

WHEEL EXPO

A free tool for creating online virtual events, exhibitions, 3D websites, digital twins

CEO – Volodymyr Storublyov

http://wheelexpo.unicoway.com/

wheelexpoceo@gmail.com

+38098-986-19-38



Product

We propose FREEDOM OF CHOICE on our platform

The platform is almost free.

You can use:

- our free virtual 3D spaces, buy premade spaces, use that you already have, create new spaces by our, your or hired designers,
- invite clients or friends in your 3D space, and earn money or have fun,
- this tool does not just allow you to create a 3D space, but actually create a new or improve an existing event or other business.

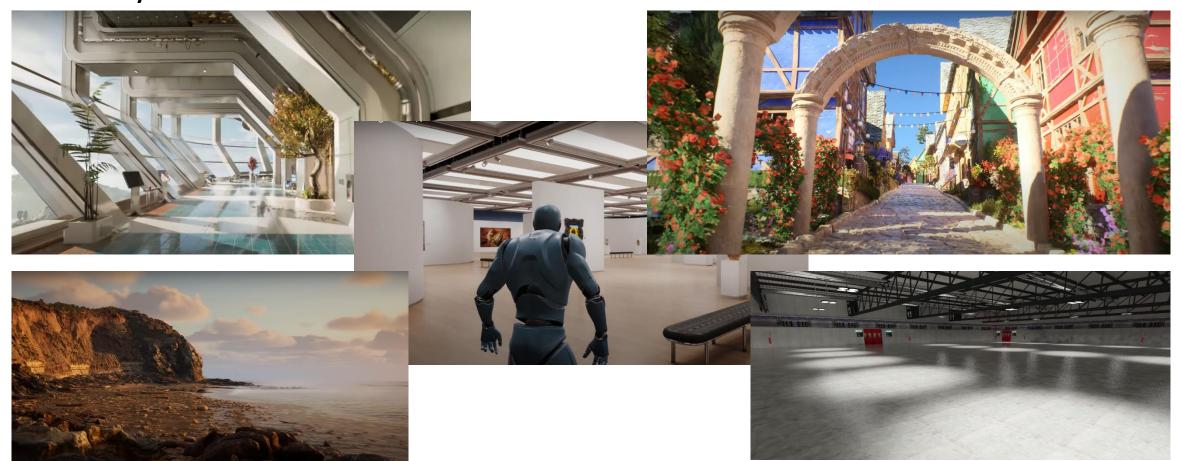
System for creating different virtual places for online events, exhibitions, meetings, relax and just places for everyone. Social network. Marketplace. Tender and payment system. All in one platform.

You yourself choose with whom to organize your business, from whom to order services, with whom to cooperate.

Product

UNREAL ENGINE 5

Virtual spaces on the Unreal Engine 5.
Opportunity to immediately use VR headsets in such spaces.
Walk and fly around. Interact.



Product

How it works

Exhibition organizer create new virtual pavilion

Choose a free pavilion from
 us or create a new one with
 own designers or by tender at
 the platform

Invite exhibitors and visitors to your virtual exhibition

Get paid from your customers

Exhibitor create new booth.

Choose a free booth

from us or create a

new one with own

designers or by tender

at the platform

Take part in all exhibitions with one booth. Invite visitors to your virtual booth or to your presentation virtual space

Get sales for your products and services

Event company create new space. Choose category (meeting, conference, relax, wedding etc.)

Choose a free space from us
 or create a new one with own designers or by tender at the platform

Invite visitors to your virtual space

Get paid from your customers

Opportunity and market



Virtual events Total world 2022

Source: AlliedMarketResearch



Virtual events USA

Source: AlliedMarketResearch



Compound annual growth rate (CAGR) of **20%**



Compound annual growth rate (CAGR) of **20%**



Virtual events Total world 2032

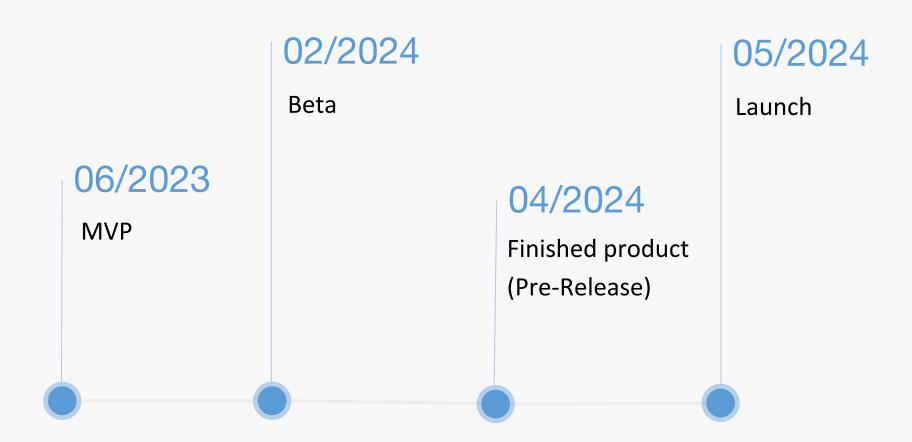
Source: Allied MarketResearch



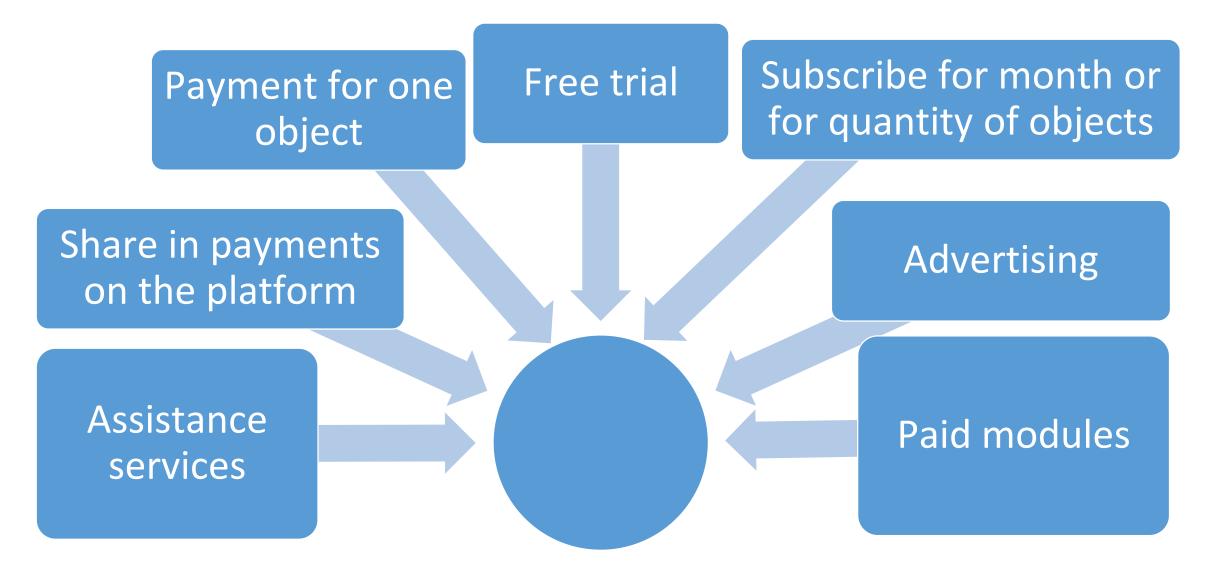
Virtual events USA 2032

Source : Allied MarketResearch

Traction



Business model



Competition

Logo	Competitors	Country	Free	Graphics engine	Functionality 1-5
\otimes	https://www.vfairs.com/	USA	No	4	5
E	https://www.eventx.io/	China	Yes - minimum package/ No	3	5
	https://www.hexafair.com/	India	No	2	5
	https://samaaro.com/	India	No	3	5
<u>®</u>	https://www.onlineexpo.com/	Estonia	No	3	3
d	https://www.artsteps.com/	Greece	No	5	2
EP	https://expoplatform.com/	Great Britain	No	4	4
V=X	https://www.v-ex.com/	Great Britain	No	5	2
•	https://www.gevme.com/	Singapore	Yes - minimum package/ No	2	3
<u></u> ⊕ verse	https://about.inverse.app/	USA	No	3	3
×ENCLUSIBLE	https://www.exclusible.com/	Portugal	No	5	3
ΧſΛ	https://x.la/	Great Britain	No	5	4
	Wheel Expo	Ukraine	Yes	5	5

Go to market

First active clients

- Small event and exhibition organizers
- Beginner 3D designers

Big companies

- Big event and exhibition organizers
- All 3D designers

All potential customers

Mass market marketing campaign and world expansion

Short term

Long term

Early adopters will create a minimal user base of the platform for big companies to come.

Also, any small organizers of events and exhibitions will bring their clients.

The bulk of large companies will come only when we have a customer base ready for them.

On the example of using our infrastructure by large companies, we will be able to build a marketing company for the mass market.

Team



Volodymyr Storublyov

CEO

Strategic planning,

Leadership, Sales,

Marketing, Corporate law



Oleksii Planida

CTO

C++, Unreal Engine, SQL,

Java, Python, System

architecture, VR



Alex Riabtsev

Startup

development



Pavlo Tyzhuk

Startup

development

and marketing

Advisors



Dmytro Tomnuk

UX/UI design

Funding

We are looking for funding to create a full-fledged product

The minimum amount we need is \$350,000. With it, we will be able to make a beta version, with which it will be possible to enter the market and then refine it.

For a full-fledged product, we need \$470,000.

