

# EON SENTIENT WORLDS

## *The Wonder Engine*

AI-Generated Immersive Experiences That Replace Scrolling With Exploring

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EON AI Ventures. | February 2026 | Confidential

# The Problem

*Social media runs on adrenaline. Nothing runs on curiosity.*

## ADRENALINE

- Fight-or-flight dopamine loops
- 2.5 hours/day average scroll time
- Outrage, envy, anxiety as engagement
- Passive consumption only

## CURIOSITY

- Deeper, more durable engagement
- Experiential economy growing fast
- Wonder, discovery, growth as drivers
- **No platform serves this today**

*Gen Alpha is leaving feeds. Adults want out. Voice + AI + glasses will kill scroll.*

# The Solution

EON Sentient Worlds transforms any topic into a cinematic, immersive experience.



## AI Video Generation

Google Genie 3 creates walkable 3D environments from text



## Smart Narration

GPT-4o writes scripts that describe what you actually see



## Full Sound Design

HeyGen avatar narration, AI music, contextual sound effects



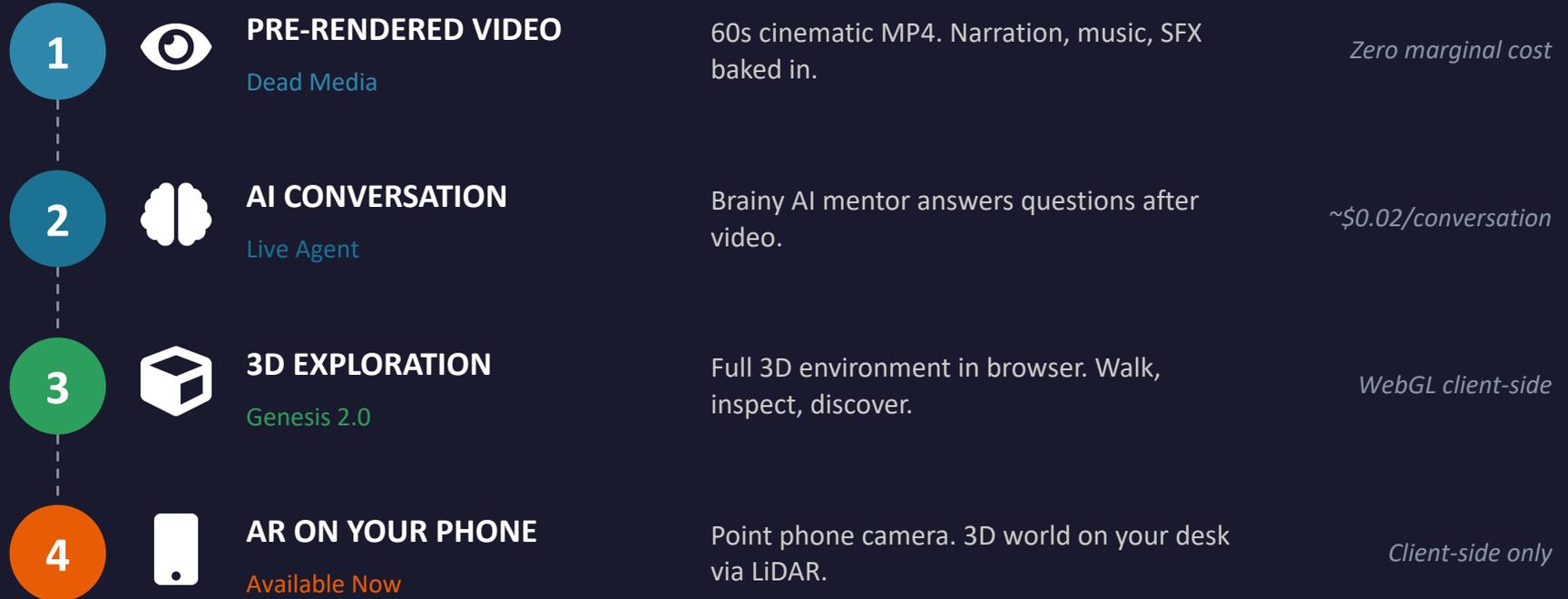
## Visual Intelligence

Gemini 2.0 Flash analyzes video, highlights mentioned objects

**Output: A 60-second video that makes you feel like you're inside the subject.**

# The Progressive Immersion Ladder

*Each step creates hunger for the next. The "Walt Disney Effect."*



**Step 1 scales infinitely at zero cost. Expensive layers only activate for engaged, paying users.**

# How It Works

8-stage automated pipeline. One human step. Topic in, cinematic experience out.

## 1 Topic Ingestion

Claude Sonnet 4

*Automated*

## 2 Prompt Generation

Claude Sonnet 4

*Automated*

## 3 Genie 3 Video

Google Genie 3

*Operator*

## 4 Video Analysis

Gemini 2.0 Flash

*Automated*

## 5 Narration Script

GPT-4o

*Automated*

## 6 Audio Production

HeyGen + Stable Audio

*Automated*

## 7 Video Highlighting

OpenCV + FFmpeg

*Automated*

## 8 Final Assembly

FFmpeg

*Automated*

Throughput: 12 videos/hour per operator | 5 operators = 2,400 experiences/week

# Two Markets, One Engine

## Oh-Wow Explore

CONSUMER (B2C)

- "Oh-Wow Me" curiosity feed
- "What Can I Become?" career experiences
- Freemium: free videos + sponsored ads
- Premium \$9.99/mo: full ladder access
- Moment Cards + shareable clips
- PWA: no app download required

*Lead with wonder. Convert with utility.*

## Oh-Wow Learn

EDUCATION & ENTERPRISE (B2B)

- Curriculum-aligned taxonomy
- Full Immersion Ladder, no gates
- Auto-generated quizzes & assessment
- Teacher dashboards & class tools
- SCORM/LTI + SAML SSO
- Institutional licensing

*Structured learning. Measurable outcomes.*

# Distribution: YouTube + Web-First

*YouTube is the trailer. The app is the movie theater.*



## YouTube Shorts

- Auto-published via YouTube API v3
- 1,500+ Shorts at launch
- Deep links to web app
- Smart skip: don't replay video



## Progressive Web App

- No app download. Tap a link and go.
- Add-to-Home-Screen prompt
- Offline capable for schools
- Capacitor wrapper for App Stores

### Also publishing:

TikTok/Reels (15s Wonder Clips) | LinkedIn (career stories) | Reddit/Discord (community) | AI Search (AEO/GEO)

**The viral loop: see clip > tap link > land in experience > share a Moment Card > friends tap link**

# Market Opportunity

**\$400B+**

EdTech by 2028

**\$80B+**

XR Content by 2030

**\$38B**

Career Dev by 2027

**\$12B**

Edutainment by 2027

## Post-Social Media Positioning

Not anti-social-media. Post-social-media. The platform people graduate to when they're ready for something deeper. Anti implies judgment. Post implies evolution.

*When AR glasses arrive, competitors will scramble to build immersive content. EON will have 25 years of it.*

# Revenue Model

## B2C: Oh-Wow Explore (at 100K MAU)

Stream	Model	Monthly Revenue
Sponsorship Ads	5-sec pre-roll, \$15-25 CPM	\$225-375K
Premium Subs	\$9.99/mo, 5-8% conversion	\$50-80K
<b>Combined B2C</b>		<b>\$275-455K/month</b>

## B2B: Oh-Wow Learn (Institutional Licensing)

Tier	Price	Includes
Classroom	\$500/year	30 students, full ladder, quizzes
School	\$5,000/year	Unlimited classrooms, SSO, LMS
Enterprise	\$10-25/employee/yr	Corporate training, custom content

100 schools = \$500K/yr | 1,000 classrooms = \$500K/yr | 10K enterprise seats = \$100-250K/yr

# Why EON Reality

*25 years of XR. Not a startup pivot. The company that built the infrastructure.*

## Genesis 2.0

Avatar-guided 3D exploration with Gaussian splatting, Three.js, built-in AR

## Brainy Mentor

Context-aware AI tutoring with voice, deployed across institutions

## 9,000+ Courses

Global Virtual Campus: world's largest XR learning catalog

## SoftSkills

AI avatar practice for interviews, presentations, professional interactions

## VibeFlow

App builder for user-generated experiences and ventures

## Career Compass

AI career matching based on skills and interests

*No other company has this integrated stack. The journey from "I'm curious" to "I got hired" to "I built my own thing" doesn't exist anywhere else.*

# Why Now

Five technology convergences that were not possible in 2024:

1

## Generative 3D Environments

Google Genie 3: text to walkable 3D world in 60 seconds. Previously weeks of artist labor.

2

## Video-Aware AI

Gemini 2.0 Flash watches video, produces spatial object maps. Narration describes what you actually see.

3

## Photorealistic Avatar Narration

HeyGen: lip-synced multilingual narration indistinguishable from human. 11+ languages.

4

## AI Sound Design

Stable Audio 2.5 + ElevenLabs SFX: contextual music, ambient soundscapes, specific sound effects from text.

5

## Phone AR is Mature

LiDAR phones render AR today. Step 4 of the ladder ships at launch, not in a future roadmap.

**Separately impressive. Together, they enable the factory that builds wonder at scale.**

# 2-Week Execution Plan



1 DAY	Core Pipeline	Video analysis, narration engine, prompt generation
2 DAY	Media Stack	Audio production, video highlighting, compositing
5 DAY	Scale + Publish	11 languages, YouTube pipeline, quiz gen, operator UI
8 DAY	B2C App	Oh-Wow Explore PWA, discovery feed, paywall, Stripe
9 DAY	B2B App	Oh-Wow Learn PWA, gallery, quizzes, dashboards, SSO
14	Launch	1,500 experiences x 11 languages, YouTube seeding, go live

Delivery: pipeline + 2 web apps + native wrappers + YouTube channel + 16,500 videos (1,500 x 11 languages)

# The Wonder Comes First.

*The Business Follows the Wonder.*

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A person steps inside a Genesis world for the first time, their jaw drops, and they think: "This is what's next." That's the moment we're engineering. Everything else flows from that.

**EON AI Ventures**

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