

**Grilli3D:** The time is now for 3D without glasses and expensive equipment.

**Customer Problem:**

Customers want to see movies, games, reports and pictures in 3D, and are fed up with pricey and annoying headgear.

**Competitive Advantage:**

Grilli3D is a patented film screen technology. Our unique technology employs a parallax barrier, comprising a plurality of opaque barrier lines, disposed on a flexible substrate that can adhere to smart phones, tables, TVs and computers. Grilli3D enables auto stereoscopic viewing of a 2D image display that is not otherwise configured to be displayed as a 3D image. The quality and flexibility and cost of this technology are remarkable.

**Business Model and Target Market:** Today, computers are powerful enough to render realistic virtual images. Additionally, the mobile phone industry has improved the price, size, and performance of displays and sensors. Virtual reality (VR) and augmented reality (AR) have the potential to become the next big technology, and as we saw with the PC and smartphone, we expect new markets to be created and exiting markets to be disrupted. Given that VR/AR technology is still in the early stages of development, *Goldman Sachs* projects a base \$80bn in revenue by 2025 (\$45bn in hardware, \$35bn in software). As a result of this great progress, there's no shortage of examples of how VR and AR can reshape existing ways of doing things- from videogames, live events, video entertainment, healthcare, real estate, security, retail, education, engineering, and military. Grilli3D revolutionizes VR and AR by offering 3D without glasses and expensive equipment.

**Projected Revenue:** To project what the pace of Grilli3D adoption in the USA could look like, we use a very conservative 1% smartphone, tablet and smart TV adoption. We estimated in the first year 15% of the applicable user base will be innovators and early adopters, the next 34% early majority, followed by 34% late majority, with the final 16% being the laggards.

			1YR	2YR	3YR	4YR
	<b>Units Millions</b>	<b>3D</b>	15%	34%	34%	16%
<b>Smart Phones</b>	257	20	8	17	17	8
<b>Tablets</b>	185	30	8	19	19	9
<b>Smart TVs</b>	119	100	18	40	40	19
<b>Revenue Million DLS</b>			\$34	\$77	\$77	\$36



**Company Profile:**

**URL:** Grilli3D.com

**Industry:** VR/AR technology

**Employees:** 4

**Founded:** May, 2019

**Contact:**

Cisco Quintero

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303-931-0611

**Location:**

Boulder, CO 80301

United States

**Financial Information (USD):**

**Company Stage:** 2k units sold

**Monthly Net Burn:**

**Post-money Valuation:**

**Capital Seeking:**

Marketing: 60%

Development: 20%

Legal: 20%

**Management:**

Cisco Quintero: CEO

Dwight Prouty: CTO

Bob Roth: Adviser

**Sales/Marketing Strategy:**

Our management team will focus initially on the US mobile industry. We will build a team of independent sales agents.

**IP:** US Patent 9291829