



World's First 3D Browser and
Unsharded Spatial Fabric
for the Spatial Internet

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From Walled Gardens to the Open Web

The browser changed how we experience the World Wide Web

In the 1980s

Walled Garden Platforms



- Controlled Download & Installation
- Not Open or Extensible
- No Interoperability
- Controlled App Stores
- Controlled View of Revenue and Data

Now

Open Web Browsers



- Open Access to Websites
- Open Standards
- Fully Interoperable
- Extensible Developer Tools and Marketplaces
- Frictionless, On Demand Content

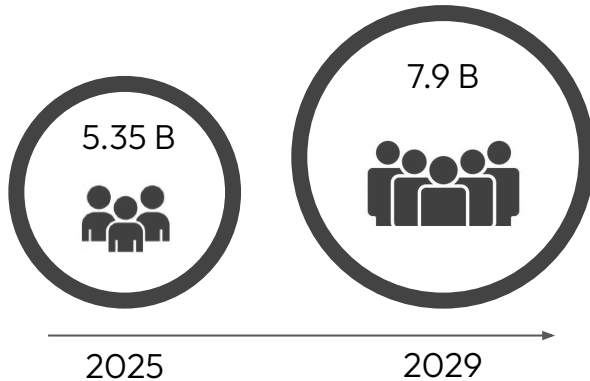
Imminent Transition to the Spatial Internet

From websites to real-time immersive applications



The Spatial Internet is a Multi-Trillion Dollar Opportunity

Projected internet users
worldwide¹



Average time spent
online daily¹



1.11 billion websites
operating online¹



350 million domains created

“\$5 trillion in value by 2030”

- McKinsey on the metaverse²

Partial list of companies that will *never* build their spatial internet infrastructure within a walled garden XR world



We're Repeating Internet History

Moving from 2D websites to 3D metaverse content for the spatial internet

Walled Garden Platforms



1990s

Open Web Browsers



Walled Garden Platforms & App Stores



Today

Open 3D Metaverse Browsers



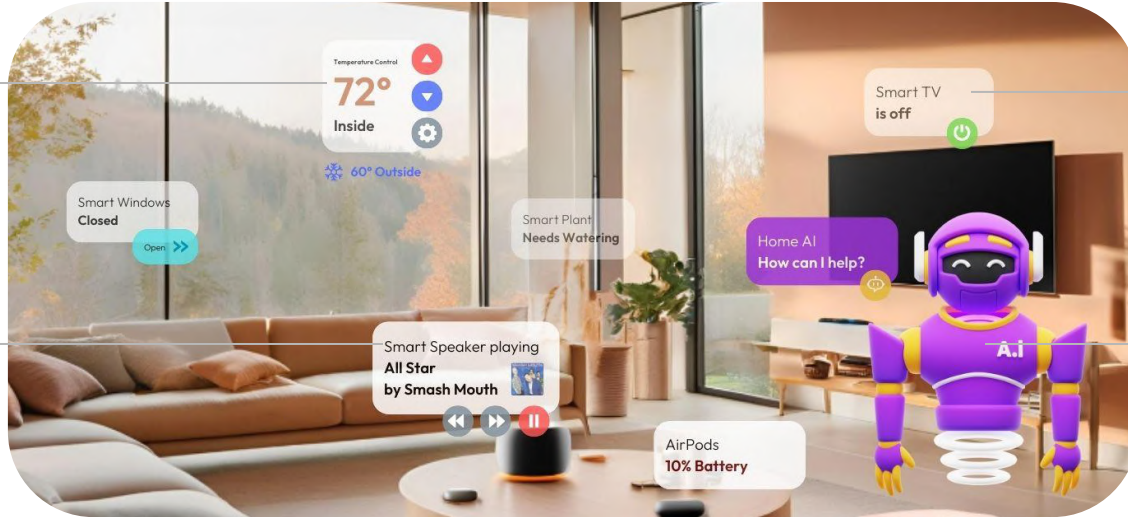
A metaverse browser doesn't just present web content in 3D.

So then, what makes the metaverse different than the World Wide Web?

The future of the 3D internet will be comprised of millions of real-time 3rd party services

nest

alexa



Samsung Ai

inworld

RPI

Three Tenets of the Spatial Internet

Revolutionizing application delivery, interaction, and existence in a shared 3D space

1 Streamed on demand

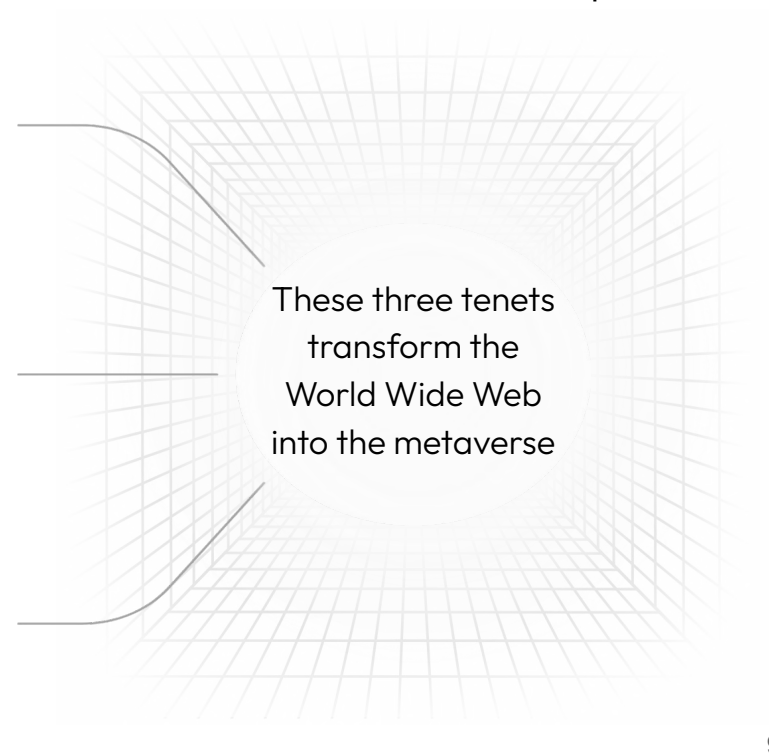
Everything delivered in real-time, no downloads or installs

2 Spatially aware

3D content placed in a shared immersive environment

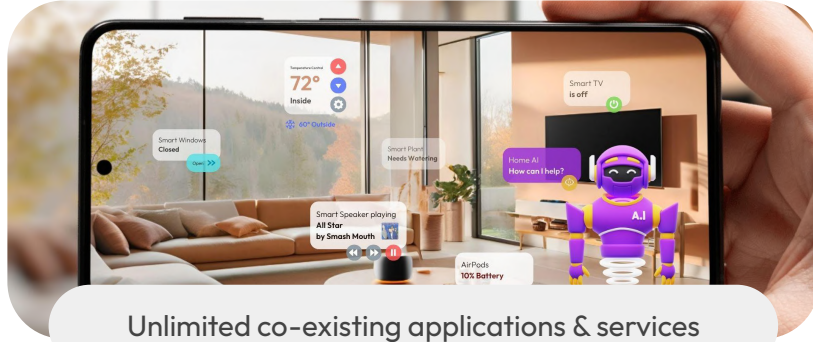
3 Unbounded by application boxes

Apps coexist and interact in an open, limitless space



These three tenets
transform the
World Wide Web
into the metaverse

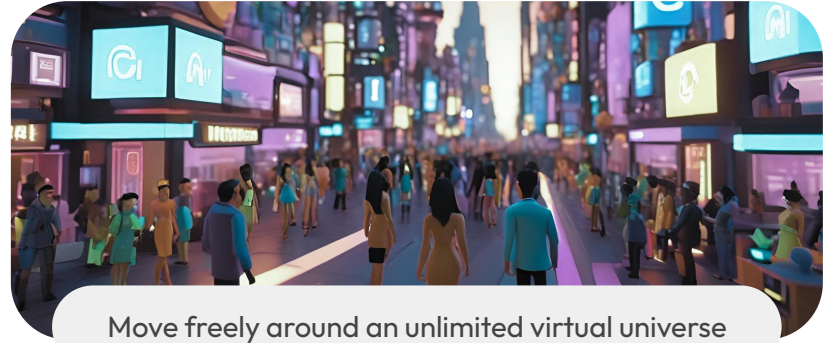
Augmented Reality



Virtual Reality



Connect with anyone through a single ecosystem



Move freely around an unlimited virtual universe

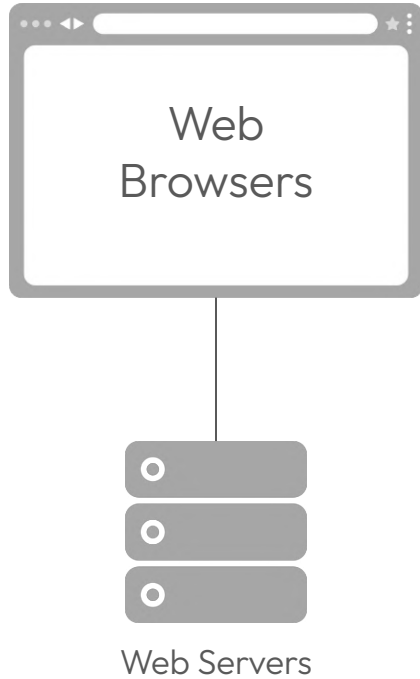


Access unlimited virtual locations and services

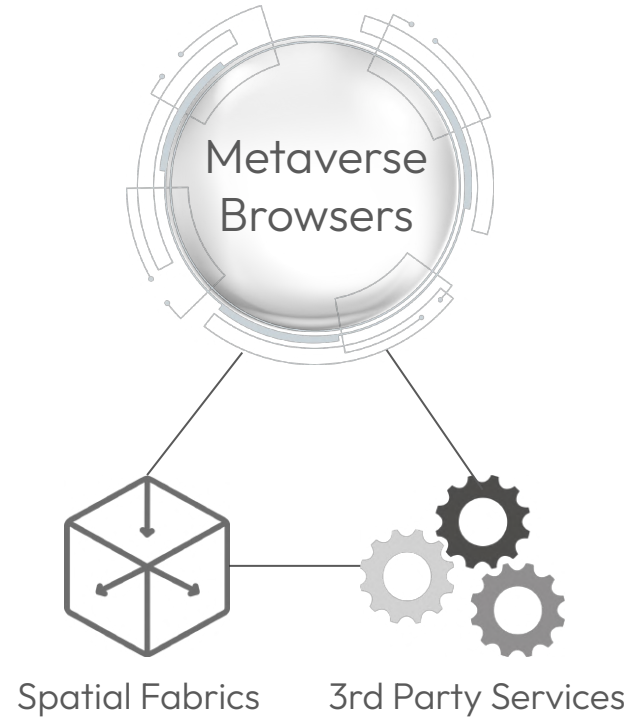


Sample Use Cases: entertainment, schools, social

World Wide Web

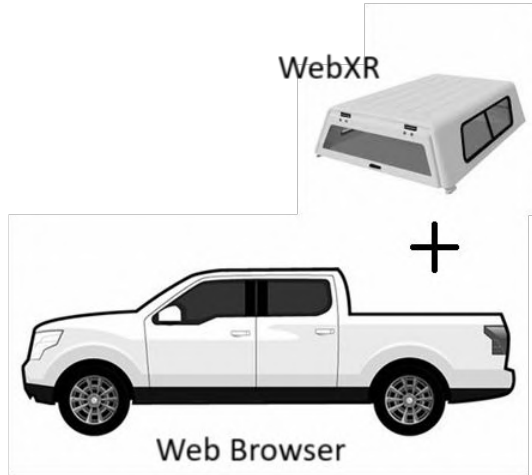


Metaverse



A dense grid of 1000+ company logos from various industries, including technology, healthcare, finance, and consumer goods. The logos are arranged in a grid-like fashion, filling the entire page. The logos are of various sizes and colors, representing a wide range of companies. Some logos are more prominent than others, while others are smaller and less distinct. The overall effect is a visual representation of the diversity and density of the corporate world.

You can convert a pickup truck into a camper,
but it will *never* be able to fly to the moon



Metaverse browser

Why we need a new 3D browser architecture

- The primary application of the spatial internet is to merge many real-time 3rd party services into a single, shared, mixed reality experience
- The existing DOM-centric web architecture was designed for isolated 2D content segregated into rectangular containers
- Some metaverse functionality can be replicated, but only by utilizing add-on browser features such as iFrames and canvases
- Services are seamlessly instantiated based on proximity rather than by manually launching tabs or preinstalled apps
- Ideally, the metaverse would be shardless and scale to the entire world's population

Properties of the new 3D browser architecture

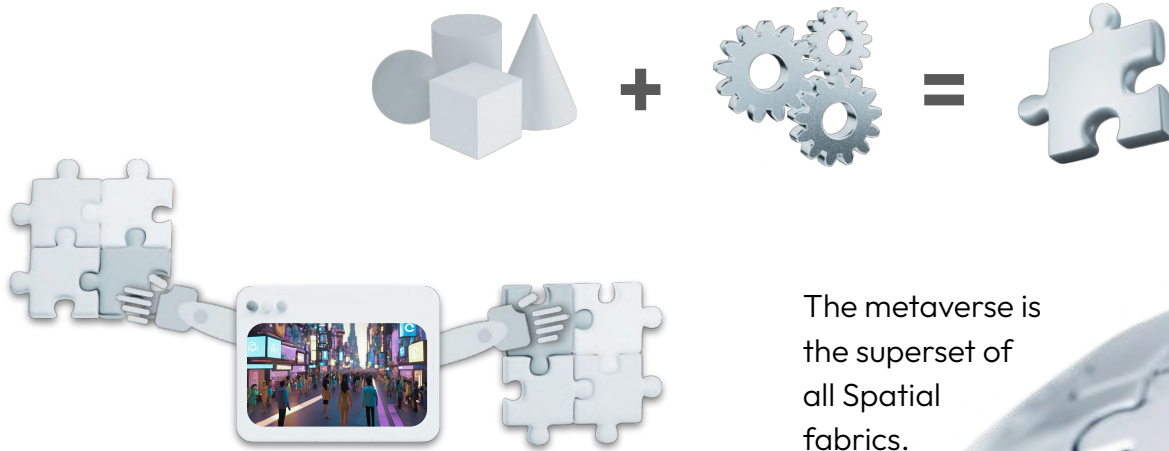
- A common map replaces the DOM
- MVMF realtime service models replace documented REST APIs
- App protocols allow service objects to communicate
- Additional metaverse open file formats encode spatial data

Similarities with the web

- Based on open standards
- Accessible across devices
- Streams on demand
- Open to all developers, creators, and providers using the standard

What is a Spatial Fabric?

A spatial fabric provides a map that arranges objects and services, and manage shared resources within its part of the metaverse



The metaverse is the superset of all Spatial fabrics.

A metaverse browser can merge several spatial fabrics into one continuous scene.

Meet RP1, the World's First Metaverse 3D Browser

Designed to support the three tenets of the spatial internet



RPI's Spatial Fabric

RPI is the only product in the world that has an unsharded map that can connect everyone globally in real-time, offering immersive experiences on any device



Scalable to the world's population, fully unsharded



Extensible tools, and services



Unlimited contiguous map for unlimited persistent content



Server mixed spatial audio



1:1 digital twin of our solar system plus an imaginary universe to explore

RP1's Unrivaled Audio Experience

Fully unsharded, infinitely scalable surround sound audio for all,
made possible with RP1's Statabase technology

Server-mixed audio for better performance

- 192 kbps mono upload, 384 kbps stereo download — regardless of avatar count!
- Mixes ~6,000 audio streams per GPU, with cross-GPU support for spatial audio blending
- Not peer-to-peer

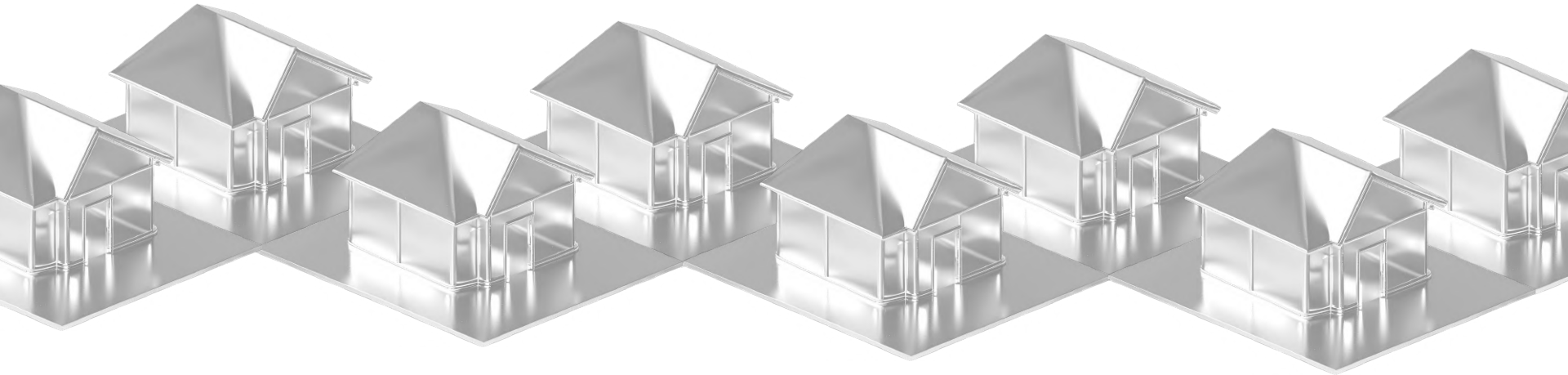
Unlimited audio mixing options to suit any environment setting

- Distance Boost
- Distance Dropoff
- Focus Angle
- Focus Dropoff
- Left/Right Gain
- Clarity

RP1's Unlimited Virtual Land & Unbounded Creativity

Websites aren't scarce, virtual land shouldn't be either

Land is equivalent to getting a website domain.
Buy, build, and maintain land just like a website.



RPI's Spatial Fabric Includes a 1:1 Digital Twin of Earth

Ownership of property on Earth = Ownership on RPI's digital twin of Earth

Augmented Reality

Full control of any augmented applications or services running on your property in real life

Virtual Digital Twin

Full control of any virtual applications or services running on your property in an official digital twin



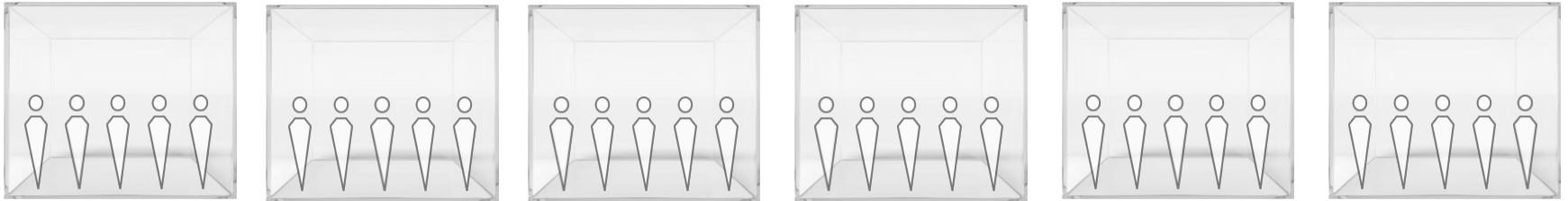
The Metaverse Should Not Be Limited to Shards with Only 25 Users

Meta, Apple, Roblox, Fortnite, etc.

Single application box

Limited to 25-100 users (depending on avatar fidelity)

Pre-installed • Closed ecosystem • App stores



With RPI's Statabase Technology, We Connect the World's Population in Real-time

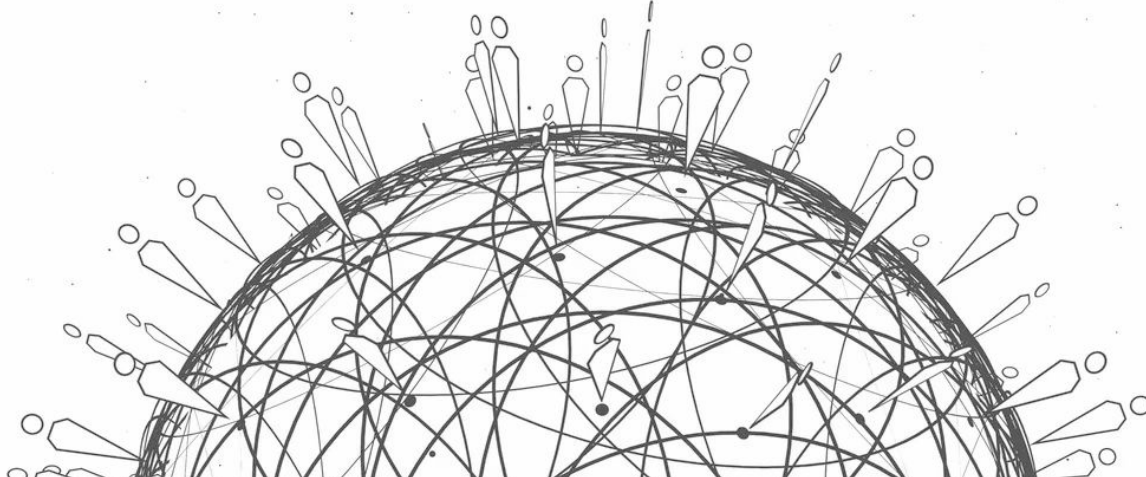
The most advanced real-time distributed data network in the world by 2030

No application boxes

Unlimited Unsharded Users • Full Spatial Audio • 6DOF •

On-demand

World's population in VR & AR avatars



RP1's Statabase Technology

Revolutionary software that powers large-scale, real-time, on demand spatial apps

Instant Real-Time Sync

Seamlessly stay connected and manage avatars, audio, maps, and more in real-time



Unmatched Scalability

Maximizes crowd capacity, cuts cost, fills servers 200-500x more, and reduces energy bills — an eco-friendly win

Seamless Integration

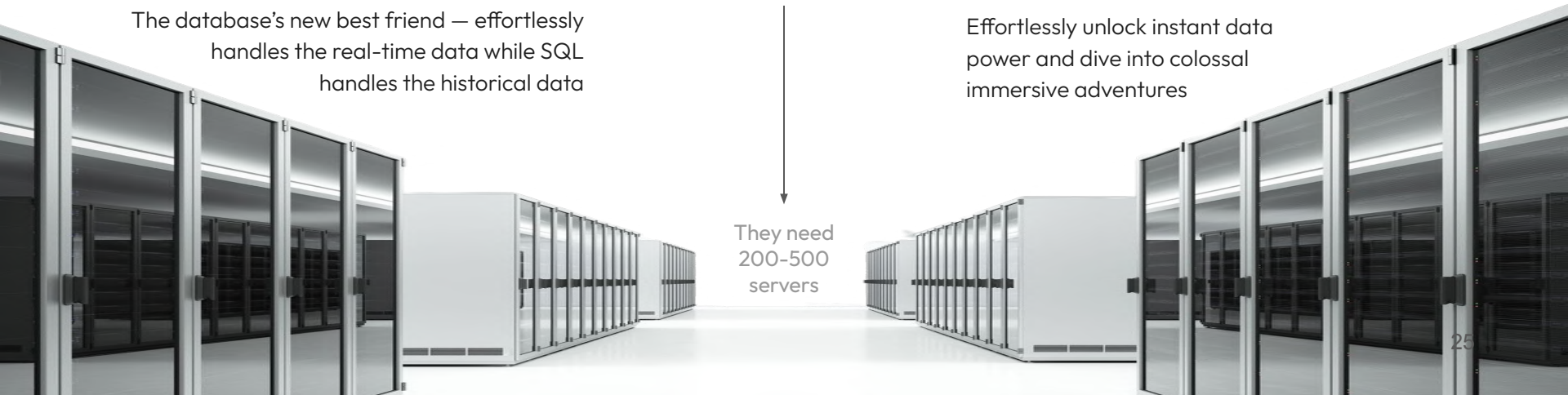
The database's new best friend — effortlessly handles the real-time data while SQL handles the historical data

For every 1 RP1 server with
Statabase Technology

Breakthrough Efficiency

Effortlessly unlock instant data power and dive into colossal immersive adventures

They need
200-500
servers



Costs per person for every user compared to other tech



RPI

- Initial hardware expense < \$3/user (unsharded)
- Monthly operating costs < \$0.25/user (40 hours of use per week)



Other Systems

- Initial hardware expense ~ \$1,000/user (25 users per shard)
- Monthly operating costs ~ \$40/user (40 hours of use per week)

The World's Most Portable Networking API Layer

Metaversal Model Foundation (MVMF) is an open standard for seamless communication of networked real-time services

Key Features

- Unified API for all shared services
- Simplified connections
- Standardized Models
- Service provider maintains client-side library

Challenges Solved

- Reduces redundant API integration efforts
- Simplifies real-time service connections
- Abstracts proprietary communication protocols

RPI Integration

- Powers communication between services, apps, and spatial fabrics
- Manages multiple real-time services for dynamic objects in a shared 3D space

Impact: Trillions of hours saved across industries

RPI Makes the Metaverse Possible Today

Our technologies scale globally in a unified ecosystem,
combining open web standards with proprietary software

Statabase

High-performance companion
to traditional databases

- Scalable
- Real-time applications
- 200-500x Increased server productivity



MVMF

New real-time API solving
for real-time services

- Stateless
- Real-time services
- User-friendly, even with unknown APIs



Scale

Unlimited land and high user
capacity for limitless experiences

- Sound & spatial audio
- Avatars
- Land / Space

Visit rp1.com/learn for more

Lead the Charge In The Next Internet Frontier

Claim a front row to provide services, tools, and assets for any Metaverse Browser

Extensible Tools

Forge the builder's toolkit for true immersion: zero code to full code, for visionaries and devs

(Ex: Unity, Wordpress)

Moderator Services

Design moderator tools to enforce rules, monitor interactions, and manage content

(Ex: GamerSafer, Blockchain Verification)

Payment Processors

Revolutionize virtual commerce to buy, swap, and spend immersively

(Ex: Stripe, Paypal)

Identity Modules

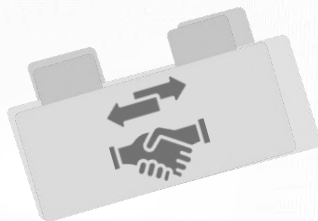
Develop solutions to manage identities across experiences with open standards and seamless sync

(Ex: Modulate, GGWP)

Avatar Systems

Shape the future of self-expression and interaction in the spatial internet

(Ex: ReadyPlayerMe, Genies)



RP1 Browser Open Demo

Key Features at Launch · Early 2025



Always-on URL access
(no downloads or installs)



1:1 Scale digital twin of
Earth & solar system



Scalable to the world's
population¹



Instant high capacity
meeting rooms



Spatial audio, full fidelity
avatars, 6DOF



Friends system for
messaging & meetups

Enter **RPI**[®]

rpl.com

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