



Our mission is to provide A First-of-kind Immersive Mobile Marketplace For Artists.

What must change?

Only **1.9%**

Artists **can display** their artworks in galleries or exhibitions, and the shortage will increase as the global art market grows at a CAGR of 65.2%.

600%

Immersive eCommerce performs up to a 600% increase in conversion rate, but the current online art market is underserved due to its 3D web technology limits

73%

Nearly 73% of total eCommerce **comes from mobile devices**, but there is no immersive mobile marketplace for artists and curators

Camille
World



“Camille World“ connects creators to a global audience in mobile Web3D virtual world enabling art-lovers to sell, authenticate, and collect loyalty.

“Camille World” lets people build their own worlds, enjoy artworks and music they bought from the marketplace, and get connected with people from all around the world.

Why us?

Team



Suejung Huh, Ph.D.
Founder & CEO
Computer Graphics Optimization -
- Disney, DreamWorks



Brandon Chung
CTO
AWS, Cloud, Web3, Blockchain
- LG, Netmego, Gavrint



Alex Yun
Art Director
Game Optimization, Art
- Disney

Traction

29

Pre-release
artists

> 2,000

Visits for
Pilot
Exhibitions

3

Successful
Pilot
Exhibitions



Apple
Entrepreneur
Camp Alum

Raising

\$1M Pre-A round

Build Camille World Builder
Partnership Development
Physical Art Marketplace

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