



BRUTALGEN



¿What is the metaverse?

In simple words, it is the internet that you already know, but better, where you can interact, buy and play on a 3D environment.



It is the new version of the **internet**, where the physical world has **no limits**.

Is there a single metaverse?

There can be as many metaverses as there are businesses, there is no limit to what can be achieved in the virtual world.

From museums, schools, companies, factories, bars, theaters, tourist sites, the bottom of the sea, the surface of the Moon, a fictional world or any environment that we can imagine, you can be part of this new universe created 100% by us.

What is a meta-city?

It is the reflection of a real world city in the metaverse.

Imagine browsing the shops of Beverly Hills, visiting Rome, touring the Sistine Chapel or swimming in shark-infested Australian waters safely.

In these cities you can find stores

and shopping centers that benefit from the Full Traffic concept, where the traffic of each of the companies helps the exponential growth of the visits of all the companies together.



OUR METAVERSES

VS

OTHER METAVERSES

- ✓ The best graphic quality.
- ✓ It can be installed on any web server.
- ✓ No need to install additional apps or software and can be used from Smartphone or PC.
- ✓ It does not require registrations or cryptocurrencies.
- ✓ Statistics available.
- ✓ CMS to manage interactive points.
- ✓ Development of individual projects or integrated into a new meta-city.

- ✗ Graphic quality is basic.
- ✗ Limited to third-party developments and servers.
- ✗ They work only in certain browsers or require third-party apps.
- ✗ Some require cryptocurrencies or account creation.
- ✗ No statistics.
- ✗ Without CMS.
- ✗ Limited to the development of each metaverse.



Why should you have a metaverse?

Because according to Bloomberg, the current valuation of the Metaverse is \$ 800,000 million dollars, and it is expected that in 2030 it will be 2.5 billion dollars. With this panorama, the metaverse becomes the best investment to increase sales,

users, followers and fans of the brands, in addition to presenting innovations and new opportunities every day to take advantage of the investment exponentially.

FACTS about technological progress

2005: "The phone is only for making calls"
"People won't use it ..."



2022: 7 billion smartphones and 69% of the time is dedicated to the use of this device.

2006: "Users will not download apps"
"My clients are outdated and won't download apps"



2022: Apps are used 50% of the time. 204 billion apps were downloaded in 2019.



2007: "Users do not buy online"
"My products are only sold through traditional channels"

2022: 26.7 billion euros in online sales in 2019



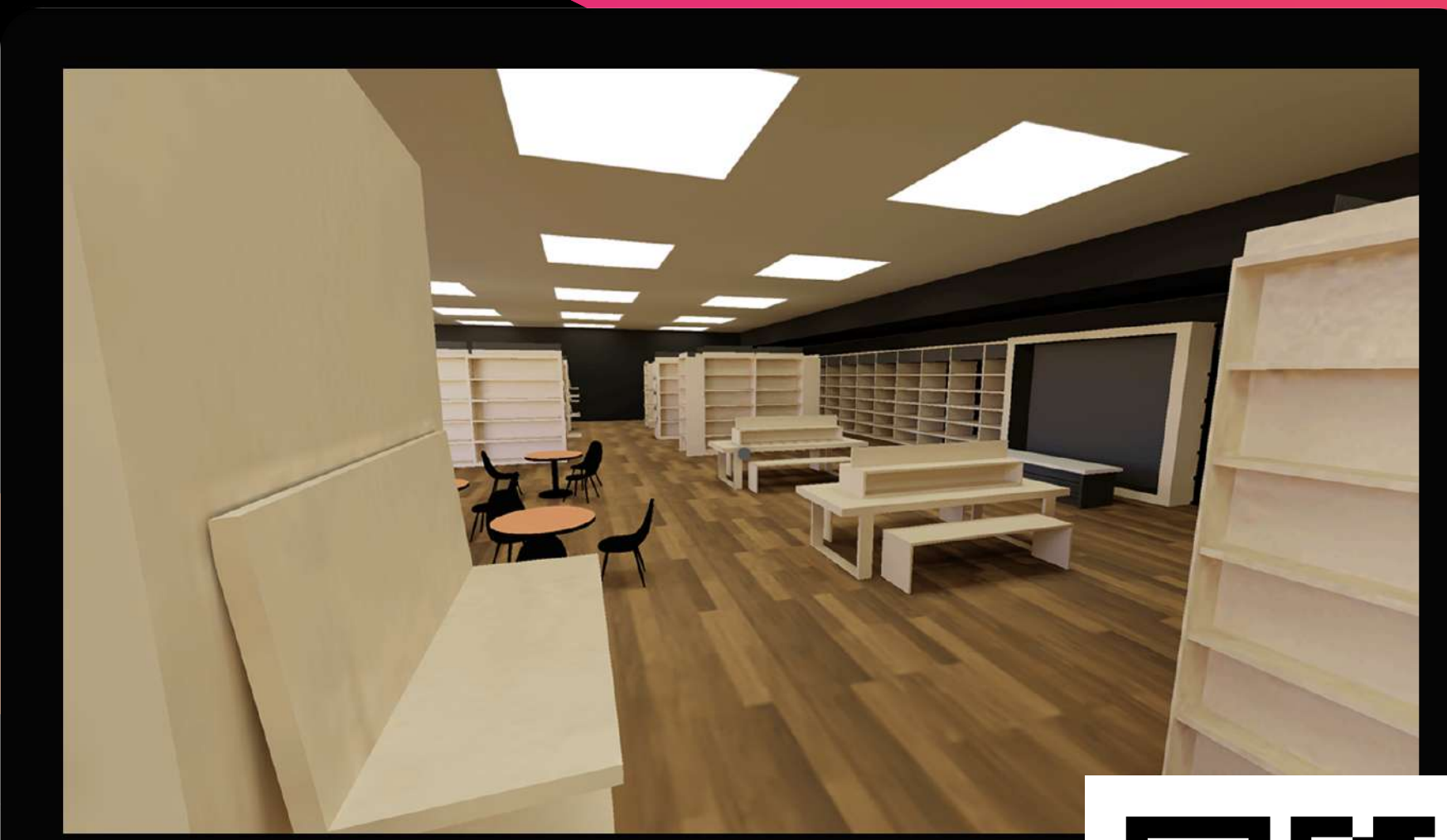
2008: "People don't trust online credit card payments"
"Online payments are not safe"

2022: More than 70% of online purchases are made with a credit card.

Browse our metaverses



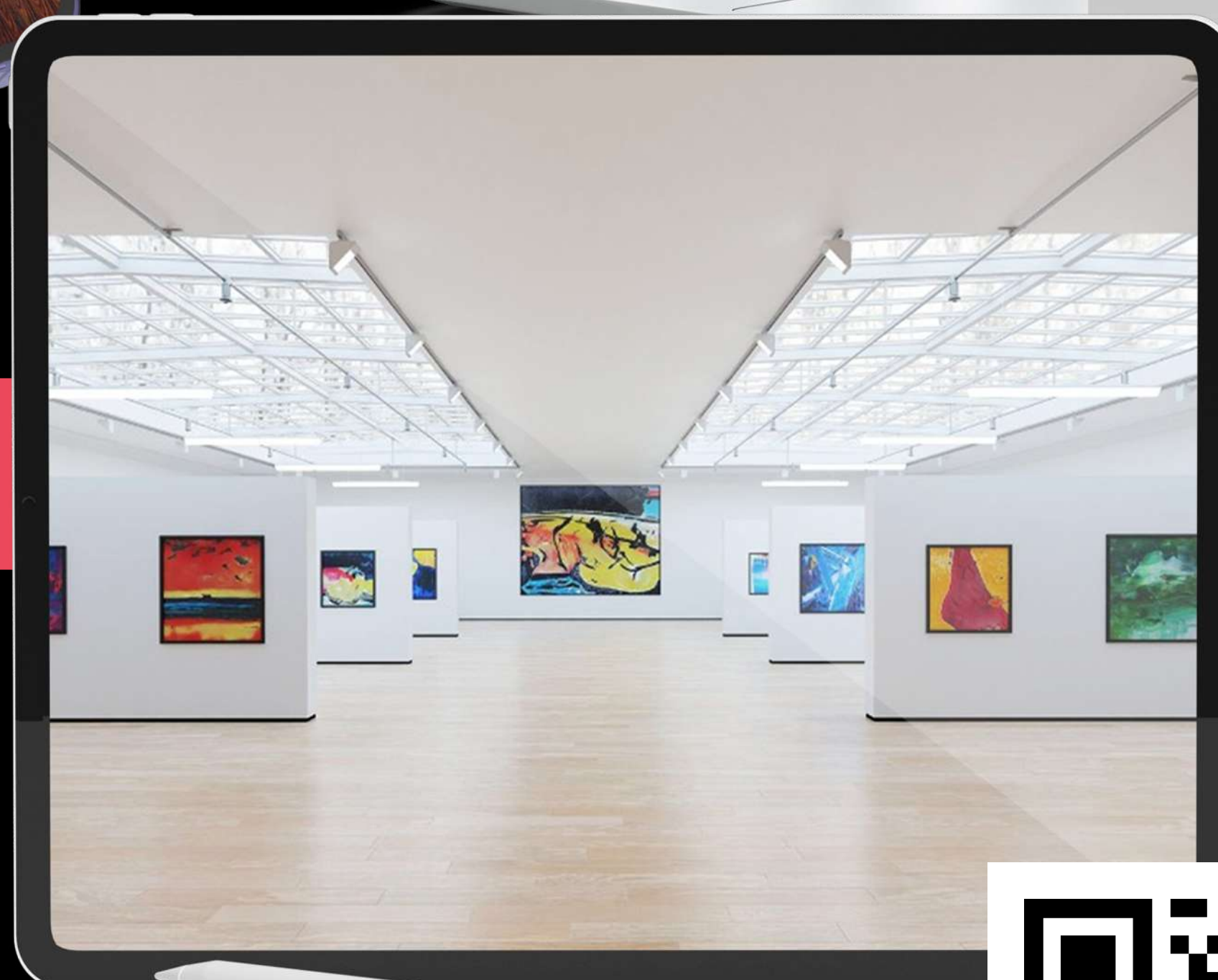
E-COMMERCE



EDUCATION



ARTS



AND ANY APPLICATION
IMAGINABLE



Brands we have worked with



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