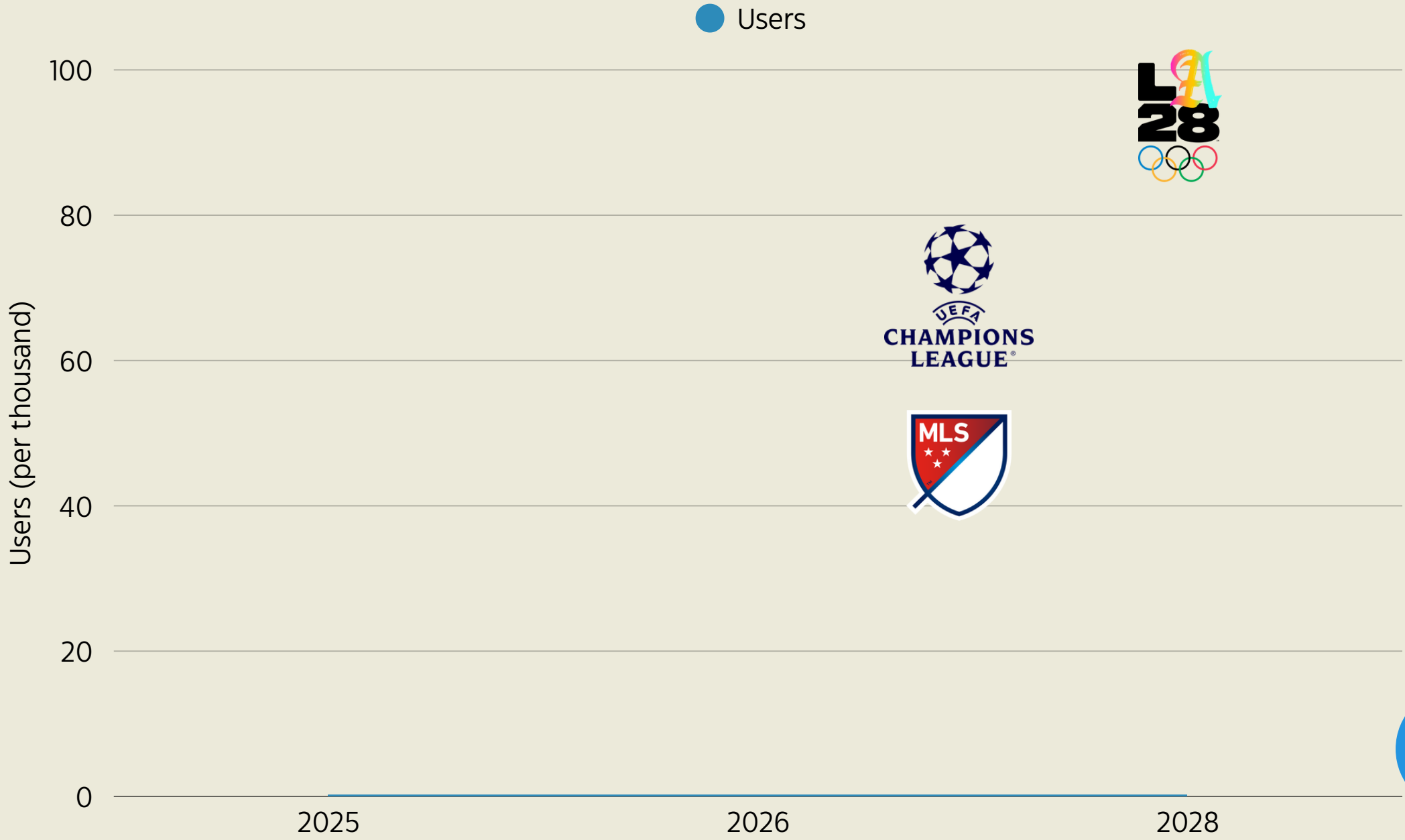
Competition



venue adoption enables aggressive growth



aggressive growth enables exclusive content



adoption strategy

The application will be showcasing the following events and be pre-loaded application in Meta Quest and Apple Vision Pro HMD Devices

Target Events

major events showcase



LA Olympics 2028 (1M)



NBA Playoffs (100k)



MLS (10k)

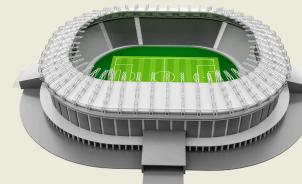
Partnership



(exp. users)



(exp. users)



BMO Stadium

Financial Need

pre-seed round - \$200k

Financial Need

> Cost Breakdown

- Team Expansion (33.3 %) : 10 member core team including engineering, design, and marketing
- Operational Costs (25 %) : Infrastructure, equipment installation, and platform scalability
- Marketing (16.7 %) : Growing user base, brand visibility
- Partnerships (16.7 %) : Growing user base, brand visibility
- Legal (16.7 %) : Cover LLC, Patents, and contract costs

> Growth Goals

- 1,000 paying users within 12 months at an average \$30 monthly subscription
- Projected revenue: \$400K in the first year

