



ALTAIR VR

Whitepaper

V1.0.8



Whitepaper

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Summary

AltairVR is a global Virtual Reality (VR) platform which brings the producers and consumers of VR experiences together into a single self-managed community.

The platform's currency is the ALVR token. Access to the platform is facilitated by the token, which is designed to stimulate the growth of the project economy. Participants in the platform who perform content, creation moderation and other tasks in support of the community and platform will earn tokens.



The AltairVR team are leaders in Virtual Reality Education and will donate nearly a decade's worth experiences to the encyclopedia and make them accessible to people throughout the world.

The ALVR token will be made available during an Initial Token Offering event detailed further in the document.

Use case

The AltairVR platform requires the use of VR glasses like those produced by Oculus, Sony, HTC or Samsung and others. A first-time user might have an experience like the following:

On a square in front of you, you see a small house, and on the bench in front sits a cheerful professor who looks very much like Albert Einstein. Not far from you, there is a ball suspended in the air. Above the ball you see the inscription “Time Machine”. Nearby, there is also a shining portal with the inscription “Teleport”.

Around the rest of the square, you see different zones:



University

For experiences
in the sciences



Zoo

For experiences
in the animal world



Forest

For experiences
in the world of plants, etc

You walk to the Professor, and he starts a conversation with you:
“What would you like to see or find out today?”

You can answer verbally or choose from the supplied list. You can either choose a specific topic, or the Professor will make a suggestion what to visit.

You decide to get in a capsule and take a flying sightseeing tour around the world, while listening to an interesting narration about the people and stories of the virtual world.

You fly over the base location, fly along the axis of time and scale, and get an expansive view of the world as a whole.

After you land, you go for a walk and enter an interesting looking building. In the building, you are presented with an experience that produces a complete immersion and interaction with objects within.

Our Journey

The founders of AltairVR have an ambitious vision to fundamentally change the way our children learn about the world. Konstantin Urvantsev describes the motivation for founding the project:

“My daughter Polina will be two years old soon. By the time she goes to school, I want us to have changed the world. What Polina learns needs to be clear, and the process of learning must be fun and interesting.”

“Over the past 7 years, we introduced astronomy and other natural sciences to more than 500,000 children in the most remote parts of Russia.”

“Our planetariums, as far as the European border and the Far East, have brought excitement to young astronomers in the southern regions of Russia and the far north. We have worked with everything from large city secondary schools to small rural schools.”

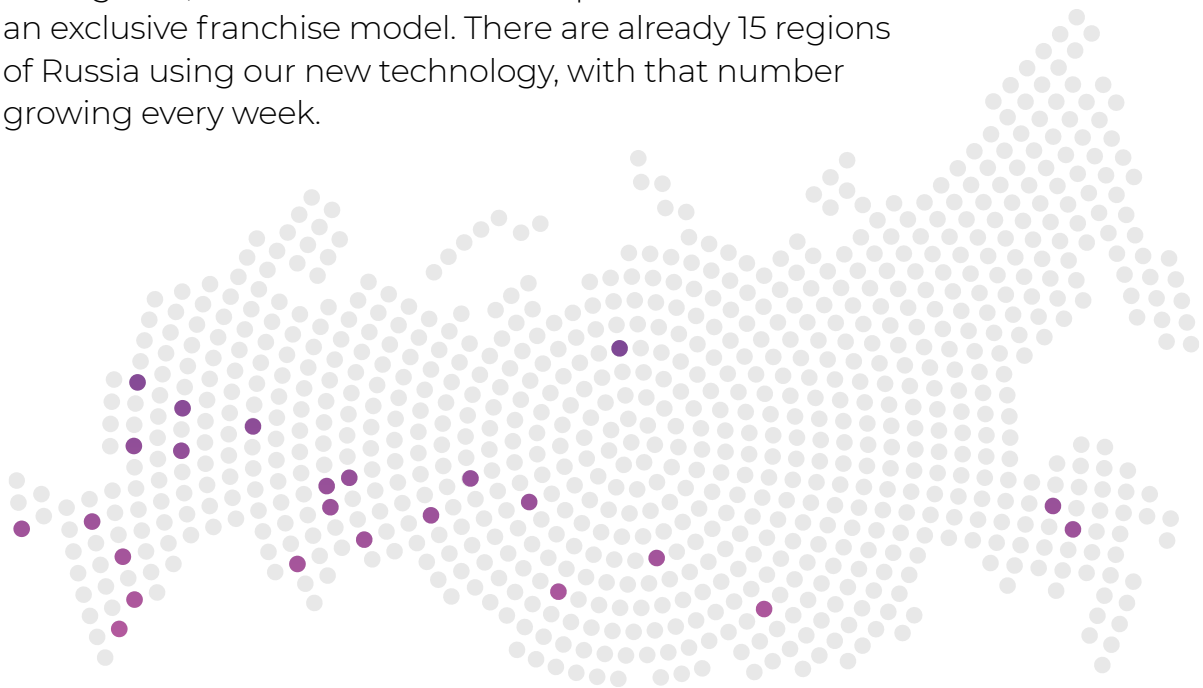
Why are Mobile Planetariums Successful?

Unlike textbooks, in a planetarium, children see a 360-degree, bright, lively image projected all around them, immersing them in whatever subject is being covered. Visual displays involve children in the learning process and help them to better understand the material.

The large domes of VR planetariums have been replaced by compact virtual reality headsets. The high-quality films used in planetariums have been reproduced using modern VR technology.

Franchise

During 2017, we launched our virtual planetarium with an exclusive franchise model. There are already 15 regions of Russia using our new technology, with that number growing every week.



Our product is now also available to the mass market in the form of our application amazing Cinema which is used by 265,000 users in the English-speaking market.

In August 2017, Amazing Cinema climbed to first place in the Oculus Gear VR Store's international rankings.

Amazing Cinema | Fly to the stars

- **Application status:**

Approved and published
Store build: 1/1/70/22/08
Current Revision: 1.3

- **Overview analytics:**

Lifetime units sold 265 453



User review:



Ferrarifi 01/20/17 ★★★★★

This was made perfectly. I recommend this very much, to people who love astronomy and also those who don't. This is a must download!

Unfortunately, today there are only 10 million sets of Oculus Gear VR, so our VR Planetarium franchise is the only way for most children to be able to try virtual education.

A virtual planetarium does not solely provide programs on astronomy, there are programs on natural science, physics, biology, history and paleontology, as well.

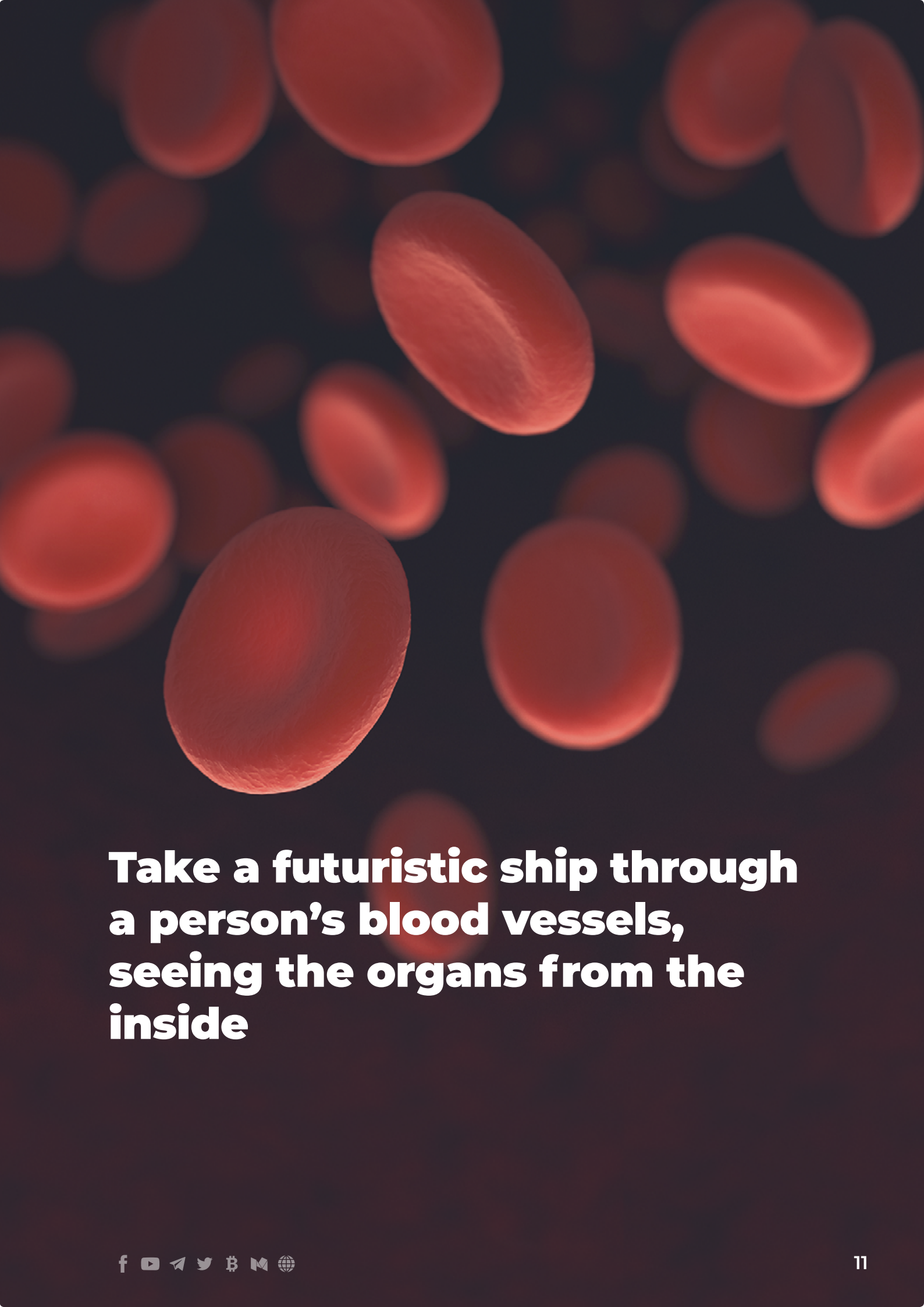
But, building virtual planetariums is just the first step. The goal is to allow every person to interact with objects in virtual reality than to be a spectator within a planetarium. We intensively studied the learning needs of children, collected huge amounts of feedback from the children and their teachers. The next step is to build a platform that stimulates the development of interactive content which gamifies knowledge and involves young viewers as participants in events.

With the help of VR experiences, you can:

**Walk along the red, rough
surface of Mars, and then
build a virtual colony**



See how microbes live, what they do and even fight with them

A microscopic view of numerous red blood cells, which are biconcave discs, floating in a dark, reddish-brown fluid. The cells are illuminated from the side, creating a bright rim and a darker center, giving them a three-dimensional appearance. Some cells are in sharp focus, while others are blurred in the background.

**Take a futuristic ship through
a person's blood vessels,
seeing the organs from the
inside**



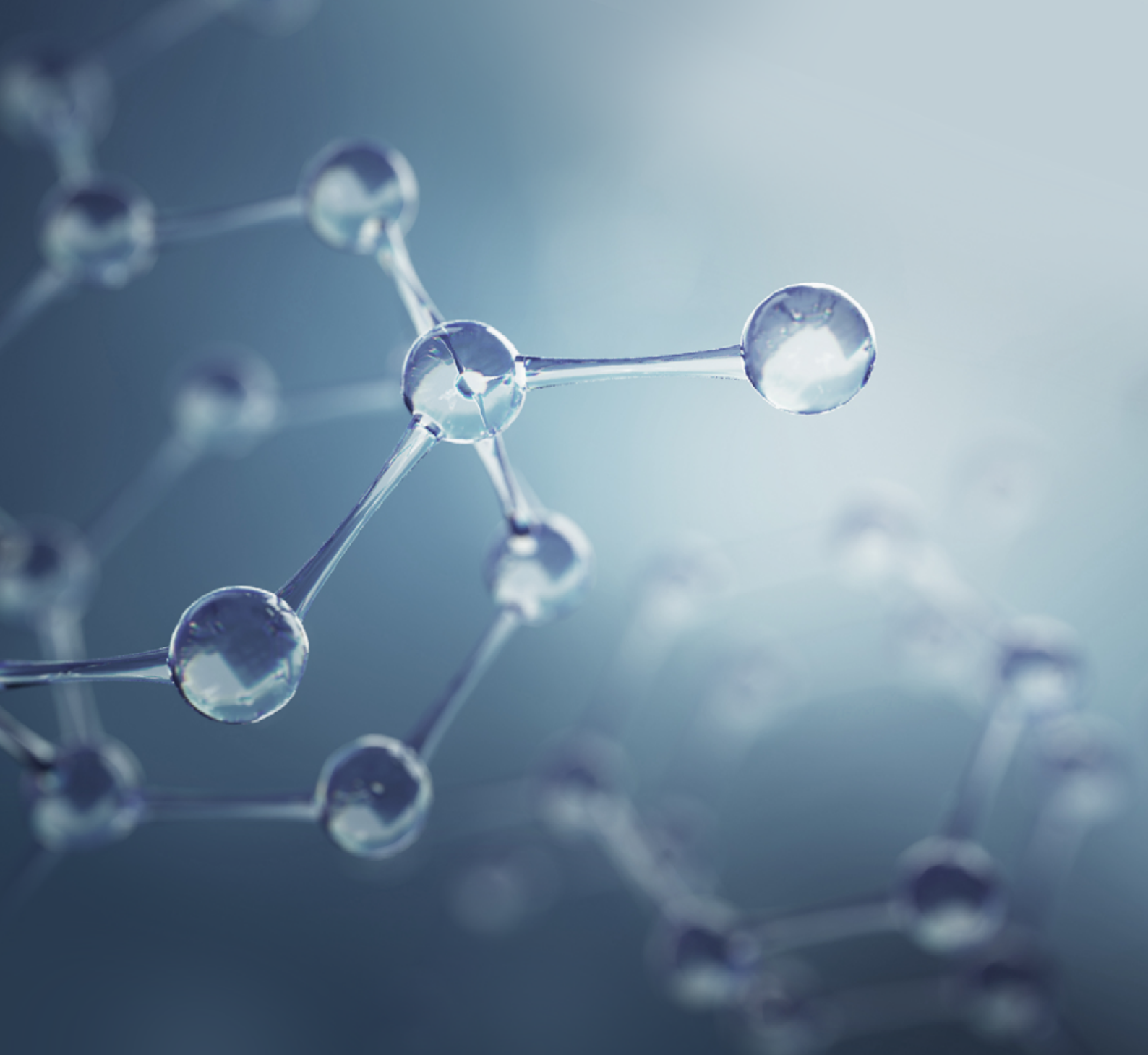
**Go to the edge of the universe
and experience a large
explosion**



Grab a seat on the Tunguska meteorite as it plummets to earth



**Take part in a historical battle
from the point of view of any
of its participants**



See the structure of molecules and assemble a new substance from them

To bring them to life, we must build a large global community of like-minded people.

Experience

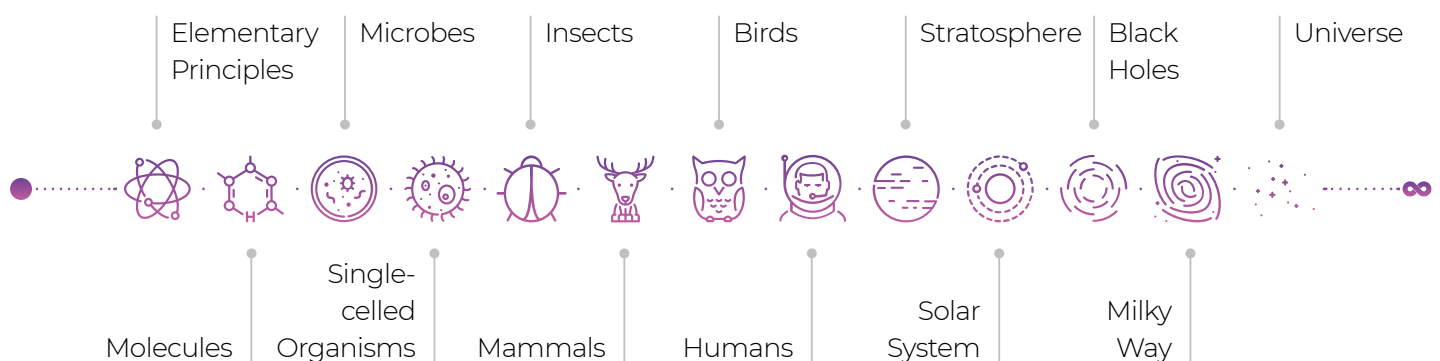
We have launched two successful products on the market:

- Amazing Cinema for the English market, which enables any user to visit the planetarium wherever they are;
- And the Virtual Planetarium franchise that opens access to visual education for children from every corner of the world.

What society needs now is a new way of discovering the world we live in. We are building a new global standard for VR akin to what National Geographic and The Discovery Channel did for TV.

From Atoms to the Edge of the Universe

The Altair Virtual world has a zoom axis and a time axis. The zoom axis allows for zooming from the smallest known sub-atomic particle, out to exploring the edge of the universe as a whole.



Example: At the “Microbes” level, the user can visit the world of microbes and go through portals leading to VR applications and microorganisms, learn something fun and new, then go back one step to molecules, or move to single-celled organisms.

Time Machine in VR

The next axis is the time scale. Suppose, while the user is at the level of Earth, the user can “fly” in the era of dinosaurs, see their life up to the smallest detail, and then go to battles in the Middle Ages and take part in them, or stroll through the famous castles, witnessing ancient legends. When travelling into the future, you could be exploring alternate versions of the world of the future: there are no restrictions.

The concept of “the time machine” in VR is an infinite space for creativity and creation of VR experiences, becoming a vividly fundamental textbook of history.

History is interpreted from different points of view in different countries. We solved this question by giving the opportunity to study the same events from different points of view.

We propose collecting dozens of viewpoints on different historical events in one place, making the event as clear as possible.

Censorship Resistant Encyclopedia

Many countries have implemented internet censorship measures and block websites that disseminate content and opinion they consider objectionable. Censorship might include action taken against authors, site owners, and hosting services. Blockchain-based content distribution is a clear use case for creating a censorship resistant virtual encyclopedia. Using blockchain, we ensure that no single point of failure or centralized service falls under the jurisdiction of a particular country.

VR Simulator of the World

Navigation within VR experiences will leverage tagging. For example, after a “walk” through the human body, a tag can be used to explore the structure of blood. Tags can also be used to explore in the opposite direction. For example, an investigation into the molecular structure of wood can transition to the types of trees by following the appropriate tag.

Like Wikipedia, the experiences use a form of hypertext to move between “worlds”.

However, not all VR experiences of this concept are interactive. Some of them are a visual, 360-degree video, or a simulation, allowing deeper understanding of the subject and, if desired, to dig deeper, moving into more detailed VR experiences. Alternatively, if the experience you want is not there, the community can be asked to create it.

Content

To create a comprehensive VR encyclopedia, a significant amount of content is required. We are building a community of like-minded people who want to create a better way to learn and educate.

By creating a platform with public moderation, free of centralized ownership or control, the AltairVR team simply become the coordinators of the platform. Content is selected and created by the entire community, with the AltairVR team just another set of contributors.

At launch, the initial set of content will be contributed by the AltairVR team and as the platform matures, the role of content generation will fall to the global community.

Production

The modern world is full of technologies for creating special effects, but at the moment it can't be applied to really interesting topics. This issue can be solved by the education sector. There are many talented teachers who create unique teaching methods and lesson scripts. Our VR authoring platform will enable teachers to turn their best practices in to virtual reality.

The most talented teachers will be able to get funding for their projects in tokens and the best projects will be sent on to production by VR content specialists. The VR content specialists will also function in a similar manner, by a rating system formed by community members.

After the scenario production starts, the system reserves the necessary amount of money to create the project in tokens, after which the implementation schedule, with control points, is created. High performers receive an advance payment, and upon passing the control point, which is available for community voting, the following tranches are made.

Thus, the system will screen out unscrupulous performers, stimulating the creation of a high-quality content.

Rating

Everyone can create content for VR experiences or applications and offer them to a platform where these experiences will be moderated by the community before being shared.

Moderators are independent users with positive ratings within the community who have expressed a desire to conduct tests and evaluate applications. The evaluation of the application will be created by an average of the ratings of independent moderators who receive tokens for their work.

The larger the community is, the more accurate and better the selection system works. The moderators earn reputation points for scores which coincides with the majority and lose points for evaluations that strongly contradict the general consensus.

Creators of VR content will grow in their “Producer” rating for every successful experience, which allows them to receive more requests from the community in the future.

Distribution on the Blockchain

For distribution, we will use IPFS, a decentralized solution for media distribution, as well as other decentralized CDN solutions for optimized and censorship resistant transmission of content around the world.

VR experiences on the platform will be distributed to users on both a free and paid basis. The cost of access will be set by the creators of the content and payment will be made in tokens. The platform charges commissions from purchases of experiences at rate of 10%. The remaining funds will be distributed among the creators of the content.

Compared with existing mobile application distribution models, and those in the VR industry in particular, this is a significant cost reduction for users, since platforms like Google Play and Oculus Store charge as much as 40% commission on the application cost. In order for users of different VR devices to use the platform, we will develop compatibility with all popular VR devices.

Crowdfunding

The crowdfunding will be implemented as follows: community members can monetize their finished content, but also can participate in the creation of new content on the platform itself.

First, an idea and a description of the content are submitted to be voted on, after which the community votes using tokens, financing the implementation of the idea. This is like a “pre-order” which happens in classic crowdfunding.

The voting system for the token holders takes into account the ratings of the voters and the number of tokens they have, in a non-linear calculation, which also happens on the blockchain. In this way, users are able to determine what content will appear on the platform and see the integrity of voting.

The tender basis for creating content will be implemented through a smart contract. Allocation of tokens from the platform fund will be visible to all users

Franchise

The mobile virtual education franchise for schools is the only opportunity for most children to experience virtual education.

In the best-case scenario, glasses of Gear VR level will reach the most remote regions in 5-7 years. But with the help of a franchise, we can now make millions of children happy. Using the platform, we will create virtual lessons in on various topics, aimed at school programs and accessible by the franchise model.

This will give the franchisee the opportunity to make money while doing social good and children will have quality material in the format of entertaining education “edutainment”.

Payment to the franchise, including payment for use of content and royalty fees will be made in tokens. This will become a serious incentive for the influx of fiat money from different countries into the economy of the token.

Copyright and Payments

Information about the content created on the platform will be stored in the blockchain, so payments to authors will be made in a transparent and understandable manner. Each participant in the system will be able to see who, when, and how other participants are using VR experiences, as well as the experiences created by other participants.

The ALVR token leverages the Ethereum blockchain for transaction processing, so participants can be sure that each request will be processed by a trusted platform.

When access to an experience is requested, the smart contract confirms that the necessary conditions are met, and then authorizes releasing the experience to the consumer. A smart contract then also determines the remuneration of all participants in the process and information about the transaction is recorded in the blockchain.

Platform Potential

The result of our work will be a universal platform that is open to the development of derivatives of unique products. Just a few years ago, websites could only be written with simple HTML code in a text editor. Today there are tools that allow a site to be built in 10 minutes by a beginner.

Today, creation of VR content is only accessible to experts in graphic design. We will create a VR constructor that will create VR experiences with ready-made 3D models from environment sets using 360-degree video or panoramas. With the help of the script designer, authors will be able to create any kind of interactive experience.

History of the Company

Key Points

2010

Launch of mobile planetariums in Novosibirsk, Russia.

2011

Launch of mobile planetariums in the Altai Territory, Russia.

2012

Having gained experience in field services with existing equipment on the market, we identified a number of shortcomings, and decided to open a mobile planetarium manufacturer and also build accessories. Start of sales on the Commonwealth of Independent States (CIS) business as a turn-key basis, start of delivery on tenders in educational institutions. Production began in the city of Barnaul.

2013

It is decided to expand the mobile planetarium business throughout Russia and enter other regions of Siberia.

2014

We provide services in most areas of Russia, including the north and the Far East. Active work has begun on rural areas and villages.

2016

In search of a solution to improve visual quality in mobile planetariums, we came to VR technology and began developing the Virtual Planetarium. The task was to raise the quality while maintaining mobility and affordability.

January 2017

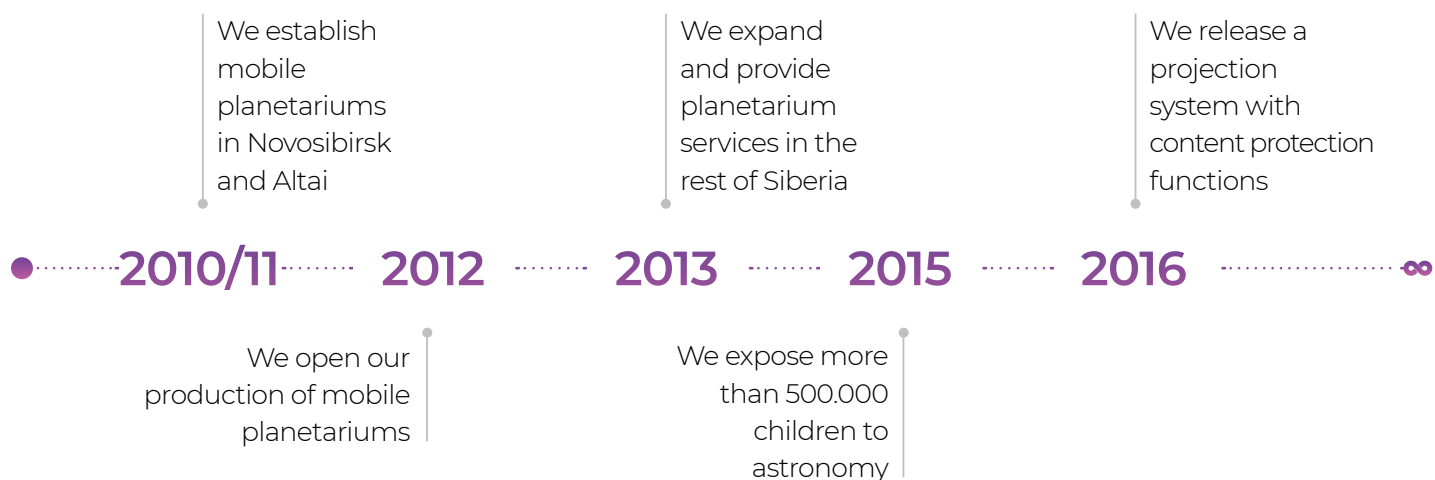
Release of English-language application Altair Fulldome Cinema (later renamed Amazing Cinema) on the Oculus Gear VR platform. The application received 150,000 users during the first three months.

April 2017

Launch of the Virtual Planetarium franchise for schools August 2017 - Amazing Cinema application is at the first place in Top free apps of the Oculus Gear VR store.

October 2017

The virtual planetarium is working in 15 regions of Russia on a franchise model and a number of regions of the CIS and Eastern Europe are in discussion.



Expert Evaluation

Throughout the entire process, the company has undergone expert review and business processes assessments around procedures, products, technologies and the team.

2016

A complex assessment was carried out by the Foundation for the Promotion of Innovations in the Scientific and Technical Sphere, following the results of the evaluation, a grant was received.

2017

A complex evaluation was carried out by the Foundation for the Development of Internet Initiatives (Europe's largest seed investment fund), following the evaluation, investments were attracted.

2017

An evaluation was conducted by Microsoft on the possibilities of monetization and scalability of the business model and product, following the results of the audit, a grant was received.

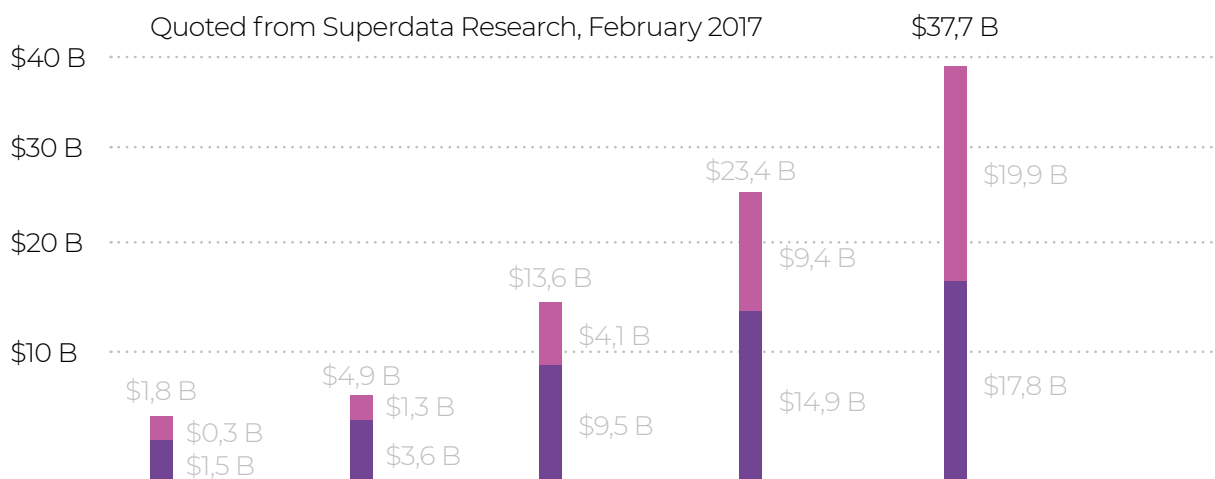
The product won various entrepreneurial contests, among which are:

- Victory at the All-Russia competition "Business Success" in the nomination "The best project in the sphere of services", 2014.
- Victory at the reality show "Sharks of Business", 2015.
- Victory at the Open Innovation Startup Tour Skolkovo competition, 2017.

Market Conditions

The virtual reality market is in an extremely active phase of growth. The volume of content sales has tripled since last year, and by 2020, according to the forecasts of SuperData Research, will be almost \$40 billion, of which almost \$20 billion pertains to content.

In 2018, the release of new VR devices from a number of manufacturers including Apple, Lenovo, and Microsoft, is expected. They are expected to reduce prices for popular models together with the release of new versions. This being a consequence of the VR revolution taking place.



The growth of the market volume is accompanied by the growth of investments in the spheres of virtual and augmented reality. All of the largest technology players are joining the industry, with Apple, Google and Microsoft all placing significant emphasis on their VR and AR readiness. However, it is not just investors in high-tech, but investors previously focused on other industries as well.

VR Projects and ICOs

Projects in the field of VR and AR are appearing more and more and are in demand. Investments in the sphere of Gaming & VR hit \$120 million on October 1, 2017, and this is just the beginning.

Decentraland, for example, is a virtual world project where each token owner has “digital land” on which to create their own VR experience.

Decentraland raised \$26 million in 1 hour during their ICO. Because of how quickly they raised their funds, many augmented reality enthusiasts did not have time to participate in the project, which ultimately led to low community involvement.

Other projects worth noting:

- dmarket.io - a decentralized market for turning every virtual item into a real product.
- cappasity.com - a product that allows you to digitize items, which simplifies the creation of 3D content.
- www.arcona.io - is a global project on augmented reality that can become a standard in the industry in a few years.

All this helps to move virtual and augmented reality forward. The market is not yet saturated and more non-trivial VR/AR projects will allow the industry to develop thoroughly.

The main difference between the AltairVR platform and existing projects is the focus on revolutionizing learning and discovery with an emphasis on education.

Economics

A great number of small transactions will be performed within the Altair VR platform on a daily basis, including transactions between users, content producers, developers, moderators and franchise holders.

The Utility of the Token

ALVR tokens will be used in all these transactions to remove the high fees charged by traditional platforms. The economic model underlying the platform balances the supply and demand of tokens in a way that incentivizes the production of new content.

Access Token

The platform groups content to three levels. Users must hold a minimum quantity of tokens to get an access to each level. Tokens can be acquired during the ITO, buy credit card from the platform, or through a digital currency exchange. It will not be possible to use the platform without tokens.

Level 1 – Education

A minimum token balance equivalent to \$12 is required. Educational and entertainment VR-experiences. A lot of content for kids.

Level 2 – Discovery

A minimum token balance equivalent to \$120 is required. Time machine, trips on the platforms, content for users of any age.

Level 3 – Adventure

A minimum token balance equivalent to \$240 is required. Access to fantastic and historical interactive scenarios, excursions, quests. On every level there will be available both free and pay content. Accordingly, the user will get an access to all free content without spending money holding a certain quantity on tokens for the 3rd level in the account.

Payment Token

The platform will offer both free and paid experiences. Access to paid content will be provided in exchange for a number of tokens set by the experience creator.

Franchise Token

Tokens can be used to pay for the Altair VR franchise. A franchisee will have to make the following payments to the franchiser:

- Initial franchise fee - the starting payment for access to the business, exclusive rights to provide services on a certain territory and to train employees;
- Royalty payments - Monthly fees calculated as a percentage of the franchisee's revenue, tech support fees, and other service payments;
- Payments for use of content
- Franchisees will normally charge for their services in their own local currency but will be required to purchase tokens to pay the platform fees.

Voting Tokens

Content will be created in accordance with the preferences of the platform's users. Those who wish to create experiences will upload their ideas and projects, and the community will vote for the most interesting designs. One will need ALVR tokens to participate in a vote. A user's voting power will depend – in a non-linear fashion – on the number of tokens in his or her possession. Thus, in order to take active part in the community and influence the creation of preferred content, one will need to have a significant number of tokens.

Income Tokens

Moderators and active users have their own specified roles on the platform. Moderators assess all new content from a moral and ethical point of view, and their work is rewarded by tokens.

ALVR is not a Security – the Howey Test

The ALVR token is not a security. This is confirmed by a comprehensive assessment of the token according to the rules of the Howey Test:

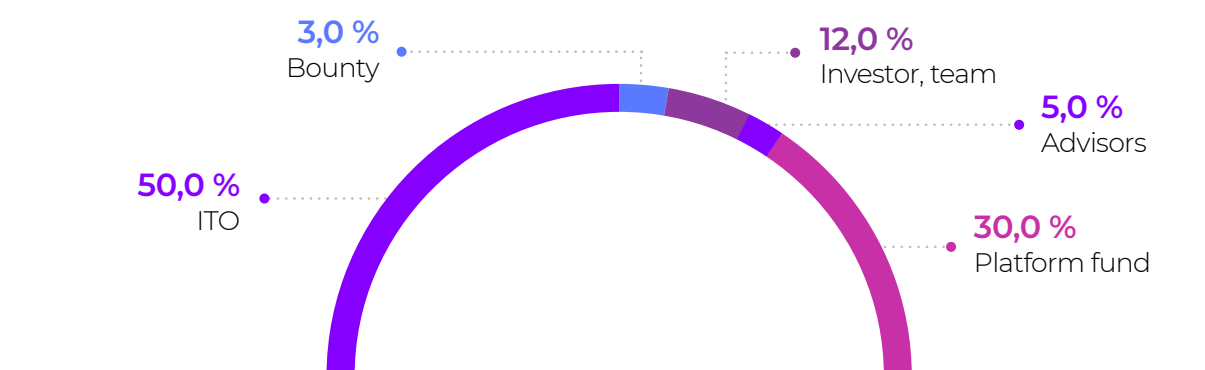
drive.google.com/file/d/0B6RWcnPVSigtLUE0dm5hMk5KLU0/view_

Initial Token Offering

Participating in the ITO provides an opportunity to buy tokens early with a bonus - thus getting access to the platform at a discounted rate - as well as contributing to bootstrapping the project and being a founder and influencer in the community. The minimum purchase at the ITO stage is 0.05 ETH.

There are 3 rounds of ITO:

- **Private Pre-sale** by the terms of participation, write a request by email info@altair.fm or in Telegram t.me/Altbar
- **Pre-ITO** runs 13 August. The bonus for participants will be 25%
- **ITO** - coming soon. ITO also provides bonuses for early participants.



Stage	Bonus	Price, ETH	Tokens for ETH	Soft cap, ETH	Hard cap, ETH
Pre ITO	25%	0,0025	12 500	500	10 000
ITO		0,0025			All tokens
1 day	15%	0,0025	11 500		
1 week	10%	0,0025	11 000		
2 week	7%	0,0025	10 700		
3 week	5%	0,0025	10 500		
4 week	0%	0,0025	10 000		

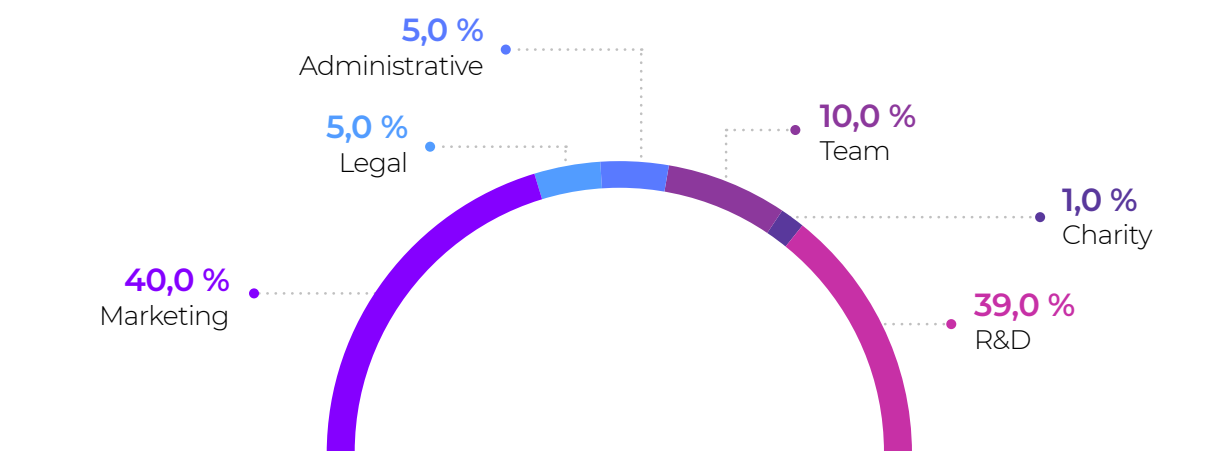
Emission of Tokens

A total of 1 billion ALVR tokens will be emitted and 500 million tokens will be available at the time of the ITO.

Since the Ethereum-based tokens are broken down into 8 digits after the decimal point, it will not be difficult dealing with small token counts, nor will there be inflation in the token and a drop in its demand.

Funds Allocation Mechanism

The number of tokens sold during the ITO serves as the bases for funds allocation calculations. For instance, if a total number of 10 million tokens were sold and awarded as bonuses during the ITO, then the same number - 10 million tokens - will be allocated for the bounty campaign, advisors, the reserve fund of the platform, and the team. Each item's share is calculated as a percentage of the grand total of 20 million tokens. Therefore, in our example the bounty campaign will receive 3% of 20 million, or 600 thousand tokens. The rest of the tokens are placed in the reserve fund of the company.



- All the tokens allocated to the team will have a vesting period of 1 year.
- The bounty campaign tokens will be frozen for 45 days after the completion of the ITO.
- 50% of the tokens allocated to advisors and pre-sale participants will have a vesting period of 3 months

Roadmap

Q3 2018

Launch of token sale

Q4 2018

Launch of the first version of the platform

Q1 2019

Launch of the extended version of the platform with 3 axes: scale, time, space. Location level: The Earth is a valley surrounded by mountains with an area of 1 km². Distribution of thematic zones. Capsule with the functions of the time machine, displacement in space and along the axis of scale. The ability to download user-generated content in manual mode. Create content for the site in a manual mode.

Q2 2019

The host of the location, a non-player character (NPC), can explain the world, about the available experiences, and lead excursions.

Q3 2019

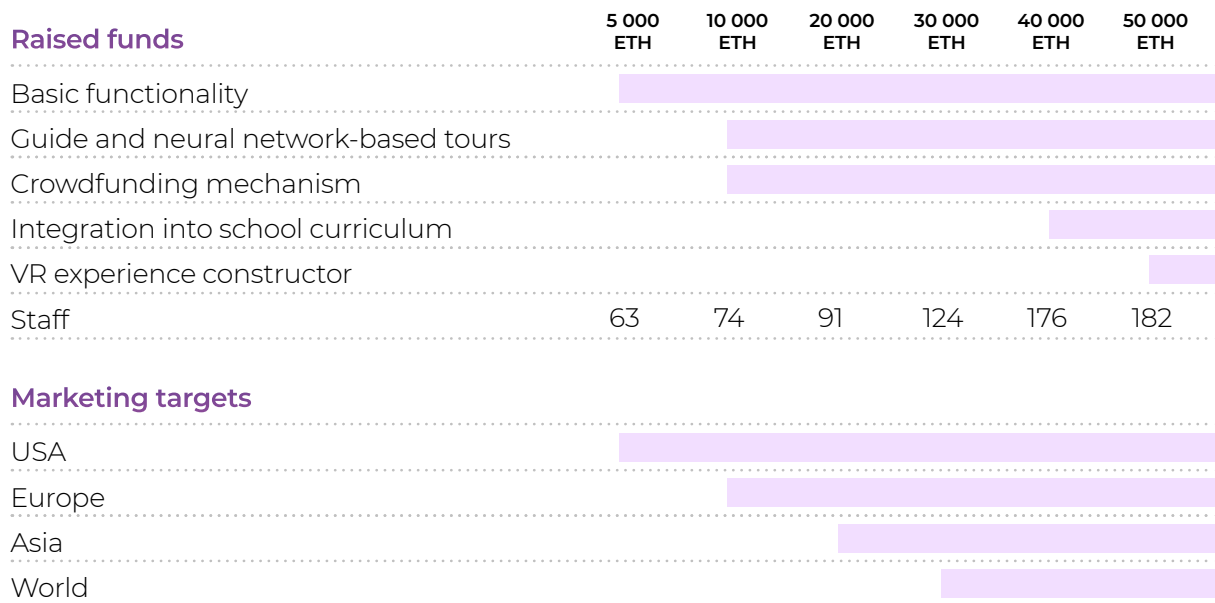
Crowdfunding mechanism . Possibility to write test scenarios and vote for them. System of ratings and tenders for content production. Introduction of content moderation system and Moderator role. Expanding of the Earth location. Creation of locations on other scale axis levels. Self NPC in every location.

Q4 2019

Creation of cognitive excursions on various subjects on the best experiences. A virtual encyclopedia that provides navigation within the platform based on tags and similar experiences with the option of automatic virtual tour creation. The ability to download user-generated content - API for external studios.

Funding Scenarios

Upon reaching each new threshold, we will increase and improve our development team, allowing for a larger, more varied and intricately detailed platform.



5 000 ETH

- Realization of the basic functionality within 2 years
- Staff: 53 employees, average salary \$2,200 before taxes, \$1,500 after taxes
- Main marketing target – U.S. as the largest potential market

10 000 ETH

- Neural network-based guide
- NPC location markers
- Crowdfunding mechanism
- Staff: 65 employees, average salary \$2,800 before taxes, \$2,100 after taxes
- Added marketing target – Europe

20 000 ETH

- Staff: 80 employees, average salary \$2,800 before taxes, \$1,900 after taxes
- Added marketing target – Asia

30 000 ETH

- Staff: 110 employees, average salary \$3,000 before taxes, \$2,100 after taxes
- Added marketing target – worldwide
- 2% of legal and administrative expenses are reallocated for marketing purposes

40 000 ETH

- Creation of working groups consisting of teachers and scientists with the objective of transferring school textbook content into virtual reality (VR)
- Integration of VR experiences into school curriculum
- Staff: 156 employees, average salary \$2,900 before taxes, \$2,000 after taxes
- 2% of legal & administrative expenses are reallocated for marketing purposes

50 000 ETH

- VR experience constructor added, allowing non-specialists to create their own apps
- Staff: 156 employees, average salary \$2,900 before taxes, \$2,000 after taxes
- R&D and marketing budgets are recalculated at this milestone
- R&D expenses are cut, while marketing expenses are increased by 9% of the sum of the funds raised
- 2% of legal & administrative expenses are reallocated for marketing purposes.

Sample Staff Scheme for the Fully Funded \$50M Scenario

Legal staff

CLO	1
Patent Lawyer	2
Lawyer	2

Marketing

CLO	1
PR director	1
Market research director	1
Creative director	1
SEO manager	1
SMM manager	1
SEO specialist	3
SMM specialist	3
Marketer	3
Designer	2
Web-developer	2

Total legal & marketing	26
Average salary	\$3 108
Average salary without taxes	\$ 2 173

Platform department

CLO	1
Product manager	1
Designer	1
UX designer	1
Front end	3
Back end	3
Web-designer	2
QA-engineer	3
Project manager	1
PHP	1

Blockchain department

Chief	1
Blockchain programmer	3
Solidity programmer	1
IPFS specialist	1
Admin	2
Architect	1

3D studio

Architect	2
Product manager	2
Project manager	2
Game designer	2
Animator	3
Screenwriter	2
3D modeler	5
2D artist	3
Texture creator	3
Editor	3
Sound producer	2
Unity programmer	3
Programmer	2
QA-engineer	6
Clerk	2

Platform support

Support	1
Different language operators	16

Sales department

Sales director	1
Assistant director	1
Sales manager franchise	8
Sales manager: partnerships	3
Sales manager special	3

Franchise development and support

Support manager	1
Business support CIS	3
Technical support	2
Clerk	1
iOS programmer	1
Unity programmer	1
PHP programmer	3
Support operator	1
Project manager	1
QA-engineer	1

Administrative

CEO	1
CFO	1
CBDO	1
CCO	1
CPA	1
Business development manager	1
Assistant director	3
Warehouse manager	1
Accountant	2
Economist	1
Supplier	1
Courier	2
Driver	5
Clerk	2

Other

Support	10
Reserve staff	7

Total R&D	156
Average salary	\$2 850
Average salary without taxes	\$1 990
Total stuff	182
Average salary	\$2 887
Average salary without taxes	\$2 016

Team



Konstantin Urvantsev

CEO, founder

Konstantin has been an entrepreneur since 2002. He built the largest network of mobile planetariums in Russia and has won dozens of entrepreneurial competitions. He is an expert of the Community of Young Entrepreneurs of the Altai Territory and a member of the IPS. He is also an expert and participant of many forums, including the largest Russian youth forum “Seliger”. He is the founder of the group of companies Altair Holdings.

Key skills: sales, business processes, strategy, presentations, negotiations, HR.



Alexey Irkov

Chief Technical Officer, co-founder

Co-founder of the company, is fond of Crossfit and is preparing to get a brown belt in karate. He was among the first in Russia who started using the services of Mobile Planetariums in 2010. He is the author and head of development of the protected projection system SpaceTouch ONE, the Virtual Planetarium franchise and Amazing Cinema for Oculus Gear VR.

Key skills: development management, design, networking, contextual advertising.



Klakotsky Dmitry

Sales Director

Supervises all direction of sale of products and services of the company. 6 years sales experience.



Karelin Alexander

Chief Marketing Officer

Previously Marketing Director at b2bx.pro



Alexei Grebtsov

Lead Unity Programmer

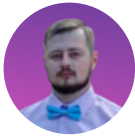
Alexei is fond of the mountains. Last year, he biked 400km alone along the mountain trails of Altai. He is developing an Amazing Cinema application for the Oculus Gear VR store. He is the co-developer of the SpaceTouch VR application.



Miroshnik Ivan

Lead Developer

Ivan is the architect and developer of the application for the projection system SpaceTouch ONE as well as the architect and developer of the server portion of the projection system of SpaceTouch VR.

**Antonov Alexander**

PHP Developer

Alexander is engaged in database development and PHP programming. Loves new and challenging tasks. He is the author and developer of the analytics system for franchise partners of the Virtual Planetarium and the developer of the CRM system for the Virtual Planetarium franchise.

**Popova Anastasia**

Unity Programmer

Anastasia is responsible for directing development of virtual educational tours for VR.

**Basynya Olga**

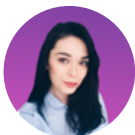
Head of Virtual Planetarium Services

Olga organizes the work of Virtual Planetariums. Olga has extensive experience working in leadership roles for large financial corporations. During her time in management the unit under her direction took leading positions in the region.

**Sadykova Regina**

PR-manager

Regina writes copy and translates obscure business language into layman's terms. Regina also promotes the company through all possible social media platforms. Regina is a journalist for RBC.

**Muftakhodinova Dinara**

PR-manager

Experience of working as a content-marketer and PR-manager over 3 years. Creates content for all promotion channels. Dinara is engaged in monitoring of exhibitions by specialization of the company. Participates in creation of positioning of all products of the company.

Advisers and Consultants



Diamond Wendy

Strategic Partnerships Advisor

Social Entrepreneur, Humanitarian, Founder/CEO Women's Entrepreneurship Day Organization/#ChooseWOMEN, Founder/Chief Pet Officer Animal Fair Media, Inc., Best Selling Author & Chief Inspiration Officer Alchemist.



Gazukin Denis

Technical Partner

24 years in IT business. Founder of Freematiq which develops financial and management web applications working under high loads and needing a high level of security.



Zhukov Kirill

Adviser

Over 20 years in corporate and investment banking. Ex-RBS, ABN AMRO and Uniastrum Head. Advisory expertise in several successful ICOs.



Travina Irina

Technical Adviser

CEO of SoftLab-NSK that was established in 1988 by a group of scientists from the Institute of Automatics and Electrometry of the Russian Academy of Sciences. The group took part in the Russian space program in the area of astronaut training systems. At the moment focus on interactive 3D visualizations and VR.



Elena Seregina

Director of the MTS Department of Corporate Social Responsibility

Terms and Conditions



This document is for informational purposes only and is not an offer or call to sell shares or securities on the Altair VR platform or from any other related or associated company.

ALVR Tokens are not securities.

The User acknowledges, understands and agrees that ALVR Tokens are not securities and are not registered with any government agency as collateral, and should not be treated as such things. The user acknowledges, understands and agrees that the ownership of ALVR Tokens does not grant the User the right to receive profit, income or other payments or revenues related to the acquisition, storage, management or disposal, execution, redemption or expiration of any right, interest, ownership rights or privileges on the Altair VR platform or any other Altair VR property, in whole or in part.

Absence of guarantees of income or profit

There are no guarantees that the ALVR Tokens will increase in price. If this happens, then there is no guarantee that due to some unforeseen circumstances, or events that the developers can't control, or because of force majeure circumstances, the ALVR Tokens rate will not decrease, including significantly.

Risks related to Ethereum

ALVR Tokens are released on the blockchain of the Ethereum. In this regard, any fault or malfunctioning of the Ethereum protocol may lead to the fact that the trading network of ALVR Tokens will work in an unforeseen manner.

Regulatory uncertainty

Technologies related to blockchain are subject to supervision and control by various regulatory bodies around the world. ALVR Tokens can be regulated by them, including restrictions on the use or possession of digital tokens, such as ALVR Tokens, which can slow or limit functionality, or buy out ALVR Tokens in the future.

ALVR tokens are not an investment

ALVR Tokens are not an official or legally binding investment. Despite the fact that we intend to implement all the items outlined in this document, all persons and parties involved in the purchase of ALVR Tokens do so at their own risk.

Quantum computers

Technical innovations, such as quantum computers, can be dangerous for crypto-currencies, including ALVR Tokens.

Risk of funds loss

Funds from fundraising are not insured in any way. If they are lost or lose their value, there is no private or state insurance representative that buyers can contact.

The risks of using new technologies

ALVR Tokens are a new and relatively untested technology. In addition to the risks mentioned in this document, there are additional risks that the Altair VR platform team cannot foresee. These risks can materialize in other forms of risk than those specified here.

Integration

This Agreement is the entire agreement between the parties with respect to the subject matter of this Treaty. All previous agreements, discussions, presentations, warranties and conditions are combined in this document. There are no warranties, representations, conditions or agreements, express or implied, between the parties, except as expressly provided in this Agreement. This Agreement may be amended



ALTAIR VR

Whitepaper

V1.0.8

