



ARGOS.VU INC.

8450 DeLongpre Ave
West Hollywood, CA 90069

August 15, 2021

Argos.VU is a remarkable virtual reality company. We are seeking capital to fund the development and exploration of technology that will have a more profound effect on the way people experience and interact with media and information than radio, television and the internet combined to date.

More specifically we are an XR/VR/AR research and development company. We explore and develop novel methods of seeing and interacting with information in real life. Please join us exploring these immersive fields. [Argos.Vu](#) and [The.Vu](#).

EXECUTIVE SUMMARY

Argos.VU was formed in 2014 to explore the then nascent field of consumer based virtual reality. The company has produced world-class interactive experiences and is poised to be a major contributor in this expansively growing market. Charting new territory of intuitive interaction with scientific data, Argos.Vu explores the horizon of a radically new medium, developing methodologies which converge user experience, spatial awareness, data visualization and self-exploration with uncharted levels of fidelity in real-time three dimensional rendering.

Argos.VU intends to capitalize on immediate opportunities for growth in this market by leveraging our business to the next level by expanding our operations to encompass publishing as well as our R&D efforts to increase the number of innovations we produce each year and extend our brand identity.

For the last several years, XR (“virtual reality” and “augmented reality”) development has been significantly geared towards the gaming industry. This trend will continue

although the potential growth in other arenas of activity are more significant. At the recent “8th IEEE International Conference on Space Mission Challenges for Information Technology” ([July 2021](#)), Argos.VU presented its recently developed “Mars Induction Explorer” under the auspices of Bruce Leybourne director of research for IASCC Advanced Research in Space Weather.

The ability to interact with UV Auroral data from the Maven mission in three dimensions and zoom down to digital terrain maps from the University of Arizona on the surface of the mars led us to new insights regarding the harmonic nature of this Auroral phenomenon. These findings would not have become apparent if we were looking at the data in merely two dimensions.

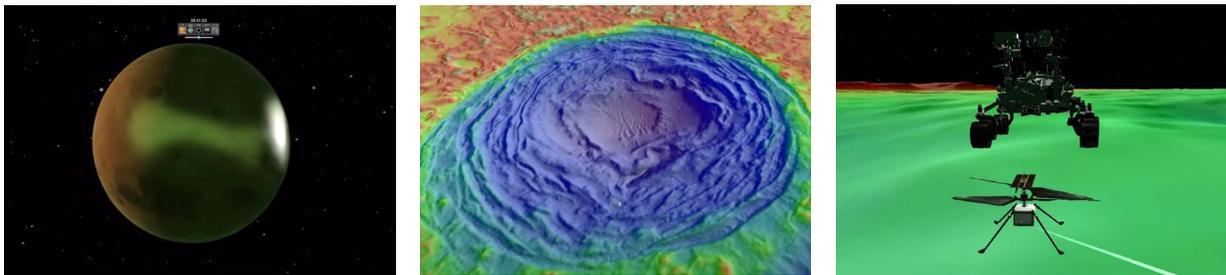


Fig 1. Mars Induction Explorer as presented at the 8th IEEE International Conference on Space Mission Challenges for Information Technology” ([July 2021](#)).

With this type of experience possible, it is clear we will be exploring oceans of data with new eyes, new perspectives and new insights.

Argos.Vu has developed scientific visualizations for a variety of disciplines. One of these VR applications focuses on charged cloud behaviors. In “The VU”, distributions of charged plasmas are arranged by the user in order to produce charged plasma geometries within a time adjustable virtual lab. It is like being inside a three dimensional plasma reactor with widely adjustable time and spatial scaling so you can focus on specific behaviors and harmonics.

Founder’s Background

Argos.Vu and the VR platform we’ve built are the culmination of David Johnson’s 30 year experience as an electrical and software engineer. He holds two engineering degrees from the Florida Institute of Technology in Melbourne Fla. The university is located about 30 miles south of the Kennedy Space Center.

Johnson was born in Saddle Brook, New Jersey in 1960, and graduated High School in 1979 from the Palm Beach Academy in Palm Beach, Florida. He studied engineering and physics at Lehigh, University transferring to the Florida Institute of Technology where he received a BS in Electrical Engineering in 1985 and a BS in

Computer Engineering in 1986. He wrote the nationally marketed video game named “Popeye” for Parker Bros which ran on the Atari 400/800/5200 platforms. Following graduation, he started a software company focused software development around the MIDI interface and designed a sequencing system for digitally recording and editing musical performances.

During the 90s he built an early internet fulfillment system running on the IBM RS6000 which networked 50 workstations between Azusa and Beverly Hills, CA. In 1994, he worked as a motion capture editor/rigger with the award winning “Metrolite Studios” in Los Angeles, CA. In 1999, he attended and completed the Senior Executive Program, sponsored each summer by Columbia University at the Harriman Estate in NY.

Fascinated with the emergence of rendering engines, he built a custom GPU based 3D rendering system called MVR which immersed the user in a meditation based navigable fluid dynamic multi-particle system environment. In 2005, he moved to Austin, Texas and worked as a Software Engineer for “Neuric Technologies” an early AI startup and build a facial animation system within the MVR system which expressed emotions generated from the Neuric AI. In 2007, he returned to Los Angeles as Director of Software Engineering for the medical device company, Magnetecs Inc.

He designed the physician interface for an large electromagnetic catheter guidance system which is used in the treatment of cardiac arrhythmia. He coordinated three installations of the 18,000lb system for clinical trials in hospitals in Madrid, Spain, Seoul, North Korea and Prague, Czech Republic. In 2014 the emerging Virtual Reality consumer market caught his attention and he began building a GPU based engine which explores the effects of field modalities on large scale particle systems. This led to the creation of “The VU”, Argos.Vu’s flagship product. The Harmonic behaviors observed within this application, led David to explore alternate physical models of the dynamics of charge distributions on the micro and macro scales.

Concept

Argos.VU has been closely watching the movement of the introduction of XR into the consumer market, and we have now decided to move into a strong growth phase, to capitalize on the current market opportunities for a company such as ours. This direction is generating a tremendous amount of interest throughout our industry. For example, Facebook currently employs more than 10,000 developers

specifically focused on the Oculus platform. Mark Zuckerberg goes so far as stating that Facebook is no longer a social networking company, it is now a [metaverse company](#).

With the years of experience behind us in software development and engineering, we believe there is another more viable approach to building this metaverse that addresses the human toll experienced when being treated primarily as an economic unit rather than a high potential human being.

We have now all experienced the isolation enacted by Covid lockdown legislation mandates globally. The silver lining is the ability for us to interact collectively through first generation telepresence provided by platforms such as Zoom, Teams, Slack, Discord, etc.

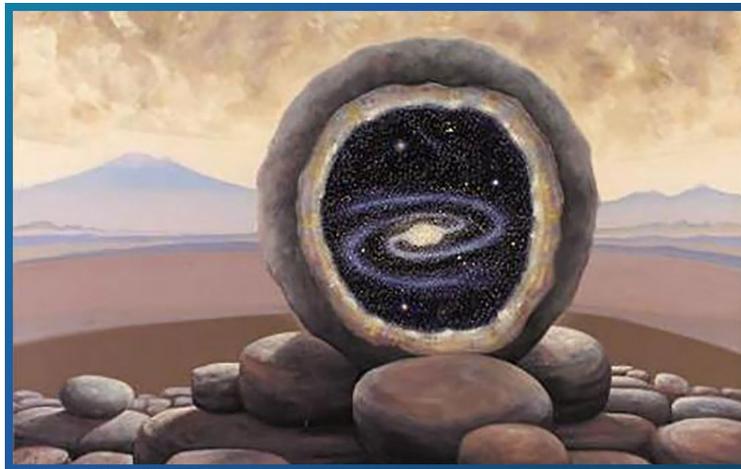
The disruption of the social fabric means we must readdress how to collaborate, create and learn from and with each other in the current environment. The factory model of education is no longer viable. Standardized learning now makes no sense. The diversity in learning styles is one of the golden threads that education in VR naturally provides. Through second generation immersive experiences, students will experientially be encouraged to explore their abilities and challenged to expand their awareness on an individual basis. This is an entire rework of our current educational framework. Telepresence and experiential learning in XR will provide the foundation of this massive endeavor. Argos.VU will be an active contributor in the massive undertaking which spans many disciplines globally.

Objectives

- Development, Production and Promotion of Oculus Quest VR experiences under development at Argos.VU. (All Shape Building Set, FPV Explorer, Mars Explorer).
- Hire and develop a small, focused development team that will extend our data visualization platforms to conform to the [SysML](#) standards being developed by [OMG](#) for [Digital-Twins](#). ([Digital Twin Consortium](#))
- Open Source Telepresence Networking framework which will generalize the core (Minimal-Application) upon which to build and extend virtual experiences.
- Augment company staff to support and sustain prolonged growth.
- Increase Research & Development to keep pace with bleeding edge development of hardware and development tools.

- Continued Collaborative Community Building through immersive telepresence.
- Solidify relationships with strong strategic partners.

VR Applications, Projects and R&D



1. The VU
 - a. Plasma Simulation Platform
 - i. 3D Charged Particle Accelerator/Oscilloscope
 - ii. VR weightless Navigation with Differential Quaternion Rotation for orientation and flight. [Argos](#) and [The VU](#).
2. Filamentary Model of the Solar System
 - a. Jim Weninger's Filamentary Model of the Solar System
 - i. Scalable Solar system allowing flight and observation along the path of the entire solar system progressing in a helical spiral along the solar apex.
3. Celestial Plasma Dynamics – Donald Scotts Birkland Current Model
 - a. Presentation at Thunderbolts Electric Universe Conference Phoenix, AZ ([July 2017](#))
4. Lattice Boltzmann - Electro Hydro Dynamics Method on GPU
 - a. R&D project exploring parallel processing models for charged fluid dynamic simulations.

5. Edo Kahl's Structured Atom Model
 - a. Simulation of Neutron-less Atomic Models in collaboration with Edo Kahl.
 - b. Live Demonstration of findings on the Electric View Podcast on YouTube.

6. Terrence Howard's AllShape Geometry
 - a. Coordinated the production of his [book](#) and designed algorithms to generate his [geometries](#) procedurally.
 - b. Super Symmetrical Systems – coordinated connections and presentations.
 - c. [LynchPin Drone Contest](#) – coordinated connections and presentations.

7. Appearance on Allen Saakyan's Simulation Podcast
 - a. Interviewed with Allen Saakyan on his Simulation [podcast Dec 2020](#).

8. Walter Russell – Cubic Wave Field explorer in VR
 - a. Demonstrated a prototype of Walter Russell's Cubic Wave Field in VR to the lead officers of the Walter Russell foundation and museum.

9. Telepresence on Oculus Quest2
 - a. Prototyping for Telepresence framework with James Pelegrinni.
 - b. Spatial Football toss from Los Angeles to North Carolina (Spring 2021)
 - c. Application to E-Sports.

10. Prototype for AllShape Construction Kit in VR on Oculus Quest 2
 - a. Initial Construction Framework for AllShape building toy in VR
 - b. Prototype Demonstration (Spring 2021)

11. Mars Induction Explorer
 - a. Collaborated with Bruce Leybourne to build a prototype of his stellar transformer model applied to compiled Martian data from the Maven mission and the University of Arizona Martian Digital Terrain Map Archive.
 - b. Presented a live demonstration in VR at the 8th IEEE International Conference on Space Mission Challenges for Information Technology ([July 2021](#))

12. Butterfly Wing VR prosthetic

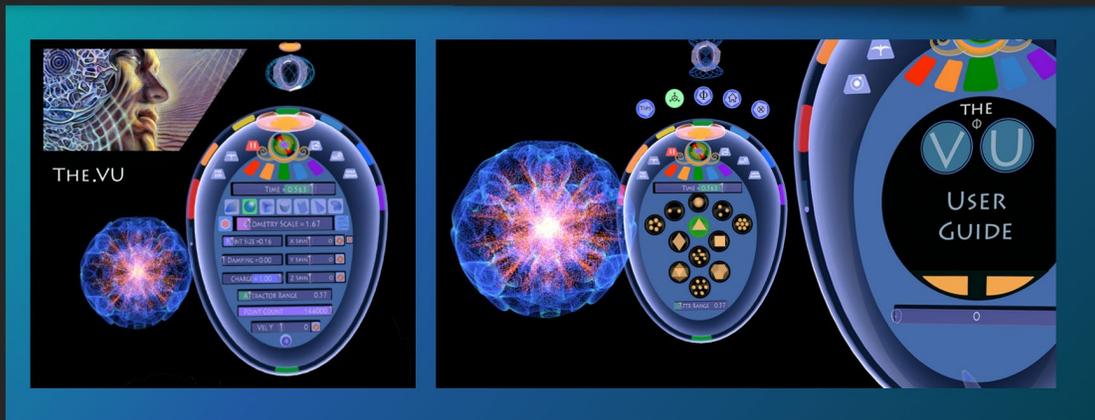
- a. Built a prototype demonstrating the sense of having butterfly wings attached to your arms in VR. (Spring 2021)
- b. Tracking and recording of body movement for biodynamics
- c. Enhanced exercise routine potential.



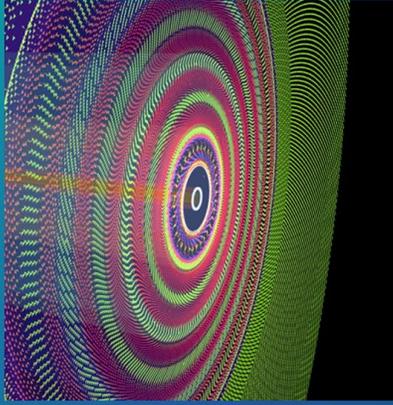
Butterfly Egg - No Background Necessary

Associated Images

The VU



Plasma Dynamics - Birkeland Current Study

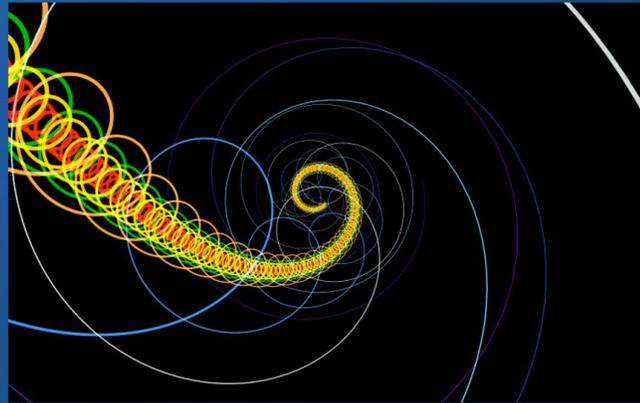
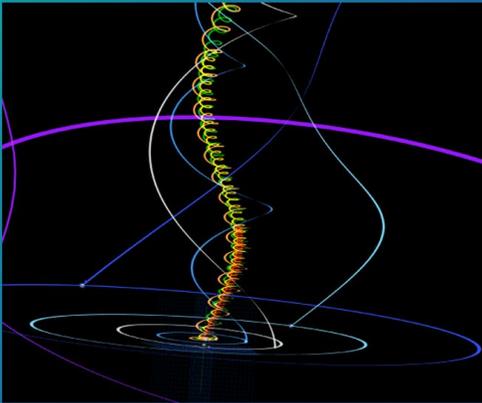


VR Applied
to
Scott's
Model of
Birkeland
Currents

DAVID JOHNSON, LUKAS WOMACK,
JIM WENINGER, JUAN CALSIANO



Jim Weningers Solar System Model





David Johnson - Electrical Engineer - Primary Developer and Founder - FIT & Columbia University



James Weninger - Astrophysicist - Filamentary Model of the Solar System in the Interstellar Cloud - Oakland University, Michigan



Lukas Womak - Developer - Neuric Technologies - Initial Stake Holder - Business Development - SMU



Richard Moore - Mathematician and Author Spent 30 years in the Silicon Valley software industry, working for leading-edge companies, Xerox Parc, Apple Advanced Technology



Joseph Matto Architect, AIA - Geometer - Tetra-Waveform - Pratt Institute - School of Architecture



Eugene Bagashov, theoretical physicist & researcher at the Joint Institute for Power and Nuclear Research - Sosny of NAS of Belarus, particle physics and quantum field theory and quantum chromodynamics (QCD).



Terrence Howard - Visionary and Renowned Actor - The All Shape - Fundamental Morphologies - Initial Stake Holder



Robert Hawthorne, Sr. Geologist, Gemologist Upheaval Dome Explorer - Associate of Gene Shoemaker - of Shoemaker Comet Fame



Robert Hawthorne, Jr. Geologist - Fulgarites - Geological Transmutation through Plasma Discharge



Could Saturn's hexagon be an oscillatory cymatic-like feature due to a continual low frequency pulse from it's core?
 Limgu.com/AHEBUX... ©

CymaScope hexagon created with a low frequency sine tone.

Hexagonal feature on Saturn

Note the slight concavity of the hexagon's sides and compare with cymaScope hexagon.

Low frequency sound travels outward from the epicentre of the eruptive event and reflects off ice particle pathways.

Ice particles are pushed up by convection currents thus creating a circular pathway.

Sound energy stabilises in a region of resonance in the form of a stationary hexagon as a function of the frequency of the eruptive event and the diameter of the ice particle pathway.

Region of epicentres

25,000km

25,000km

BELOW CLOUDS

CONVECTION CURRENTS

ICE PARTICLES

Sound energy travels outward in all directions.

Eruptive event in core sends continuous low frequency sound energy to surface. The event also triggers convection currents.

Concept: John Stuart Reid
 CymaScope.com
 Graphic: Dean Baker

