



Multiverse
Institute
For Arts and
Technology

WHEN ART AND CULTURE
MEET TECHNOLOGY.

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WHO WE ARE.

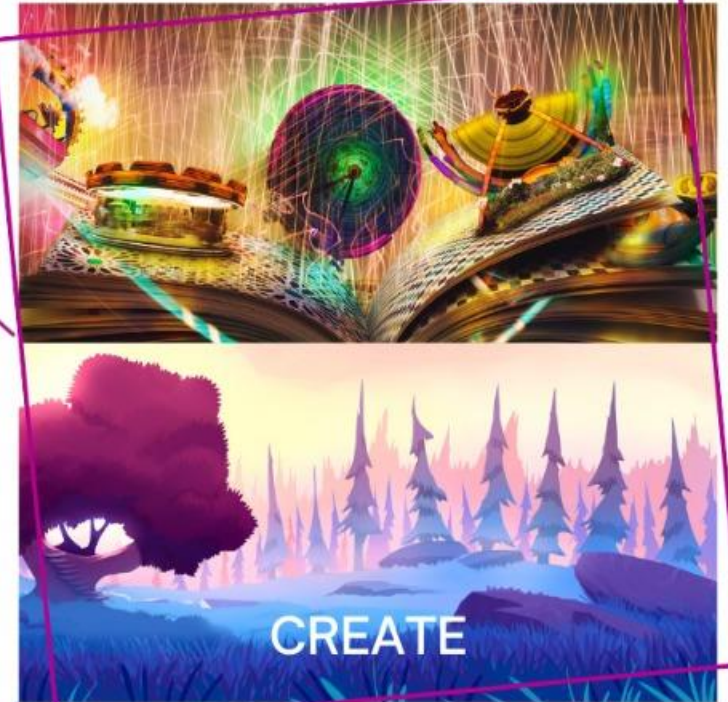
We are a **creative and an educational hub** for immersive arts and emerging technologies.



We **strengthen** the talents of the future.



We **conduct** in-depth research to **regenerate** every day our offer.



We **support** companies to enhance their business strategies **generating** original immersive **Art-Tech** experiences.

THE IMMERSIVE STUDIO SOLUTIONS.



IMMERSIVE STORYTELLING



METaverse EXPERIENCES
AND NFTs



IMMERSIVE ART EXHIBITIONS
AND EVENTS



CORPORATE TRAININGS



VIRTUAL TOURS



XR ART AND BRAND
EXPERIENCES.

Our **Global Award Wining ArTech** create **virtual worlds, metaverse platforms and experiences, NFTs and original custom-designed and story-based immersive contents** from story to design, programming to execution, delivering researched-based high-end and bespoke memorable experiences with emerging technologies to solve business problems and for artistic expression and social impact.



VIRTUAL
REALITY



AUGMENTED
REALITY



MIXED
REALITY



360 CAMERAS



METaverse
PLATFORMS



PROJECTION
MAPPING



VOLUMETRIC
CAPTURE



NFTS



BLOCKCHAIN



GAME ENGINES



INTERACTIVE
SCREENS



HOLOGRAMS

WHAT WE DO: METAVERSE, WEB 3.0 AND NFTS

METAVERSE

We **conceive, design and create original experiences** from metaverse modeling and building, to **play-to-earn consultancy**, and metaverse experiences.



METAVERSE
CONSULTING



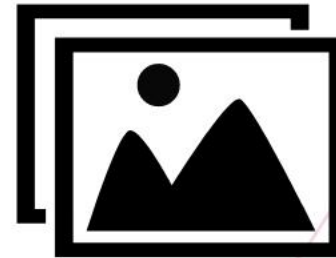
MODELING AND BUILD
METAVERSE PLATFORMS



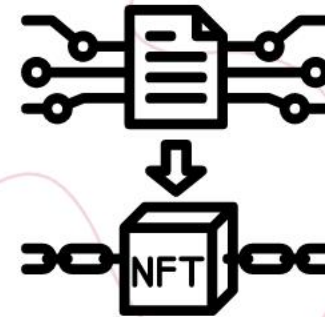
CREATING METAVERSE
EXPERIENCES

NFTs

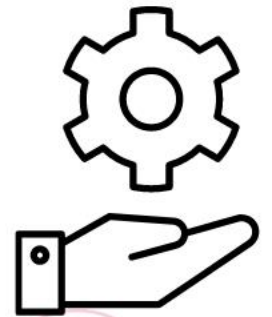
Our global award-winning ArTech teams **create original digital artworks NFT**. We also **guarantee a smooth purchase flow** where authentic products are sold through blockchain, the **creation of platform** for minting, **dedicated** market places and **whitelisting**.



ARTWORK CREATION

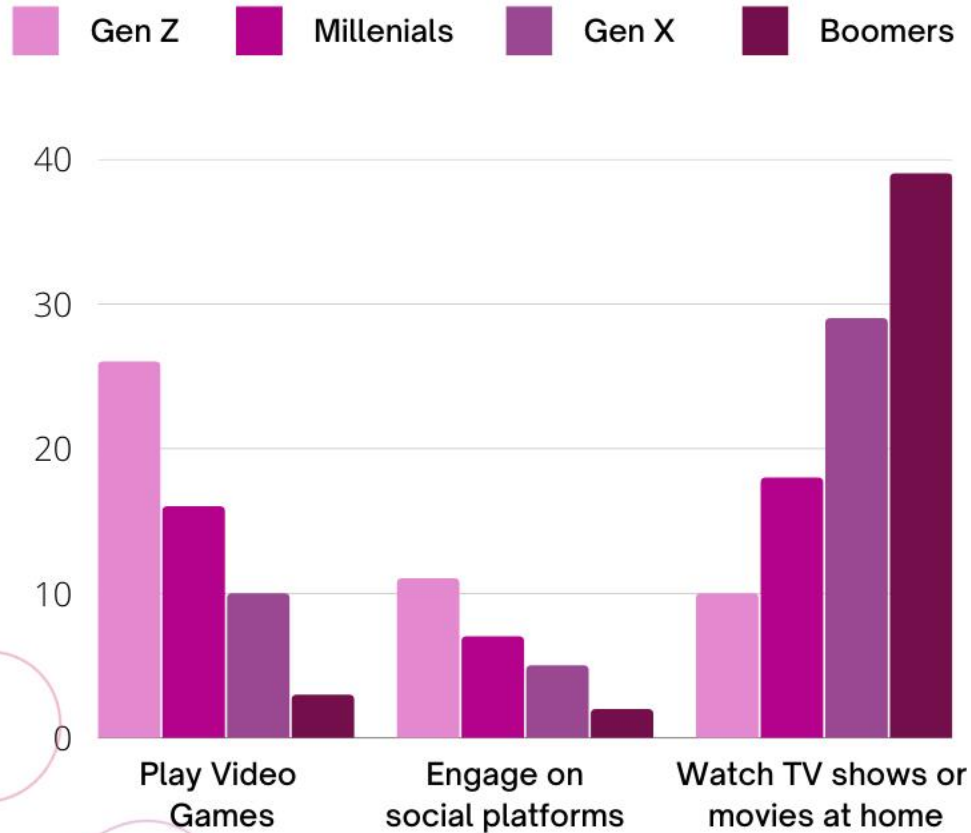


SMART CONTRACTS
AND MINTING



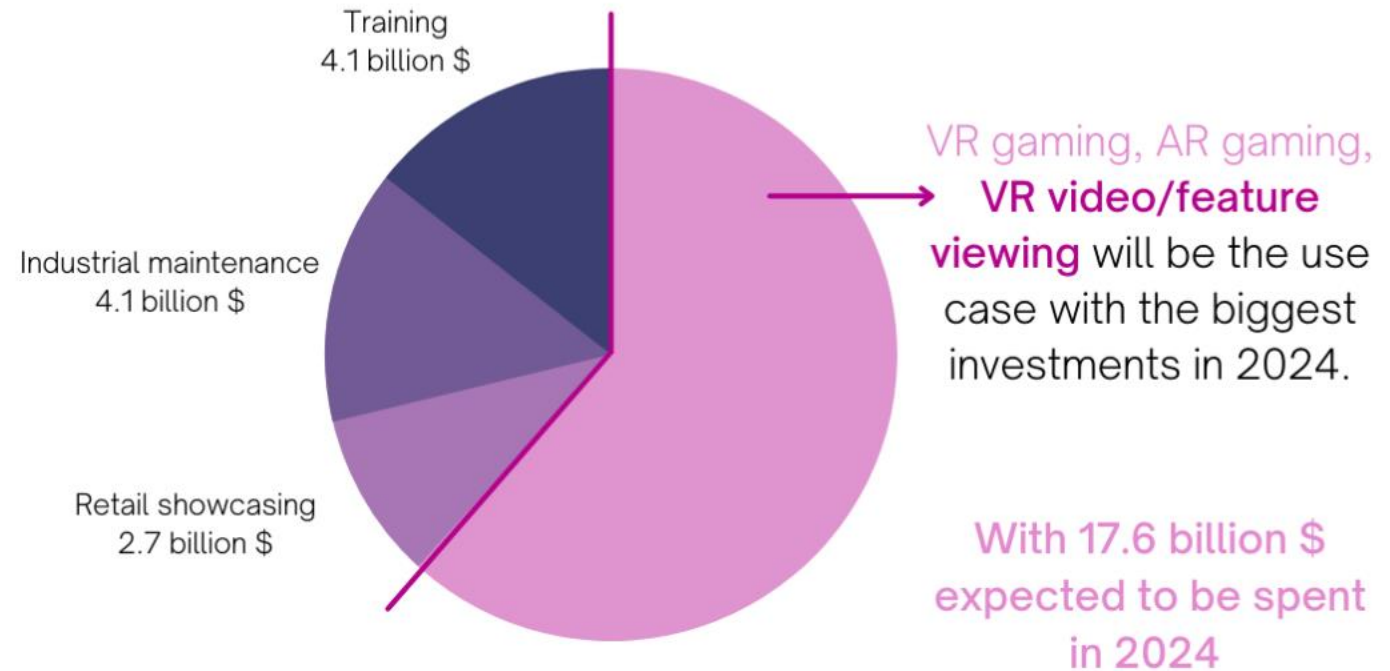
PLATFORM CREATION,
WHITELISTING

Respondents across generations ranked their favorite entertainment activity



Generation Z may not be "video first"

Investment in AR/VR technology worldwide in 2024, by use case (in billion \$)



GLOBAL METAVERSE MARKET

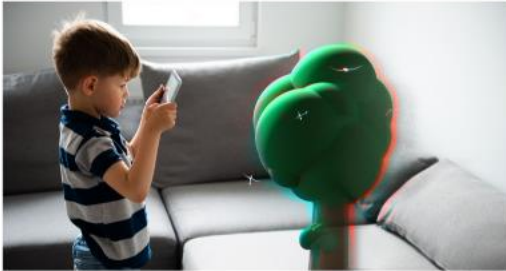
\$ 830 BILLION

By 2028

THE ENTERTAINMENT WILL SEE THE INCURSIONS OF **DIRECTORS WITHIN THE VIDEOGAMES** AND **GAME DESIGNERS WITHIN THE MOVIES**, TO MAKE THEM MORE AND MORE IMMERSIVE, INTERACTIVE, AND EXCITING.

WHAT IMMERSIVE STORYTELLING IS?

AUGMENTED REALITY



INTERACTIVE VIRTUAL REALITY



GAME ENGINES



360 VIDEOS



IMMERSIVE SOUND



VOLUMETRIC CAPTURE



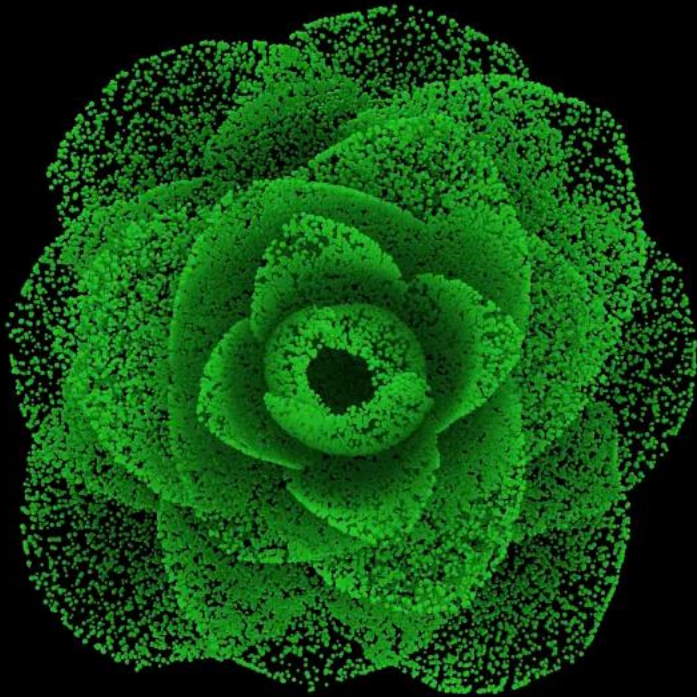
3D RECONSTRUCTIONS



MIXED REALITY



NFTs.
Luxury.



AUGMENTED REALITY.

Portals.



360 FILMING.

Documentaries.



EARTH SCIENCES LIBRARY

HOLD THE WORLD



PROJECTION MAPPING & AR.

Events.



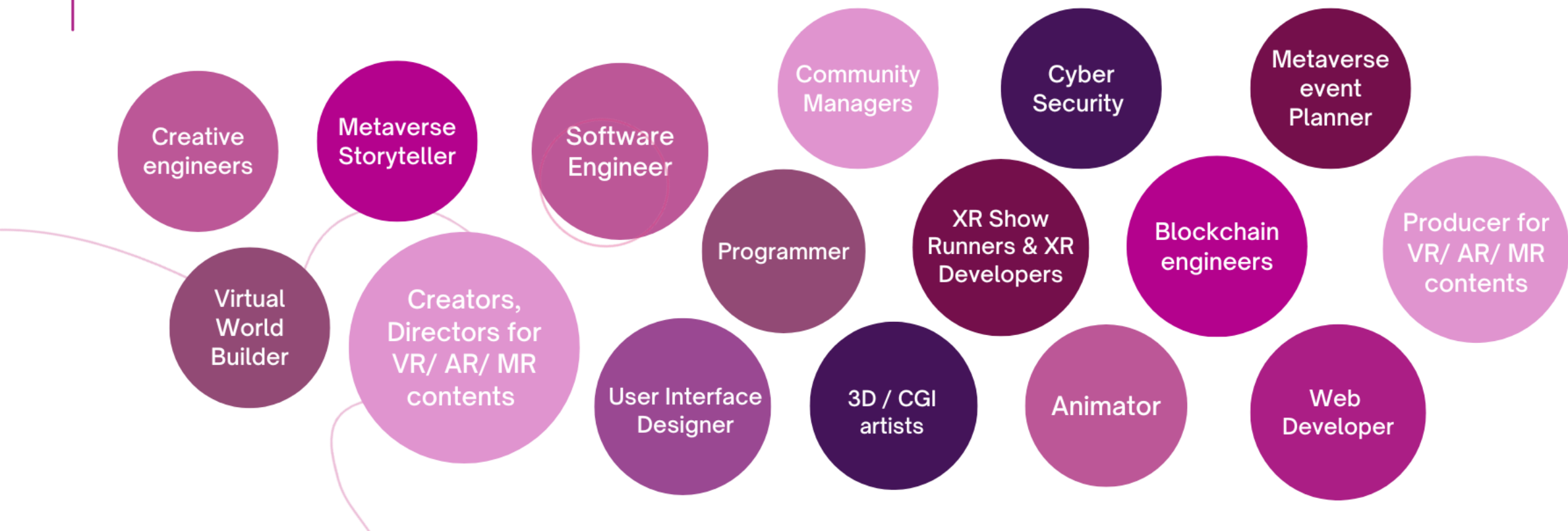
6 DoF INSTALLATION.

VR multiplayer.

IMMERSIVE ART EXPERIENCES: 3D-PROJECTION MAPPING.

Bulgari Art Exhibition.

JOBS OF THE FUTURE.



THE ART TECH OF THE FUTURE.

They combine high-end **artistic skills** with **cutting-edge technological expertise**. Creativity for them is a mix of art, both convergent and divergent thinking.

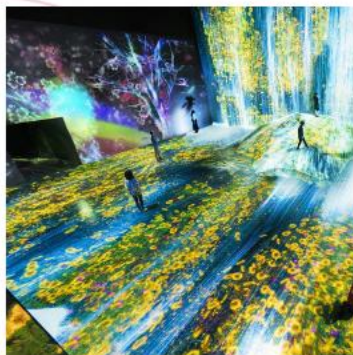
WHAT WE DO: E-TECH ACADEMY



□EMERGING TECH ORIENTATION
WORKSHOP - CORPORATE OFFER



□XR FOUNDATIONS



□IMMERSIVE ART



□360 AND VR PRODUCTION

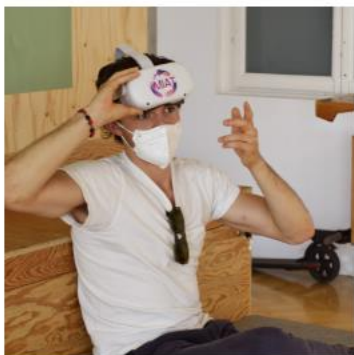


IMMERSIVE AUDIO



□DOCUMENTARY AND VR NEWS

□IMMERSIVE
STORYTELLING



METaverse
FOUNDATIONS



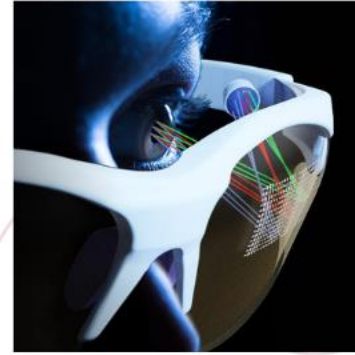
METaverse
NARRATIVES



WORLDBUILDING
IN THE METaverse



XR OPTICS
MASTERCLASS



□LIVE PERFORMANCE IN
THE METaverse



MASTERCLASSES 2022

GROUNDBREAKING TRAINING.



THANK YOU!



MIAT.TECH



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FOR ARTS & TECHNOLOGIES



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