

OmniVRse



OMNI VRSE



● THE ONLY HAPTIC GLOVE YOU'LL EVER
NEED

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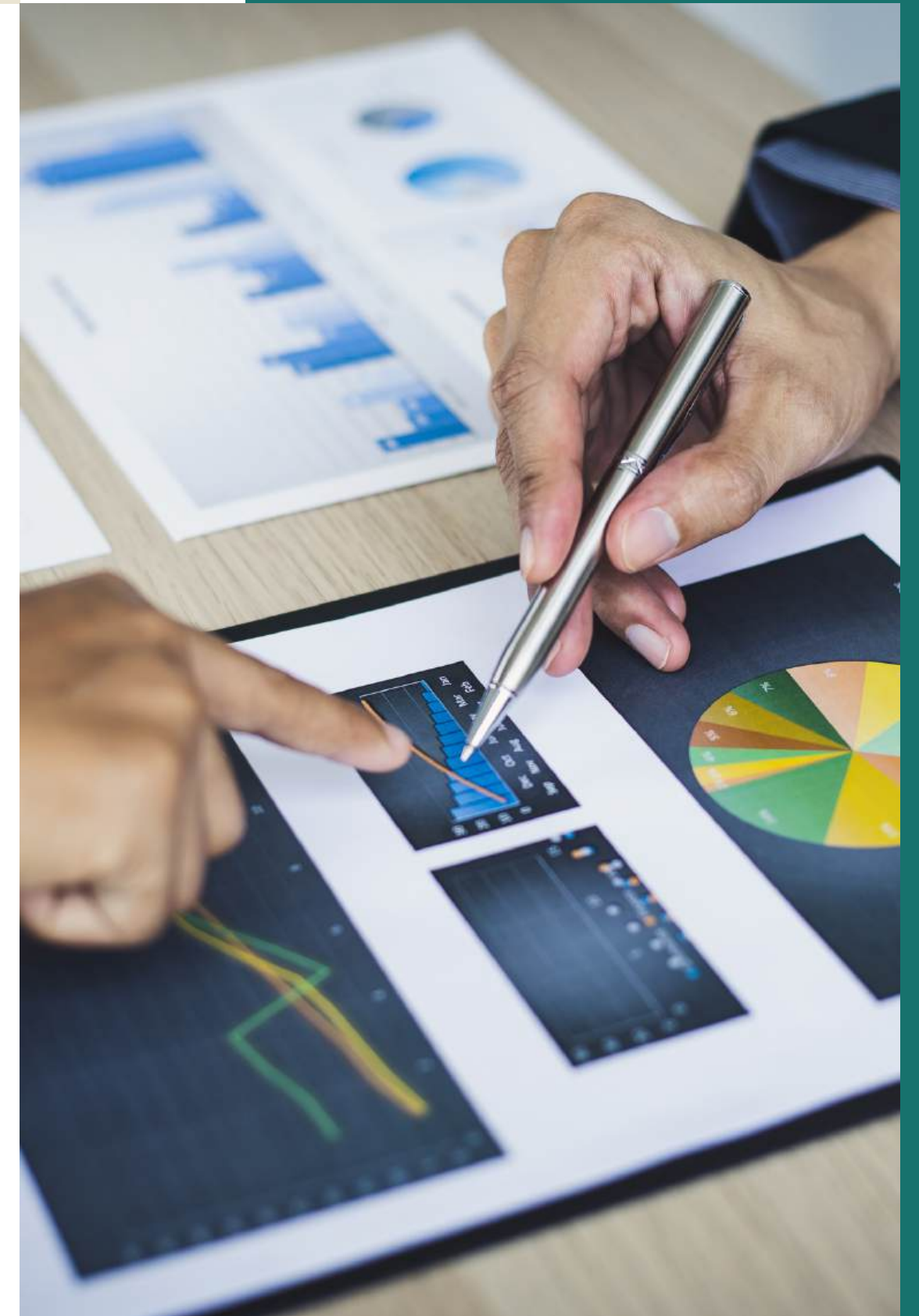
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ABOUT US

GET TO KNOW US BETTER

At Omni, we believe in the transformative power of innovative technology, seamless communication, and cutting-edge functionality. Our mission is simple: to empower individuals and organizations with advanced multi-purpose gloves that not only enhance interaction but also drive tangible improvements in communication coordination and productivity.

We Believe technology is part of human, and use them to evolve together as a species





UNIQUE SELLING POINT

WHAT MAKES US DIFFERENT

ONE SIZE FITS ALL

The amount of investment , space and products to be bought to fully leverage the advantages of haptic controlled devices now and going forward in this fast advancing world is immense. Our mission is to fix this and make haptics affordable

AFFORDABILITY AND COMMERCIALIZATION

OmniVRse makes gloves that fit all your haptic needs, with just one product! Thus reducing on the cost of investment , maintenance , learning curve and storage space whilst improving the ease-of use for the user.

PROBLEMS

WE WILL SOLVE THE PROBLEMS

01 Expensive Products

VR and Haptic based products/gadgets are highly expensive as a product, on top of which these products incur shipping charges due to lack of availability across different regions including India. Thus , not able to tap a huge potential market.

02 No Generalized Product

Haptics Products in general are developed for niche or specialized use-cases, thus requiring users being forced to buy multiple products to handle even similar use-cases but on different technology bases.

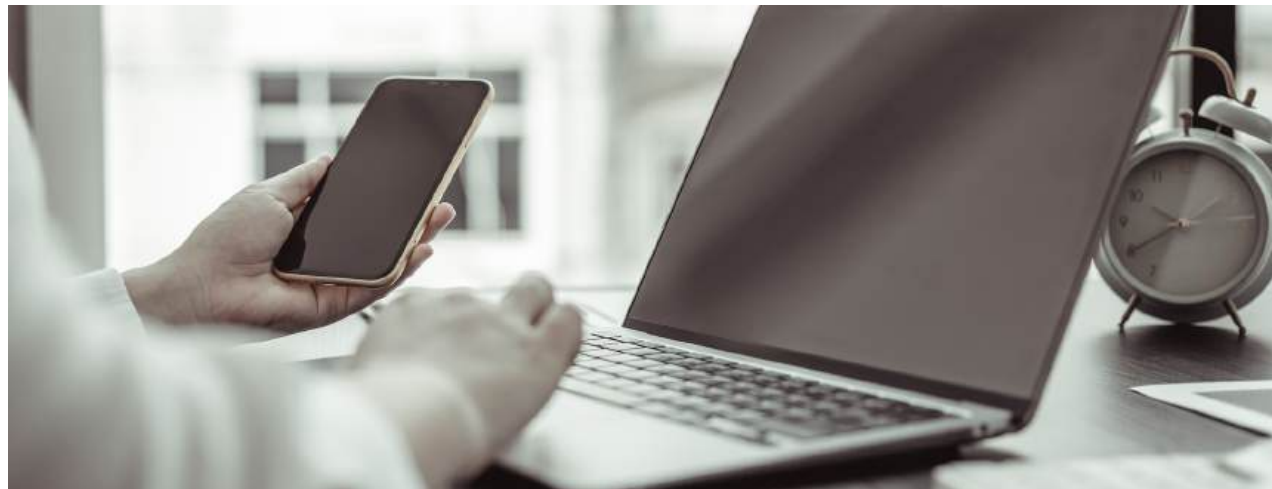
03 Lack of sensitivity in devices

Majority of the currently existing haptics-based devices in the market have low sensitivity and harder to use controls , producing a negative and bad user experience across different domains and use cases in daily life like gaming, smart controls , sign language intpretation etc...



SOLUTIONS

SOLUTIONS OF THE PROBLEMS



01 Affordable Haptic Gloves

Gloves offer an immersive, tactile experience at a fraction of the cost. Designed for everyday use, they enhance real-world applications, making advanced technology accessible and driving growth in various industries.

02 All-in-One Digital control solution

A comprehensive system integrating all digital control needs into one platform, enhancing efficiency, streamlining operations, and driving growth across various industries with user-friendly, cutting-edge technology.

03 High Sensitivity leveraged by physical sensors

Our technology utilizes advanced physical sensors to achieve high sensitivity, providing precise, real-time data for enhanced performance and accuracy in various applications, driving innovation and efficiency.

OUR INDUSTRIES

WHAT WE COULD DO



Gaming and Entertainment

One of the most significant areas where AR and VR are used. Companies like Meta (formerly Facebook), Sony, and HTC are major players.



Enhancing Productivity with VR Gloves

VR Gloves Beyond Virtual Worlds
Gesture-based computing, seamless device interaction, and intuitive 3D manipulation boost efficiency in diverse work environments.



Bridging Communication

VR Gloves translate gestures to text and speech, enabling seamless communication for deaf individuals, military operations, and bike riding, enhancing safety and coordination across various environments and situations.

MAJOR MARKET CONTRIBUTORS



Our product makes the VR dream more accessible and useful for everyday activities, enhancing real-world applications and driving the growth of company's market value.

Oculus (Meta Platforms, Inc.)

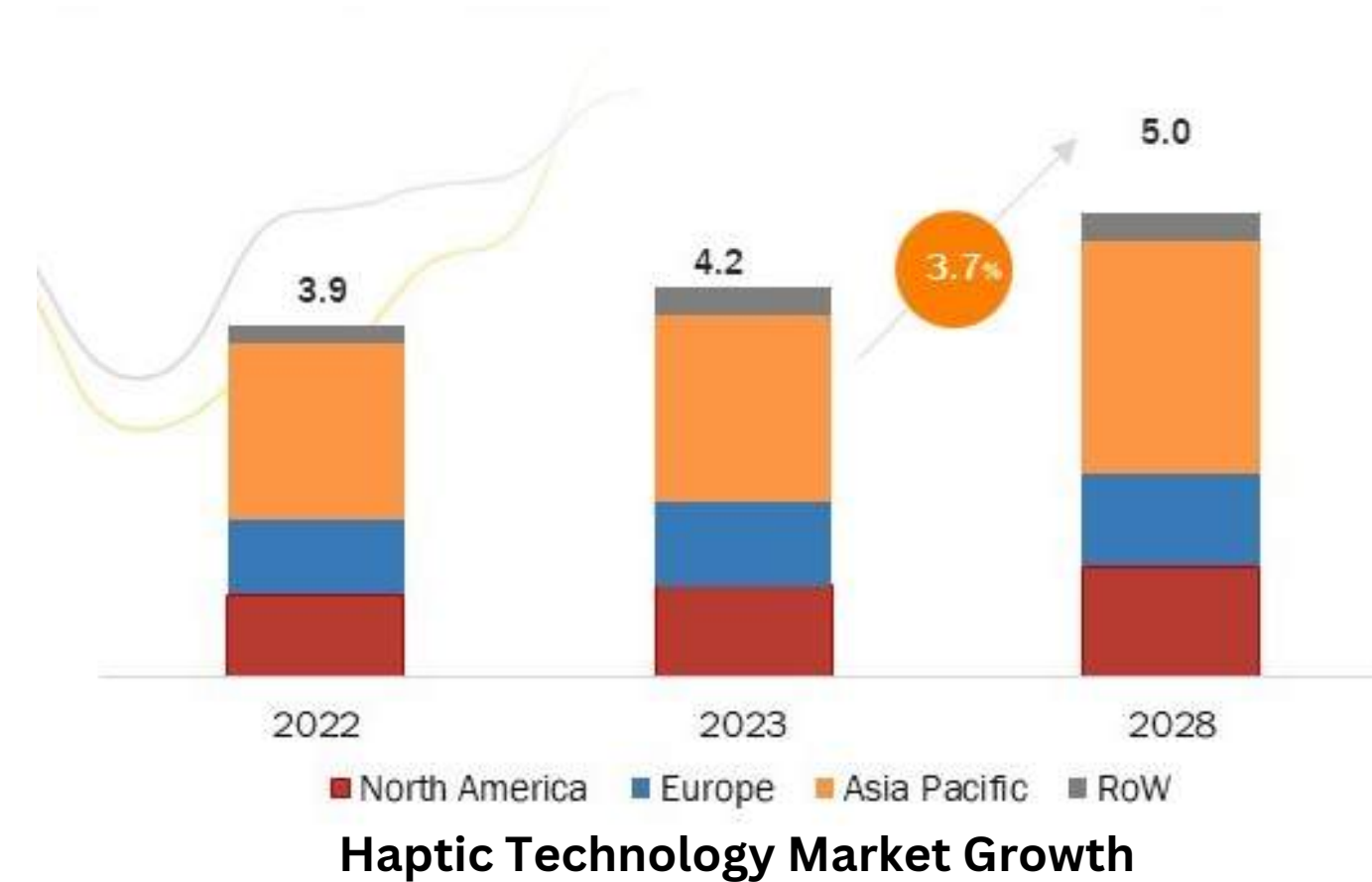
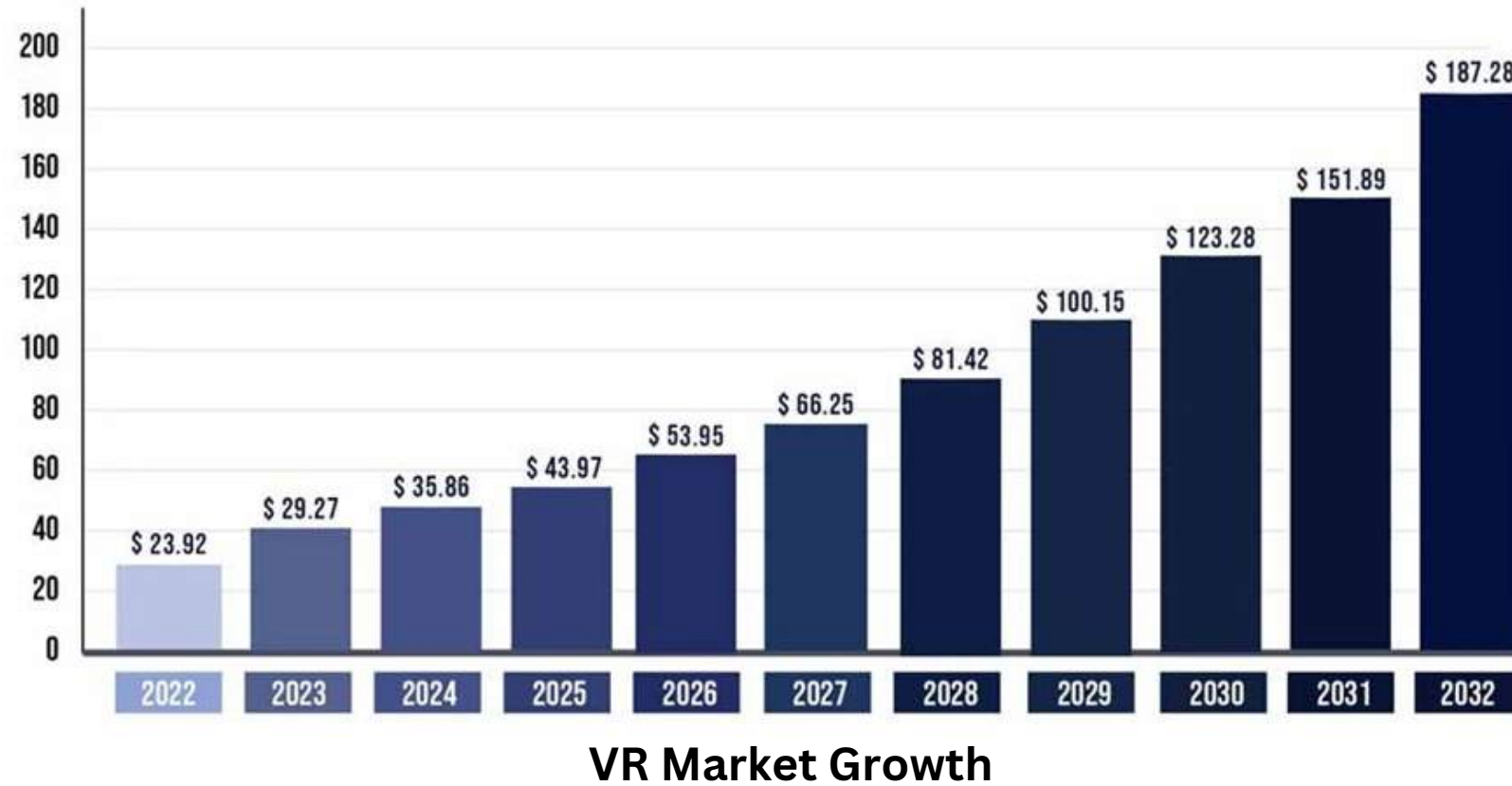
The company's VR products, including the Oculus Rift and Oculus Quest, have significantly contributed to the widespread adoption of VR in the consumer and gaming sectors.

Sony Interactive Entertainment LLC

The PlayStation VR headset and associated VR content have helped Sony establish a strong presence in the consumer VR space.

Apple

Apple vision pro max's advanced technology and seamless integration attract both consumers and developers, driving market growth, fostering innovation, and solidifying Apple's dominance in the rapidly expanding VR market.



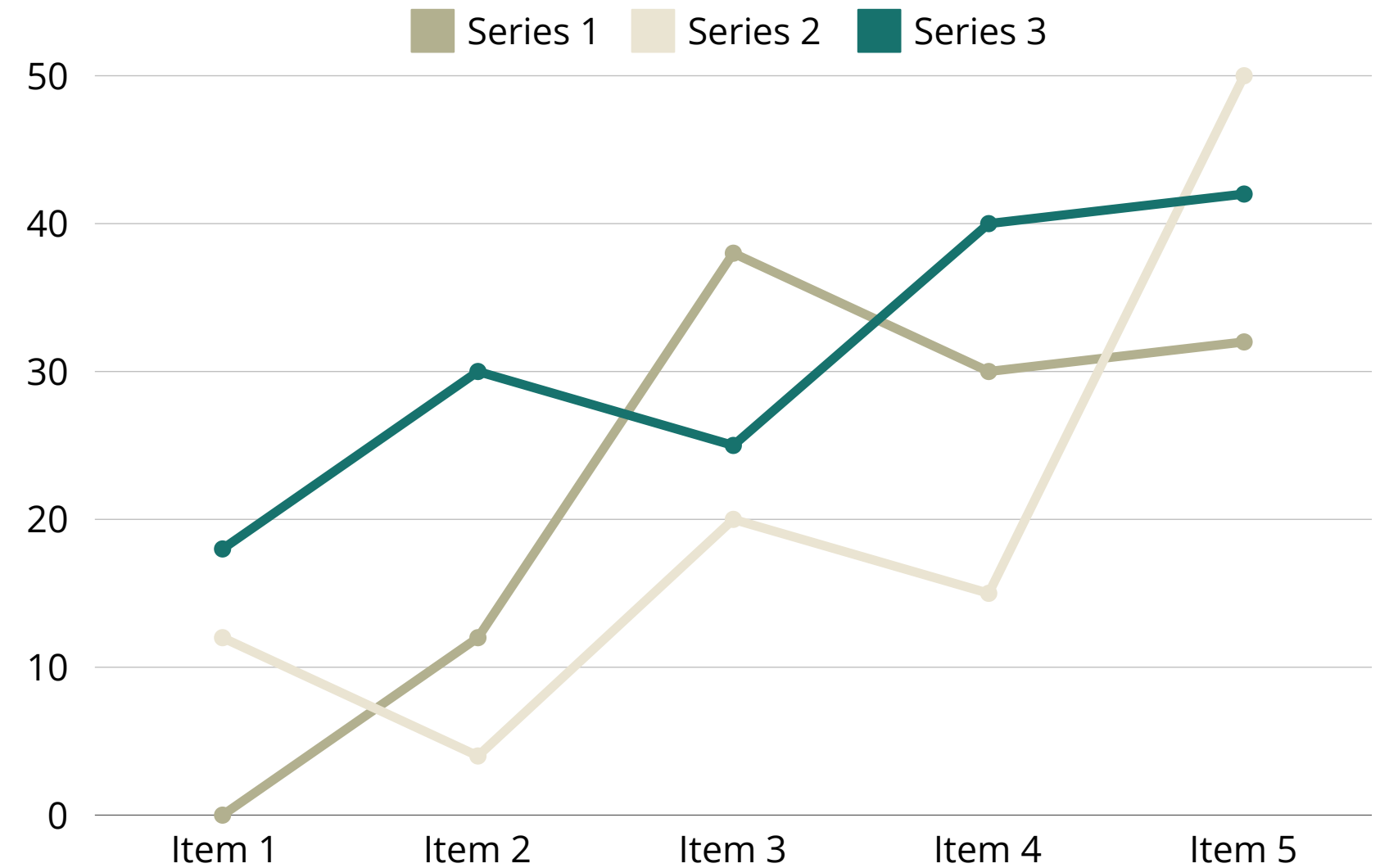
Statistics shows a steady upward trend with a CAGR of 3.7%, indicating an accelerating growth throughout the decade (2022 - 2032). This predicted growth depicts the upcoming technological advancements, and the expanding scope of VR applications.

Study Period	2017 - 2030
2023 Market Size	USD 47.6 Billion
2024 Market Size	USD 58.6 Billion
2030 Forecast	USD 210.4 Billion
Growth Rate (CAGR)	23.7%
Largest Region	North America
Fastest-Growing Region	Asia-Pacific

STATISTIC

CLIENT'S SATISFACTION

At the heart of our success lies the unwavering satisfaction of our clients. We take pride in fostering lasting partnerships, consistently exceeding expectations, and delivering results that not only meet but surpass the unique objectives of each client we serve.



- From brand positioning and messaging to visual identity, we guide you through every step.
- Navigate the path to increased sales with our insightful report and offering a strategic roadmap.
- Amplify your revenue streams, engage customers, and unlock the full potential of your business.

COST EFFICIENCY

A COMPARISON



\$1500+

OmniVRse

\$5000+

HaptX Gloves

\$3,000

VRgluv

\$4,500

SenseGlove Nova

OUR TEAM

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THANK YOU

● FOR YOUR NICE ATTENTION

