

# GD Gabriel Di Sante Corp.

*Giving Back*

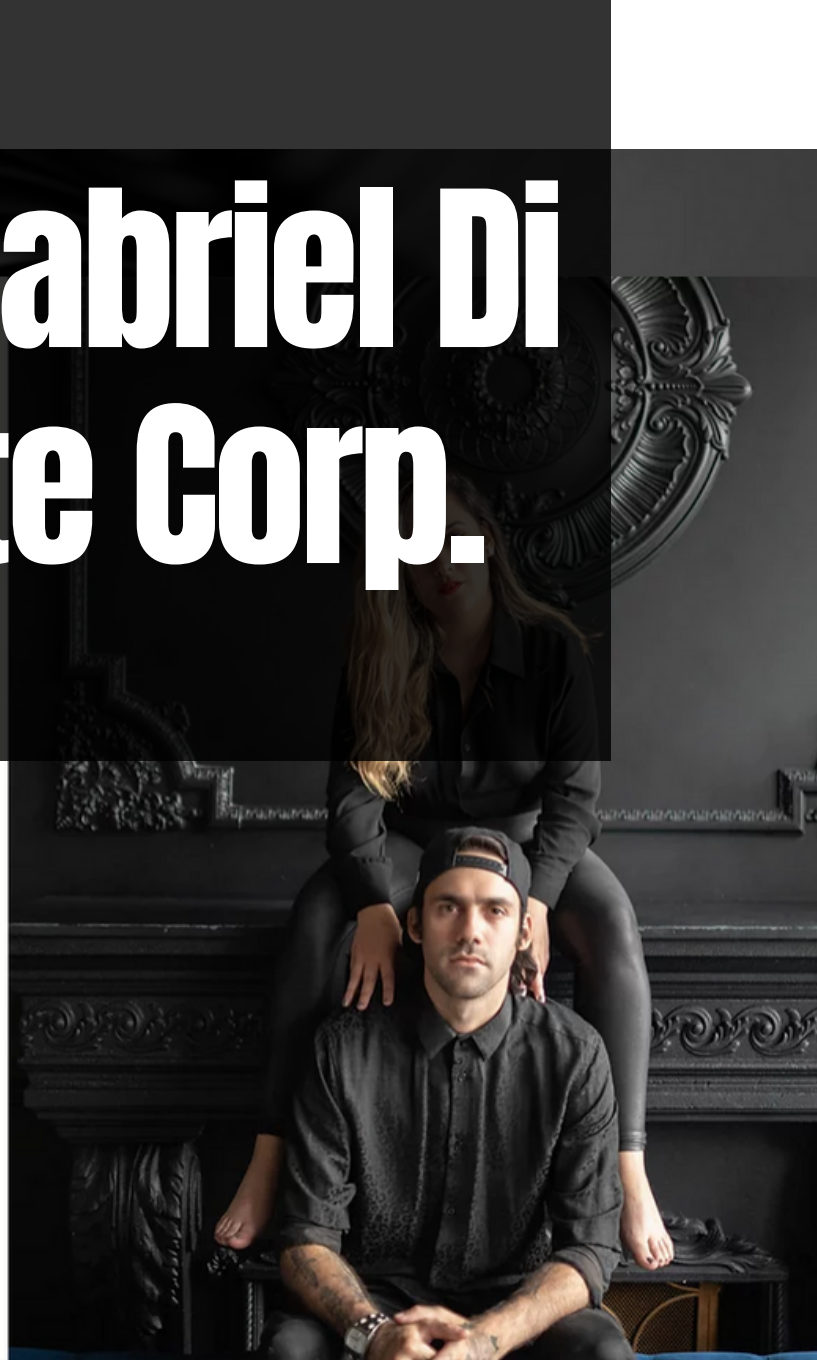
Our Partnership with CAMH  
open your mind to a new perspective  
about coping with mental health  
through art.

"If I could say it in words there would  
be no reason to paint"

Edward Hopper



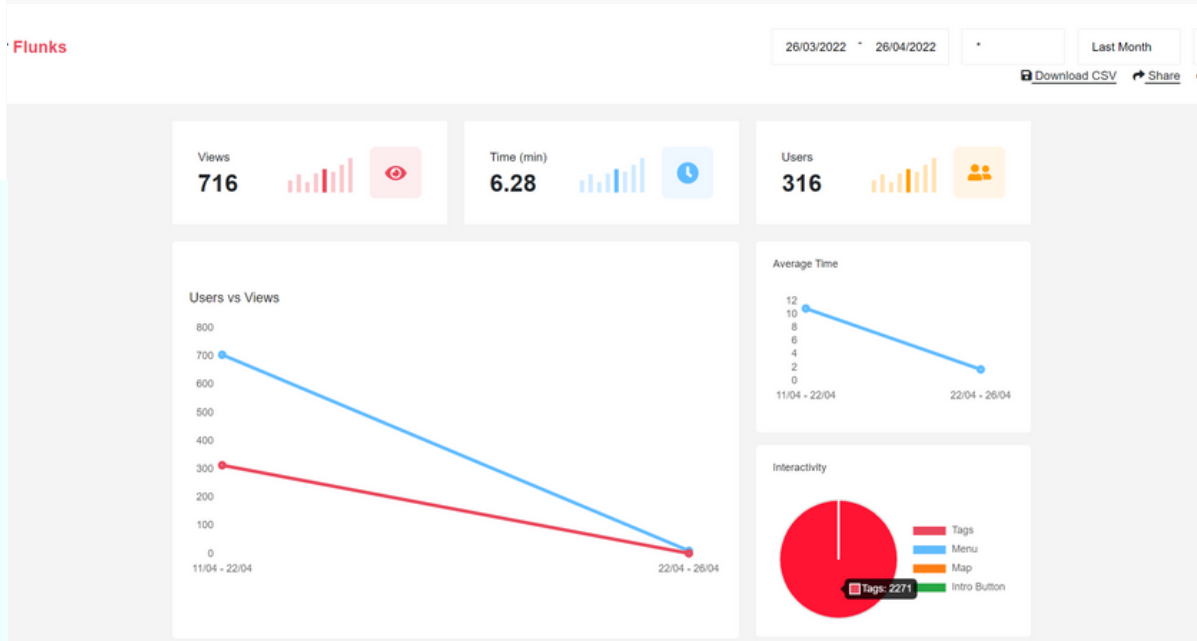
**camh**  
mental health is health



## 2022

GD Gabriel Di Sante Corp. Is a Canada based incorporated startup company created by Gabriel Di Sante Celebrity and Vogue Italia Fashion published photographer and his wife Maria Bello with Corporation number 1284010-3 at 100 lower Ossington avenue Toronto Ontario, building 3D Virtual Experiences for Retail, NFTs, Music, Celebrities, Fashion, Mental Health, Art, Tv&Film industry.

# Key Features



## 01 Data Analytics

Collect data from your 3D tour – learn about customer preferences, user behavior, peak hours, preferred devices and more!

## 02 Smart Tags

embed all types of media, websites, products, buy now links and more.

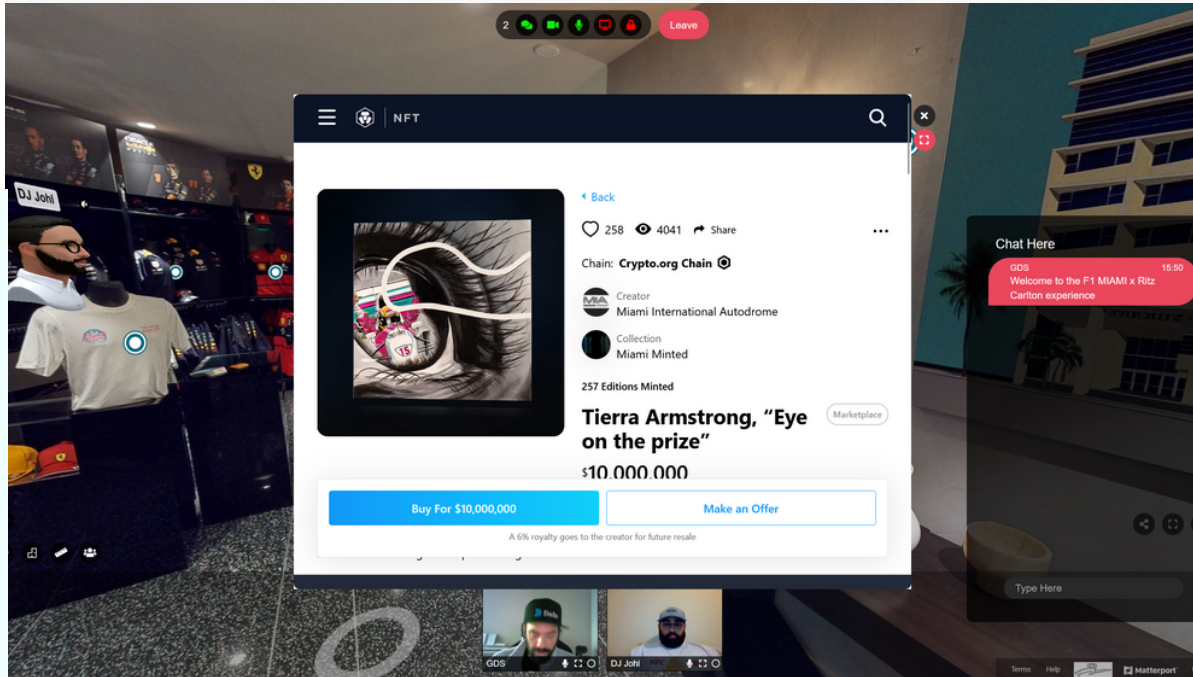
## 03 Translations

Allowing you to display your experiences, virtual store, NFTs galleries in how many languages that you want.

## 04 Ticketing System

Unlock a new way of monetization with our ticketing system that users can easily get using Fiat currencies, Debit, Credit or PayPal to get access to exclusive experiences, NFTs galleries while we collect different type of data out of the ticketing system as well.

# Key Features



## 05 Avatar Integration

Ready Player me is our avatar provider a Cross-game Avatar Platform for the Metaverse. One avatar, many worlds to explore.

Create An Avatar From a Photo: Create your custom avatar with a selfie. Customize it with hundreds of options.

## 06 Live Video Chat

We make interaction real and virtual at the same time. We want to establish a closer relationship and smoother communication among customers creators, business, and conference participants.

Clients will definitely enjoy the benefits of a live video chat in a 3D tour.

## 07 Virtual staging

Our mission is to make the 3D experience BETTER THAN REALITY. By adding 3D objects, media files and polygons, .gltf files and more.

A better experience sells more, or gets sold faster, or draws more attention. Whatever you want, basically.

## 08 Supported Devices

We provide quick and easy access using mobile, desktop, laptop, table, VR headset and any device with access to internet.

# The Problem

# Oops

Something went wrong

Mobile is not supported

## 01 Access

Most of the metaverses and virtual experiences platforms limit their audience by just allowing them to use VR or gaming devices.

Don't worry we are not like them we provide access using mobile, desktop, table, VR and any device with internet

keep in mind that 95% of customers shop online use their mobile devices and 5%- are currently VR headsets

## 02 Increasing conversion for online shopping

Most of the web2 flat websites fail when retaining customers inside their websites with a average time of two(2) minutes if you are lucky vs twelve(12) minutes inside our experiences, virtual stores and NFTs galleries.

### Analytics for GDS OneOf Virtual Gallery

28/05/2022 - 28/06/2022

Views

47



Time (min)

13.47



Users

13



Users vs Views

50

Average Time

14  
12  
10  
8  
6  
4  
2  
0  
28/06 - 28/06

# Use Cases



## 01 Retail

A web shop is nice. Really, it is. But a virtual store is just so much better.

Why? Because buyers feel like they are in the physical store, but they also have the convenience of a typical web-store.

And you, as a seller? You get to showcase your store, FOR REAL. Not just as a stack of products, but as place that represents nothing short of GREATNESS.

## 02 NFTs

Take the NFTS experience to the next level with a high quality and easy access virtual gallery that can be used to create new ways of monetization, showcase your NFTs collection in a deserved way, boost sales, reach more potential buyers worldwide while offering a mind blowing immersive experience.

## 03 Fashion/Luxury

Our goal is to bring unique and high quality experiences in order to allow Fashion and Luxury customers to enjoy their favorites brands, companies and products in a way they never experience before.

From virtual backstage, editorial, showrooms experiences to a Formula one 3D Virtual garage experience from the comfort of your house but making you feel like if you are literally there.

## 04 Mental Health/Social Impact

Since Covid-19 came to our life we partnered with the biggest Canada based Mental Health and Drug addictions institution located in Toronto to build for them 3D virtual Art Exhibitions for them to show some of their art program artists, raise money, educate users about mental health and drug addiction while bringing a new hope and changing these patients' life.



# The Opportunity



The metaverse and virtual experiences are the next big technology platforms, attracting online game makers, social networks, retail, fashion, mental health, celebrity, musicians and other technology leaders to capture a slice of what we calculate to be a nearly \$800 billion market opportunity. Social, persistent, shared, virtual 3D worlds, the metaverse is the convergence of the physical and digital realms in the next evolution of the internet and social networks using real-time 3D software. It presents an opportunity for leading online entertainment and social media companies to capitalize on new revenue streams.

## Live events, social ads can double market

The ability to bring live events such as concerts, film showings and sports into 3D virtual worlds represent additional opportunities

Revenue from live entertainment businesses that can become part of the Metaverse concept – films, live music and sports – may exceed \$200 billion in 2024, roughly flat vs. 2019, as these businesses slowly recover from the Covid-19 pandemic