



WHERE ANYTHING YOU CAN IMAGINE IS REAL



COCA-COLA SELLS HAPPINESS, NOT SODA.

GUCCI SELLS FASHION, NOT CLOTHES.

LOUIS VUITTON SELLS ELEGANCE, NOT BAGS

TESLA SELLS INNOVATION, NOT CARS.

ISG METAVERSE SELLS THE FUTURE.

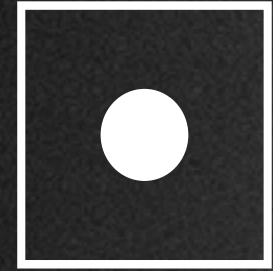


ISG IS THE NEXT ITERATION OF THE INTERNET

ISG is the next iteration of the internet, with a home in Somnium Space VR.
As a leader in entertainment, fashion, and gamification.
ISG is poised to transform the world's ecosystem.



ISG ECOSYSTEM



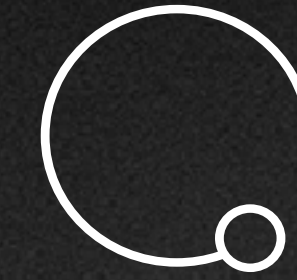
PLATFORM

Built on Unity for a robust and versatile metaverse experience.



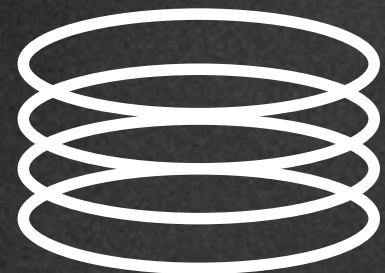
USER ACCESS

Accessible to users on all devices including mobile phones, 2D desktops, and virtual reality headsets for maximum reach and engagement.



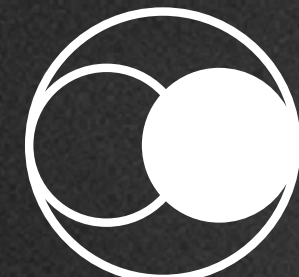
HIGH TRAFFIC DESTINATIONS

Strategically positioned in high-traffic destinations with existing immersive experiences that include live entertainment and virtual gameplay for optimal visibility and engagement.



ENGAGEMENT REWARDS PROGRAM

Innovative play-to-earn mechanics that reward user engagement and ensure recurring visits, enhancing brand loyalty and community building.



DIGITAL TO PHYSICAL PAYMENT GATEWAY

Seamless in-game buying experience, allowing users to easily purchase physical or digital goods within the metaverse using crypto or fiat within a secure payment gateway.





ISAAC GINDI

**FOUNDER AND CEO
OF ISG METAVERSE**

“WE ARE EXACTLY IN THE RIGHT PLACE AND RIGHT TIME TO TAKE OFF AS THE LEADER IN THIS SPACE”

Isaac S. Gindi, co-owner of Century 21 Stores NY, has over four decades of retail experience. During that time, he has been involved in every aspect of the Century 21 business. Isaac is an innovator and has a deep understanding of the retail industry. His commitment, passion and vision continue to drive brand awareness and customer engagement strategies for the Century 21 brand.

Using his experience, Isaac launched ISG Metaverse, a company committed to fostering a decentralized creative culture that enhances 2D/3D/VR experiences in the metaverse. ISG is the economic, entertainment, fashion and gamification ecosystem of the future. ISG Metaverse offers a range of services, including metaverse design, digital fashion, live VR entertainment, event services and virtual game play.

[LINKEDIN](#)

| IGINDI@C21STORES.COM

| [TWITTER](#)



BLAKE HOTZ

**PARTNER &
CREATIVE DIRECTOR
OF ISG METAVERSE**

"TO UNLOCK THE TRUE POTENTIAL OF THE METAVERSE, INDIVIDUALS MUST FIRST MASTER THE ART OF BREAKING FREE FROM THEIR OWN MENTAL CONFINES."

Blake Hotz, a Full Sail University graduate, is a creative visionary and founder of Hotz House, an artist curation group aimed at promoting emerging musicians. As Partner and Creative Director of ISG Metaverse, he fosters a decentralized creative community through live entertainment, creative competitions, and team building activities across various 2D/3D/VR immersive metaverse environments.

Blake pioneers new opportunities for brands entering the metaverse through gamified experiences that engage and entertain users, while remaining committed to his motto "Create-Share-Inspire." He envisions a sustainable and prosperous creative ecosystem in the metaverse where community members are rewarded for time-based engagement. His mission is to encourage a decentralized creative culture that enhances the experiences of all users and promotes a brighter future for the metaverse.

[LINKEDIN](#)

| IMBLAKEHOTZ@ISGMETAVERSE.IO

| [TWITTER](#)



THE METAVERSE IS TOO BIG FOR COMPANIES TO IGNORE

The real business of the virtual world.

WHAT'S THE OPPORTUNITY?

IN 2021, VENTURE CAPITAL AND PRIVATE-EQUITY FUNDING INTO THE METAVERSE REACHED ...

\$13
BILLION

IN 2022, INVESTMENT INTO THE METAVERSE SPACE WAS MORE THAN TEN TIMES OF WHAT IT WAS IN ALL OF 2021...

> **\$130**
BILLION+

BY 2030, THE VALUE OF THE METAVERSE COULD REACH ...

~ **\$5**
TRILLION

* AS STATED IN THE MCKINSEY REPORT, 2022, MCKINSEY & COMPANY.



ADVANCES FROM WEB 2.0 TO WEB3 GIVE RISE TO THE METAVVERSE

WEB 2.0

Example virtual worlds:

- Second Life
- Roblox
- Fortnite
- World of Warcraft

PLATFORM CHARACTERISTICS

ORGANIZATIONAL STRUCTURE

- Centrally owned
- Decisions are based on adding shareholder value

DATA STORAGE

- Centralized

PLATFORM FORMAT

- PC / Console
- Virtual reality / augmented reality hardware
- Mobile / App

PAYMENTS INFRASTRUCTURE

- Traditional payments (eg; credit debit card)

USER INTERACTION

DIGITAL ASSETS OWNERSHIP

- Leased within platform where purchased

DIGITAL ASSETS PORTABILITY

- Locked within platform

CONTENT CREATORS

- Game studios and/or developers

ACTIVITIES

- Socialization
- Multiplayer games
- Game streaming
- Competitive games (eg e-sports)

IDENTITY

- In-platform avatar

COMMERCIAL

PAYMENTS

- In-platform virtual currency (eg, Robux for Roblox)

CONTENT REVENUE

- Platform or app store earns
- 30% of every game purchased; 70% goes to developer (example model)

WEB 3.0

Example virtual worlds:

- Somnium Space
- Sandbox
- Decentraland
- Hyperfi
- Webaverse

ORGANIZATIONAL STRUCTURE

- Community governed, generally through a foundation decentralized autonomous organization (DAO)
- Native tokens are issued and enabled
- Participation in governance
- Decisions are based on user consensus

DATA STORAGE

- Decentralized (game assets)

PLATFORM FORMAT

- PC / Console
- Virtual reality/augmented reality hardware
- Mobile/app coming soon

PAYMENTS INFRASTRUCTURE

- Traditional payments (eg; credit debit card)
- Crypto wallets

DIGITAL ASSETS OWNERSHIP

- Owned through nonfungible tokens (NFTs)

DIGITAL ASSETS PORTABILITY

- Transferable

CONTENT CREATORS

- Community
- Game studios and/or developers

ACTIVITIES

- Play-to-earn games
- Experiences
- Same activities as Web 2.0

IDENTITY

- Self-sovereign and interoperable identity
- Anonymous private-key-based identities

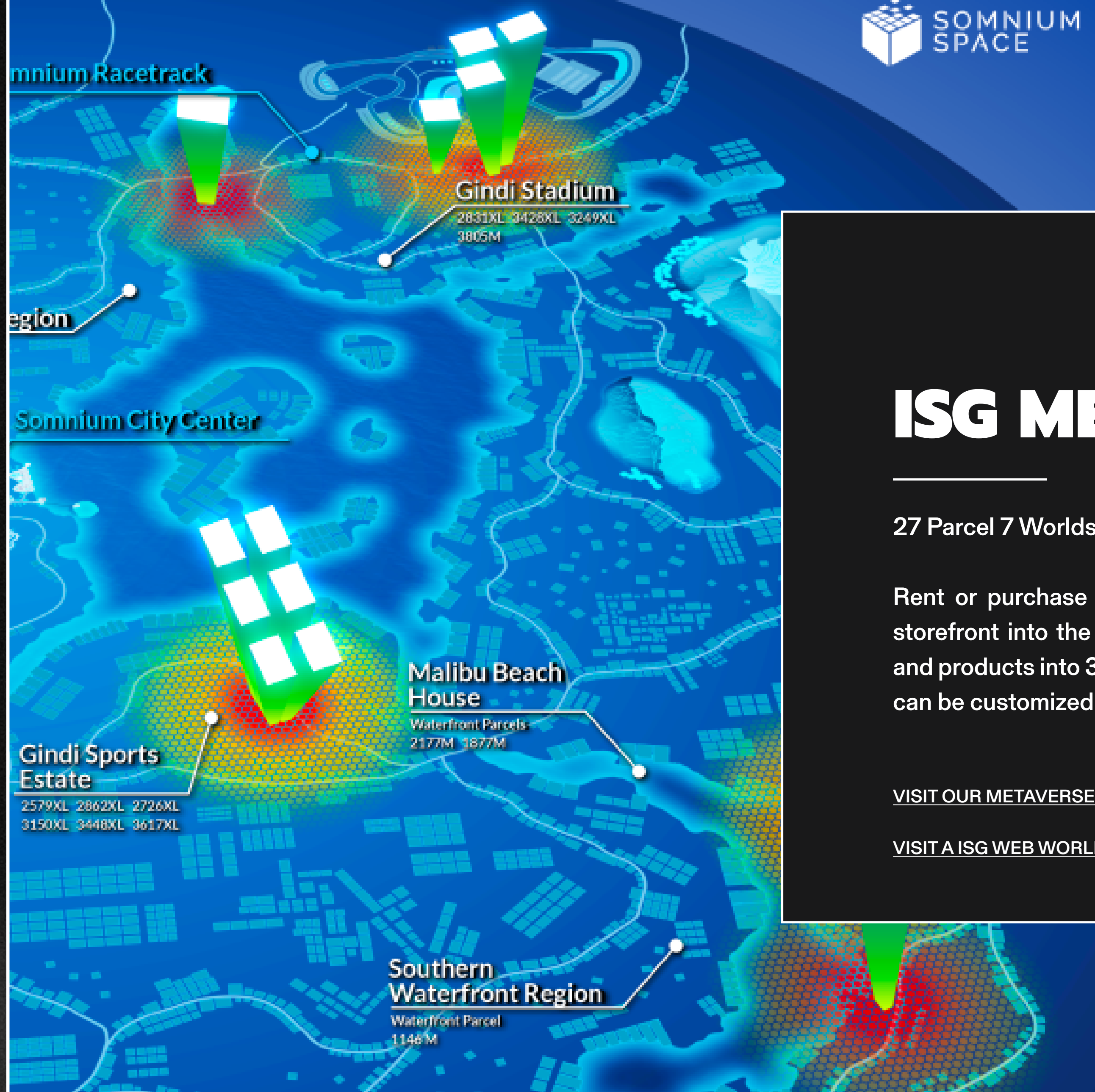
PAYMENTS

- Cryptocurrencies and tokens

CONTENT REVENUE

- Peer-to-peer; developers (content creators) directly earn revenue from sales
- Users/gamers can earn through play or participation in platform governance
- Royalties on secondary trades of NFTs to creators

* AS STATED IN THE MCKINSEY REPORT, 2022, MCKINSEY & COMPANY.



ISG METAVVERSE REAL ESTATE

27 Parcel 7 Worlds

Rent or purchase existing or unbuilt land in ISG Metaverse to extend your storefront into the virtual world. Our team will integrate your brand elements and products into 3D VR-ready models, providing immersive environments that can be customized to fit your brand's unique shopping experience.

[VISIT OUR METAVVERSE REAL ESTATE WEBSITE](#) ←

[VISIT A ISG WEB WORLD](#) ←



ONBOARDING BRANDS INTO THE METaverse

[WATCH VIDEO ↔](#)





Create Wear Feel Become

DIGITAL FASHION

ISG Fashion Division utilizes blockchain technology to merge the physical fashion world with digital VR-ready avatar clothing and accessories.

Our offerings include:

- 1 of 1 Digital-to-Physical NFT Drops
- VR Ready game objects that provide in-game utility, enhancing user experience and gameplay
- Physical Fashion NFT shipped to your home
- The ability to personalize your digital self
- Grants Access to exclusive locations
- Collaborations with IRL and digital fashion designers

[VISIT OUR DIGITAL FASHION SECTION WEBSITE](#)

[▶ WATCH VIDEO ↔](#)

ISG ADVERTISING AND SPONSORSHIPS

ISG Metaverse offers high-traffic locations for increased brand visibility through non-invasive advertising strategies. Check out our Sponsorship Page for more information on:



STATIC AD PLACEMENT:

Autonomys Static Ad Network provides turnkey uploads to Mobile/2D/VR platforms.



PRODUCT GAMIFICATION AND EXPERIENCE-BASED SHOPPING:

Turn your product into a gamified 3D object that provides a competitive, immersive multiplayer experience.



AVATAR ACTION ADVERTISING:

Users or NPCs become the advertisement, with placement on clothing (like a sign spinner) or integration into our NPC AI backstories.

[VISIT OUR ADVERTISING & SPONSORSHIP WEBSITE ↔](#)



[WATCH VIDEO ↔](#)



[WATCH VIDEO ↔](#)





DESIGN & EVENT SERVICES

ISG Design & Event Services is bridging the gap between physical and digital live entertainment by creating an all-accessible stage in the metaverse.

By bringing physical events to virtual reality, we enable a global audience to attend, while providing numerous additional revenue streams.

[VISIT OUR EVENTS & DESIGN SERVICES WEBSITE ↔](#)



AI INTEGRATION

To provide users with the best possible experience, ISG has integrated GPT-3 into in-game NPCs, allowing user input to manipulate and alter the game environment. Additionally, each user can individually train and customize an in-game personal AI assistant that enhances their experience and productivity.

AI Avatar NPC enhances user gameplay, engagement & shopping experiences.

[TALK TO THE AI ON OUR WEBSITE ↔](#)

[▶ WATCH VIDEO ↔](#)



ISG ROAD MAP



YEAR 1 - 2021:

- Web 3 Research and Discovery
- Organic Community Building
- Metaverse Assets Acquired



YEAR 2 - 2022:

- Company & Team Formation
- Formation of Metaverse Real Estate Division
- Interoperable NFT Creation
- Cross Platform Integration
- Layer 2 Building solution
- ISGMetaverse.io Website Launch



YEAR 3 - 2023:

- Seed Investment Round
- Play to Earn Mechanics
- Early VR Adapter Brand Activations
- Physical to Digital Shopping experiences
- Completion of Gindi Stadium and Gindi Park



YEAR 4 - 2024:

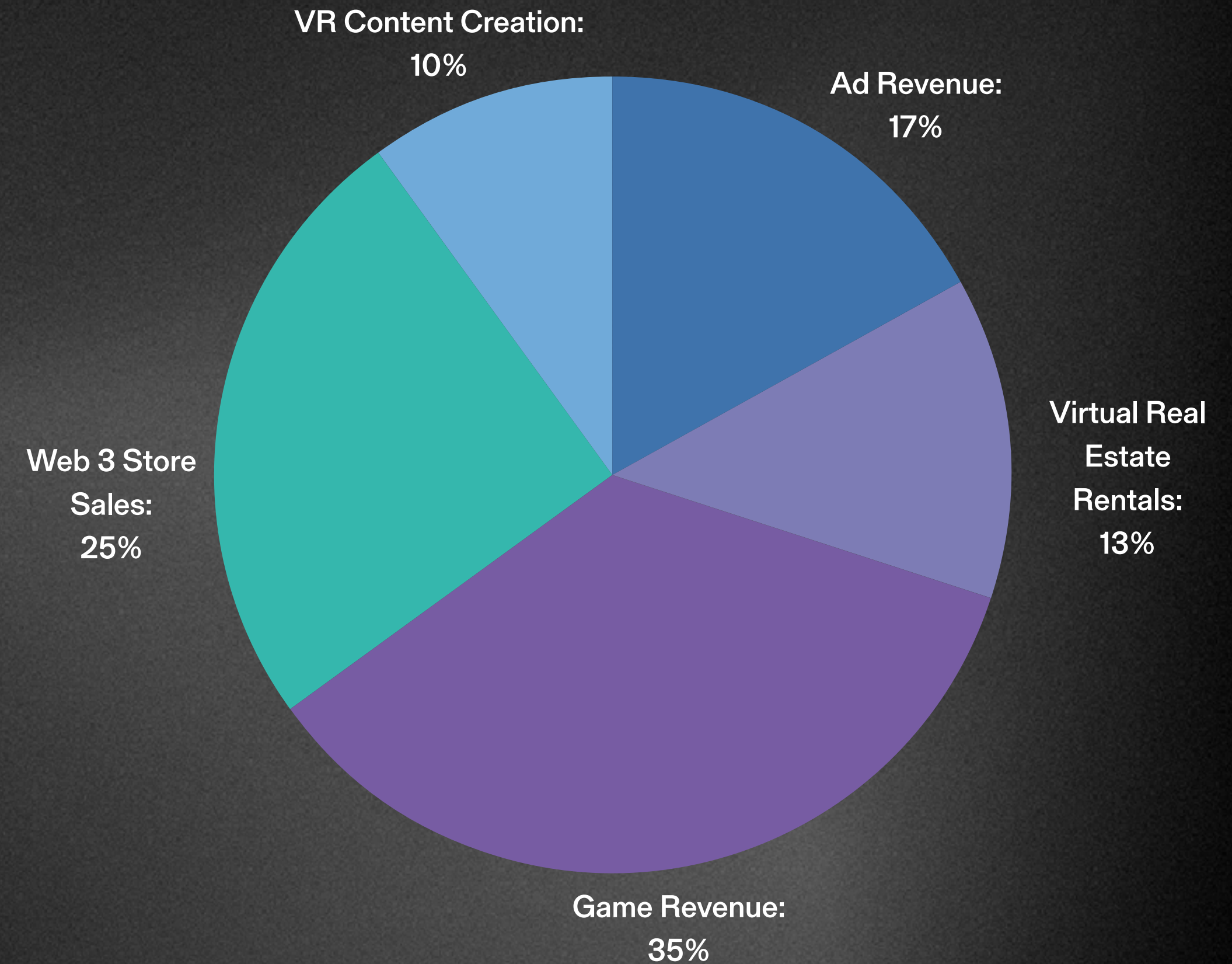
- HotzSpot Launch - Physical-to-Digital Live Music Venues
- Open API and SDK for open source third party integration
- Creator Market Place
- ISG Reality TV - Live VR production



YEAR 5 - 2025:

- Open Web3 Creator Retreat
- Expand HotzSpot Physical Locations
- Launch ISG VR Retail Job Market

PROJECTED REVENUE BREAKDOWN BY CATEGORY:





[CLICK HERE FOR AN ISG DOCUMENTARY VIDEO](#) ↩

A MESSAGE FROM THE FOUNDERS



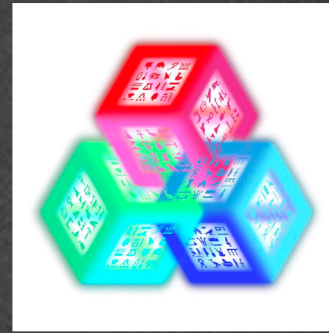
MEET THE TEAM



**NATTANT TANGTHAKITROJ
AKA. EVEREXIST**

A former magazine photographer turned digital architect in the metaverse. With a background in architecture and a passion for VR, I blend my skills to create intricate and visually stunning structures in the digital realm.

As the metaverse evolves, I'm eager to bring my unique perspective to this new frontier and explore new horizons.



**VLADIMIR ROGOJIN
AKA. CRYPTOHOG**

Vladimir holds a PhD in computer science and has experience in both industry and academia. His primary focus is on DLT, cryptography, and cybersecurity.

In particular, he is involved in a decentralized application's development within Ethereum and Hyperledger and the fundamental research regarding blockchain scalability. Vladimir has founded and runs his own company dealing with the development of innovative DLT-based services and applications.



**DARREN PAYSON
AKA. KIDNERPO**

Working as a Technical Artist for ISG is the culmination of an 8+ year journey, learning everything I could about Game Development and the many disciplines that go into creating games and experiences.

Collaborating with the creative team at ISG I am able to provide the systems and resources to meet—and hopefully exceed—not only their vision, but the vision of our clients and creative partners.

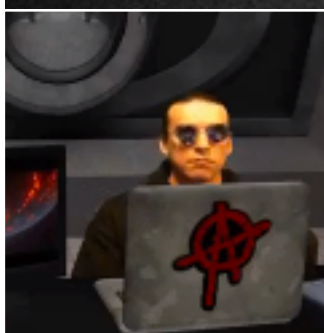


**RAMIE MOSELY
AKA. ULTRALORD**

VR Unity Game Developer

I have been making video games my whole life and I am passionate about crafting unforgettable worlds that leave a positive and real impact on the player. At ISG we push the limits of VR gaming to create radical adventures and stories!

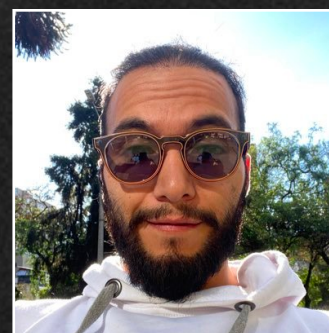
I specialize in designing and implementing captivating gameplay mechanics and creating 3D environments that transport players to new worlds, Where anything you can imagine is real!



**ELIJAH NEWMAN GOMEZ
AKA. SITHLORD**

3D Website Designer / Game Design Consultant

Expert in real-time media-rich environments & user content creation tools.



**NESTOR CARO
AKA. HOLYRITTE**

Game designer and Technical Director for ISG's Gindi Park



**IVAN FELIPE MORALES GARCIA
AKA. FURFUTURE**

Social Media & Communication strategist



**FERNANDO GONZALEZ
AKA. NANDOX**

I am a senior graphic designer with a passion for visual art and am always looking for new techniques and programs to keep up with the fast paced world of graphic and interface design.



**ERIC STACKE
AKA. THEREALCYBERPUNK**

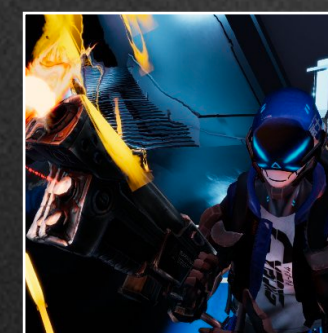
3d Artist passionate about the cyberpunk-universe.

Founder of VRACE Metaverse Vehicles



**JEREMY LOUIS
AKA. JERRYLOU**

3D Design & Developer



**JAROSLAV HOLY
AKA. ARTIFICZ**

Founder of @oasismetagames layer 2 solution building worlds and immersive #VR experiences in @SomniumSpace



THANK YOU!

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[SIGN UP TO ISG METAVERSE NEWS LETTER](#)