ZIBRA AI

AI-Native Infrastructure for Spatial AI

ZIBRA AI

The Next Dimension of AI: Spatial Computing

"A *new AI frontier* is emerging, in which the physical and digital worlds draw closer together through *spatial computing*. This move into spatial computing requires a *huge amount of advanced data*."

WORLD ECONOMIC FORUM

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Spatial AI: The Next $1 Trillion Category

A growing number of industries - from *robotics and aerospace* to *climate modeling and autonomous vehicles* now depends on 3D understanding

Spatial AI market: $128B in 2024 growing to *$470B by 2030* with a *CAGR of 20.4%*

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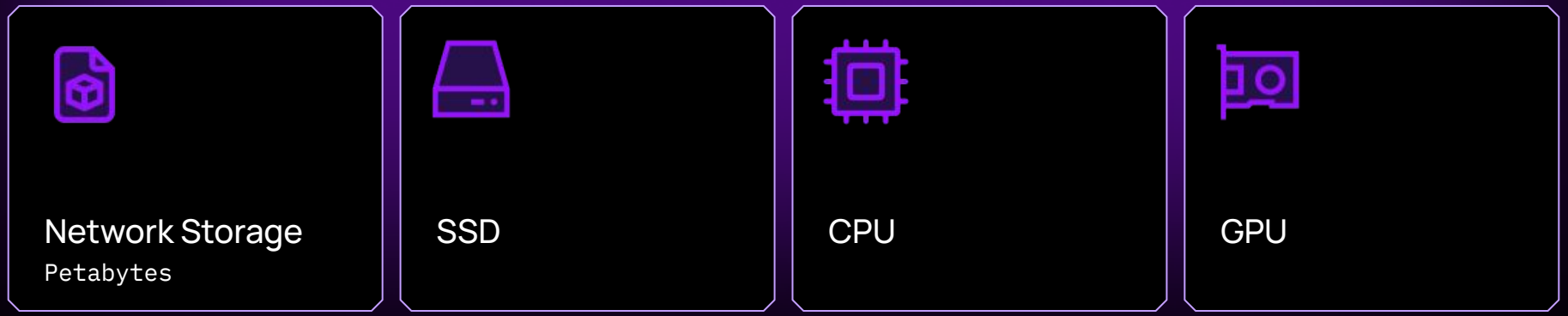
The Problem: Hitting the Data Gravity Wall

With *petabyte-sized datasets*, the real constraint isn't GPU power - it's the *speed of streaming* across the network and into the GPU



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The Breakthrough:
3D Compression Designed for High-Speed Streaming

100-500 GB/s

Up to 500GB/s Decompression Streaming Speed

GPU

GPU Based

20-100X

Up to 100x Compression Rate

3D Data

Designed Specifically for 3D Data

The Product:
Compression-first Infrastructure Unlocking Scalable Training & Inference

[01] Over 30% improvement in *model convergence*

[02] Over 30% improvement in *GPU utilization*

[03] Supporting Volumetric Grids, Meshes, SDFs, Point Clouds, Splats, and other 3D data formats

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The Future:
From Infra to Synthetic Data Platform

[01] Today: proven infrastructure

[02] Next: full model lifecycle optimization - *weights & inference*

[03] Long-Term: *end to end platform* for synthetic data generation, management, and deployment

Think of it as *Scale AI for 3D* and Spatial AI

The Beachhead Traction:
Trusted By Top VFX & Gaming Studios

ZibraVDB sets out to solve a long standing problem in real-time graphics, and simply delivers without hype or hyperbole.
ZibraVDB was used in basically **every scene** on a recent shoot and **I wouldn't want to do another ICVFX show without it.**

Alex Jenyon
Digital Environment Supervisor for Virtual Production and LBE, Dimension Studio

The phrase **"game changer"** is often used as hyperbole, but in the case of ZibraVDB, it's not at all far from the truth. Its uniquely impressive **compression rate**, runtime **decompression speed**, and rendering **quality** bring us so much closer to enjoying all the visual and gameplay benefits of 3D volumetric FX at runtime.

Mai Ao
Senior Technical Lead of SideFX Labs @ SideFX

ONEG MATHEMATIC AGBO SCAD ILCA SideFX

The Industry Recognition:
Backed & Supported by Industry Leaders

a16z / speedrun

Google for Startups

UK Ukraine TechBridge

EPIC MegaGrants RECIPIENT

NVIDIA INCEPTION PROGRAM

Unity Verified Solutions Partner

The Team:
Codecs, AI & Standardisation Experts

Alex Petrenko
Founder, CEO

Alex Puchka
VP, Technology

Alex Klimenko
CTO

Vlad Zakharchenko
Head of IP Protection

Mykhailo Moroz
Head of R&D

AMD NOKIA SAMSUNG UBISOFT GAMELOFT pingle Arkadium DRAGONS LAKE BY ROOMBGROUP

ZIBRA AI

The Expertise & Deep Domain Knowledge

- PhD in Condensed Matter and Materials Physics
- PhD in Laser and Optical Engineering
- Implemented physically accurate black hole simulations for the Space Engine
- Published over 50 publications with over 1600 citations

- Implemented and optimized video codecs for AMD, Nokia, Oppo & Samsung
- Shipped 5 Assassin's Creed games at Ubisoft
- Served as a chair of multiple MPEG groups
- Been recognised as a leading voice is shader programming

The Mentors:
Industry Leaders Supporting Our Vision

James Jacobs

Ziva Dynamics
Unity

Pol Jeremias-Vila

Pixar
Netflix

Phil Libin

Evernote

Sebastien Borget

Sandbox
(Animoca Brands)

Trip Hawkins

Electronic Arts

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The Mentors:
Industry Leaders Supporting Our Vision

Scott Hartsman

Sony
Wargaming

Colin Doncaster

WetaFX
AnimalLogic

James Clark

Skyline VFX
Lucasfilm

Benjamin Charbit

Ubisoft
Darewise

Sviatoslav Pohrebnoi

Room 8 Group

Renaldas Zioma

Unity
EA

Thank You!