

CLAMOK

A man is shown from the chest up, wearing a VR headset. He is holding the sides of the headset with both hands. The scene is lit with strong red and blue light, creating a futuristic or high-tech atmosphere. The background is a light blue gradient with a large, faint circular pattern. At the top, the word 'CLAMOK' is written in large, bold, blue capital letters.

VR-ADULT PLATFORM

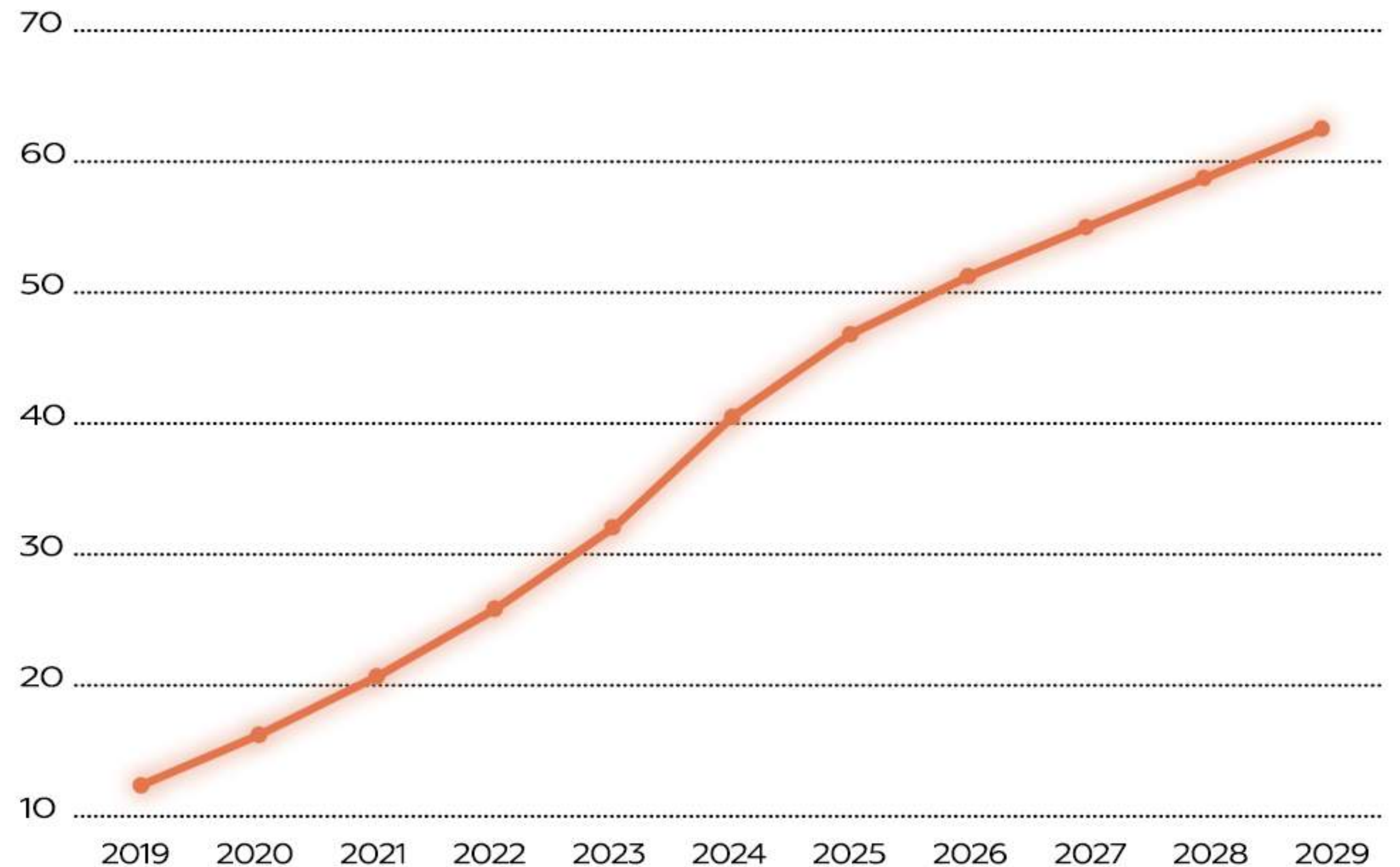
AN INVESTMENT PROJECT

LOS ANGELES,
CA 2024

INDUSTRY OVERVIEW

The Global VR market is projected to grow from **\$12.1 billion in 2019 to \$43.7 billion by the end of 2024.**

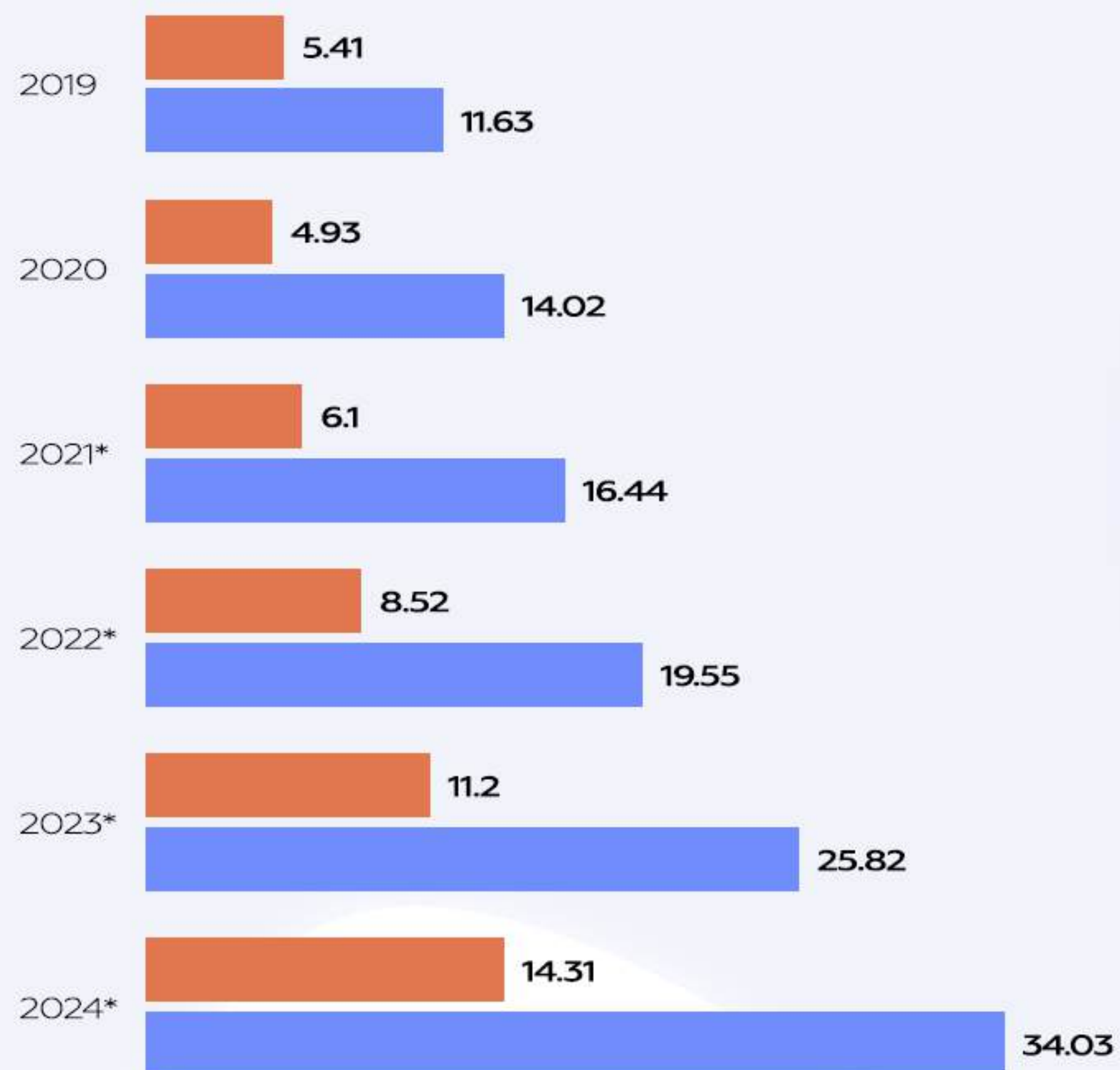
The total increase from **2024 to 2029 will be 33%.**



[DATA](#)

VR - MARKET POTENTIAL GROWTH

VIRTUAL REALITY (VR) HEADSET UNIT
SALES WORLDWIDE FROM 2019 TO 2024
(IN MILLION UNITS)



vr headsets in million units

● annual unit sales ● cumulative installed base

The **key driver** of growth in the VR market is the increasing number of headsets. The growth dynamics are presented in the diagram.

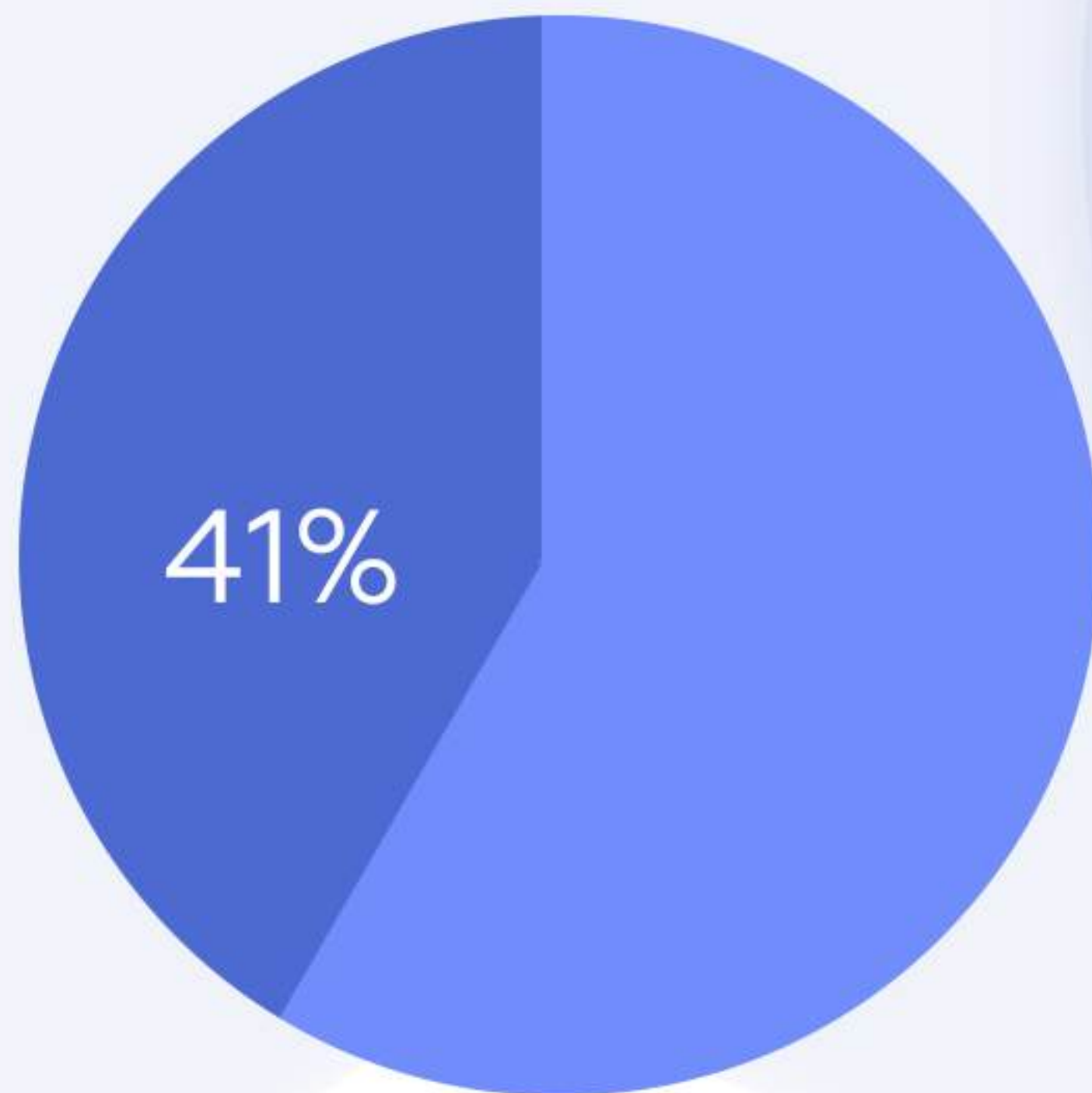

Meta



Two of the ten largest companies in the world have identified VR as a major focus for their business in the coming years

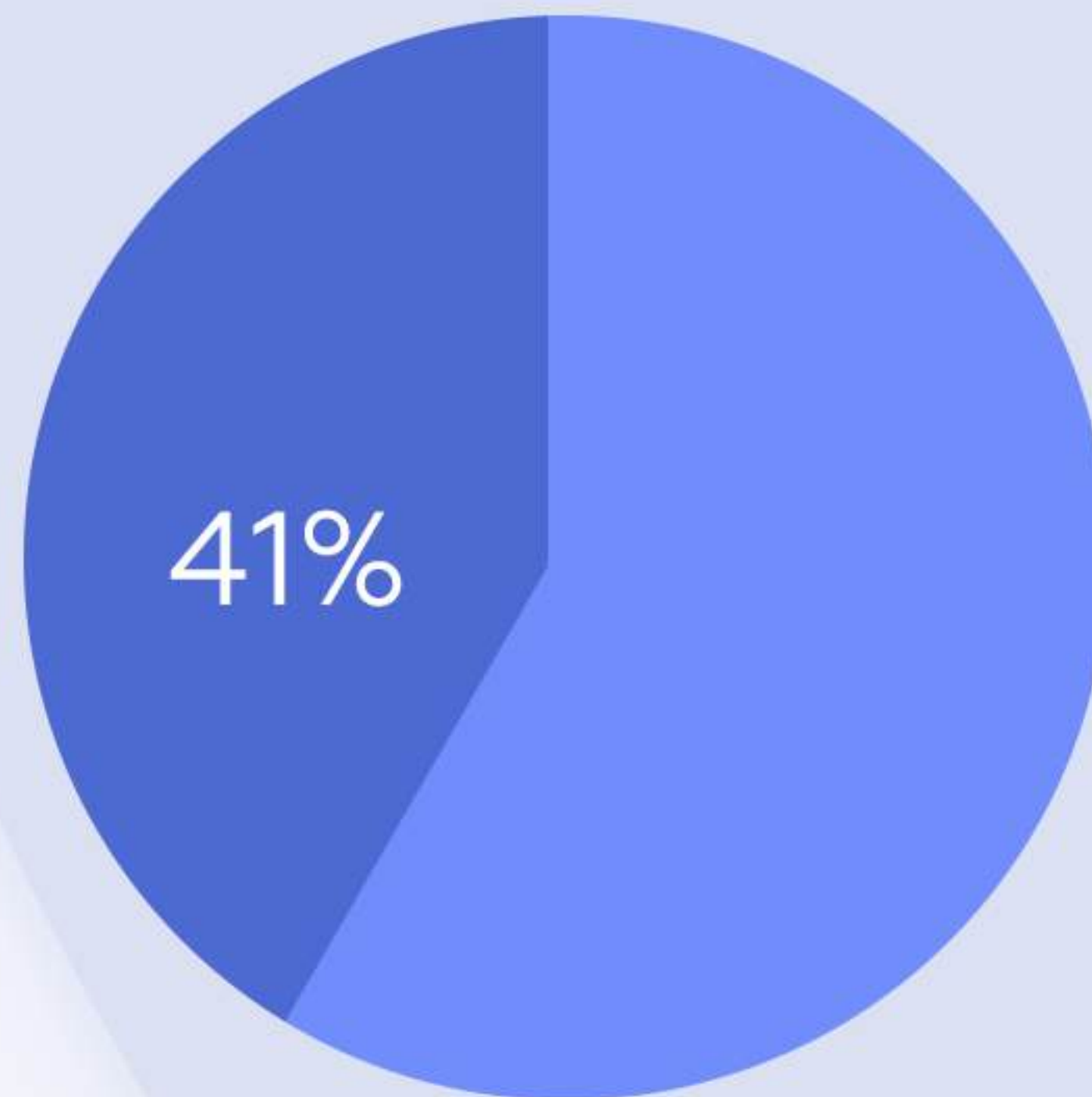
ADULT VR MARKET SIZE

THE INTERNET
5.52 BILLIONS



PORNHUB 2.3 BILLION

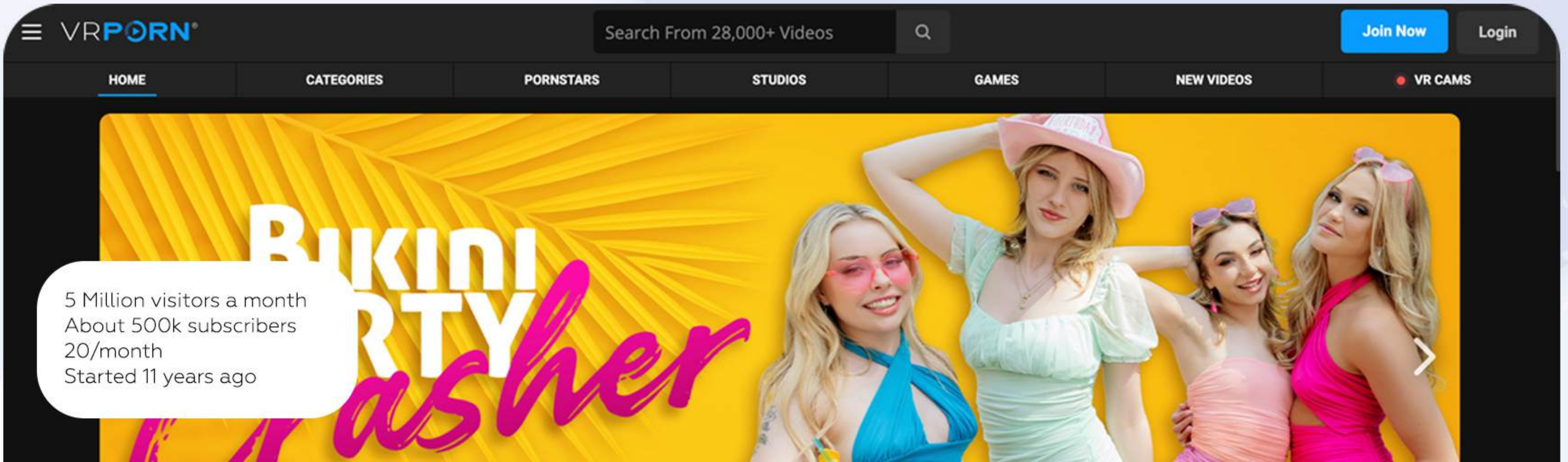
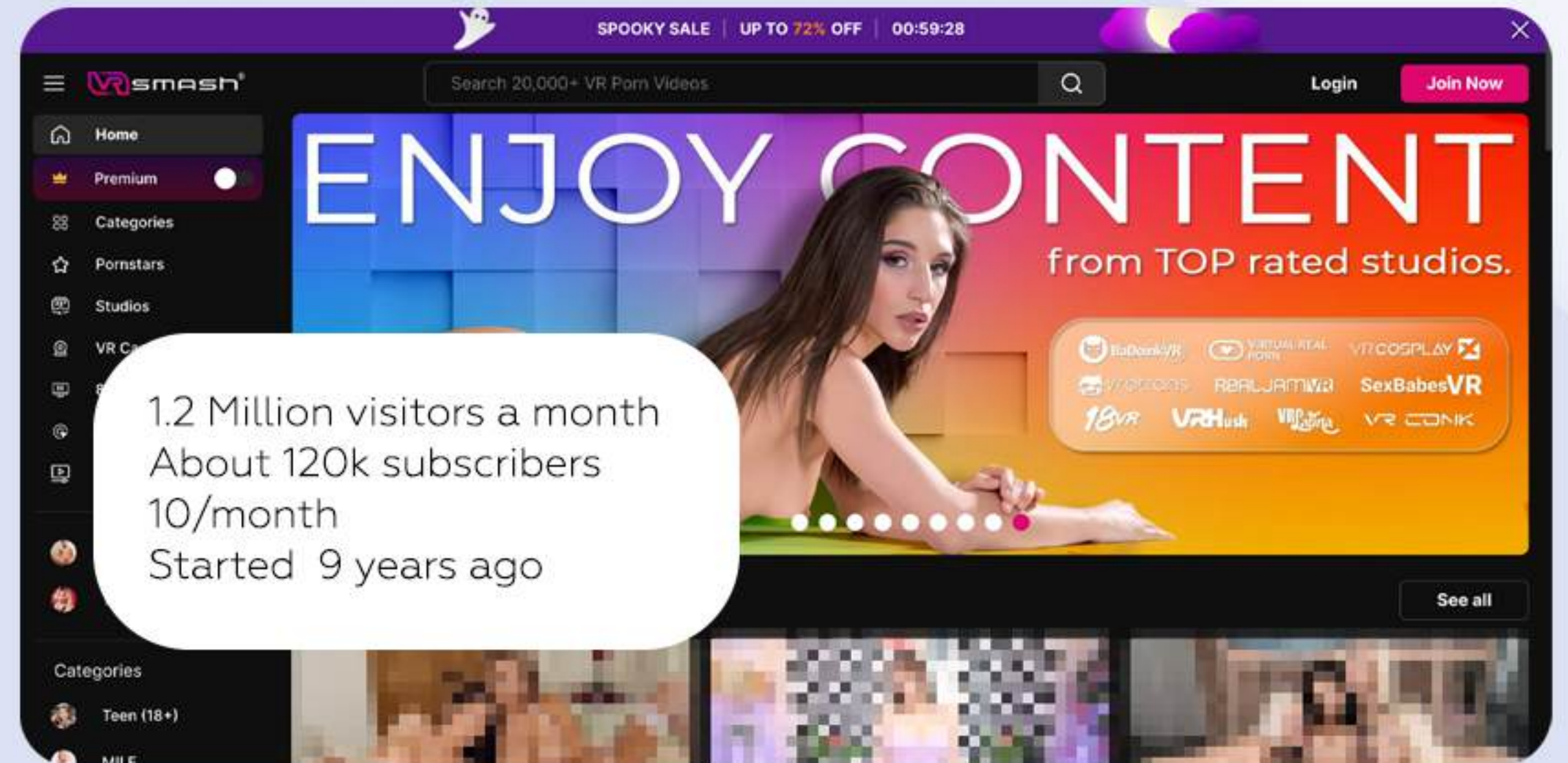
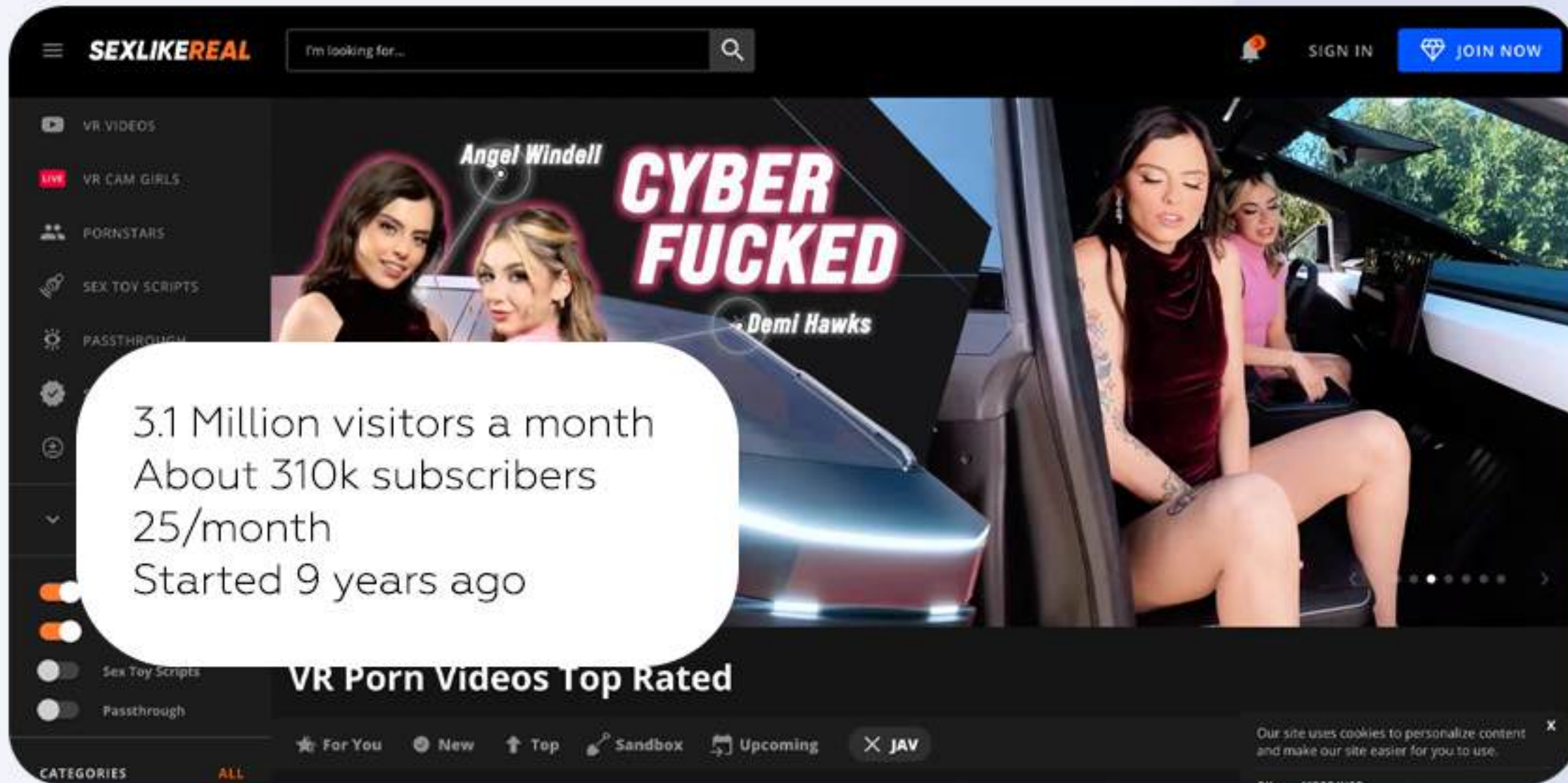
VR
60 MILLIONS



ADULT VR 24.6 MILLIONS

About 10% of total adult sites visitors are subscribed to paid plans. That is **2.4 million users** with an average check of \$20 a month. Gross Adult VR industry revenue is **\$48 million a month** or **\$576 million a year**

COMPETITORS



USERS PROBLEMS

PROBLEMS

- Not enough content
- Poor quality content,
- Expensive content,
- Uncomfortable for a long time watching/heavy devices,
- Awkward-looking VR headsets

That's why millions of expensive VR devices gathering dust and 40% of users stop actively VR devices after 30-60 days.



SOLUTIONS

**WE ARE CREATING NETFLIX IN THE VR ADULT INDUSTRY
WITH A PLENTY AMOUNT OF QUALITY AFFORDABLE CONTENT FOR A VARIETY OF TASTES**

NEW VR-VIDEO PLATFORM

A new VR platform dedicated exclusively to high quality content with proven monetization potential

NICHE CONTENT APPROACH

We understand and follow consumers' behavior, observe what they actually want and like, and dictate what they "should watch"

CROSS SELLING

Encourage users to expand into other categories of VR content by cross selling. We believe that a customer who is already consuming VR content in one category is more likely to try other types of VR content

AI-POWERED

Smart algorithms select the right VR content based on each user's individual preferences. Thus increasing time on the platform and improving rotation in Google and other search engines.

KEY INSIGHTS

Our vision of the future: in the next two to three years the virtual reality industry will start to grow rapidly as VR hardware cost decreases and the number of installed devices expands

Our unique insight: US consumers are already willing to pay for certain VR content. In the adult category, there are already over 250 VR content studios and only 3 profitable VR viewing platforms, and a very loyal and "sticky" customer base

Our competitive advantage: the ability to create a state-of-the-art VR platform ("Tube") using the best technologies available at the market, at a very low cost

AI algorithms: to date, none of the competitors in adult VR video platforms have applied smart search and content customization to customer preferences. This will help us become industry leaders and attract even more satisfied subscribers.

THE TIME IS NOW: AS SOON AS THE NEXT VR GROWTH CYCLE BEGINS, THE MARKET ENTRY BARRIERS WILL INCREASE SIGNIFICANTLY



BUSINESS VISION

01

HUNDREDS OF VR CONTENT CREATORS

- Create high-quality content
- Upload content onto the platform
- Receive up to 50% of revenue

02

OUR TUBE

- Selects high-quality content
- Stores contents on its servers
- Markets Tube to potential users
- Manages the presentation of content and controls viewing experience quality
- Provides payment interface to users
- Collects market intelligence on users' behavior

03

MILLIONS OF POTENTIAL USERS

- Can access limited content for free
- The monthly subscription fee for full access
- \$20 monthly subscription

OUR GOAL IS TO TAKE AT LEAST 10%
OF THE MARKET WHICH IS **240K USERS**
AND **\$4.8 MILLION** GROSS REVENUE A MONTH



BUSINESS MODEL

CUSTOMER MONTHLY
SUBSCRIPTION: \$20

NET REVENUE: \$1.5
GROWING TO \$5

ACTIVE USERS: 200
IN JAN 2026

GROWING TO 47,565
IN DEC 2027

AND TO 224,709
IN DEC 2029

FIXED COST OF
OPERATION: ~\$85,7K
PER MONTH

NUMBER OF
SUBSCRIBERS REQUIRED
FOR BREAK-EVEN: ~35K

PROJECT BREAK
EVEN POINT: SEP 2027



TOTAL INVESTMENT
\$2 840 000

RETURN ON INVESTMENT
4.5 YEARS

CAPITALIZATION AS
OF AUG 2029 \$25 000 000

NEXT STEPS AND GOALS

Website development

This phase will take 14 months to complete. The result of the work will be a fully ready VR-tube with functionality like the market leaders and filled with 2000 videos. The cost of realization of the first stage is \$888K.

Reaching Break-even and Achieving 35,500 Subscribers

At this stage, we are launching marketing and SEO to attract traffic to the website. We aim to attract new subscribers, fill the site with fresh content, and establish cooperation agreements with large studios. To accelerate subscriber acquisition and compete effectively, the monthly subscription fee for the first year will be set at \$10. The break-even point is projected to be reached 19 months after the web portal's launch, with total investments during this period amounting to \$1,570,300.

Goal: Capturing 10% of the VR-Adult Market

During this phase, the company will sustain marketing efforts using its own resources. By the end of 2029, the objective is to reach 224,000 subscribers and achieve an EBITDA of \$1,000,000. Potential for explosive growth exists through securing additional investments and leveraging the natural expansion of the market. This growth is expected to be fueled by the launch of new VR headsets from Meta, Apple, Sony, and other key players, alongside increased investments from major industry stakeholders.



THE TEAM

ANTON DEMIN



Entrepreneur and CPO with over 15 years of experience in FinTech and payment services. Commercial Director at a payment solutions company. Founder of a credit platform for migrants.

SAM EROKHIN



Producer and director with a marketing degree and over 10 years of experience in producing Documentaries, Movies, Advertising, OTT-shows and Adult Videos.

DARTH VADER



An expert in the Adult VR industry.

**CONTACT
INFORMATION**

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