

Project Sanctuary



Rescuing a stranded creator community and giving digital-art owners permanent, self-sovereign title to their work — on a performance-proven Web4x metaverse.

A new, dedicated entity · backed by Cerulean Circle GmbH · powered by  Ecoverse

SEED / STRATEGIC ROUND

THE ASK

US \$5,000,000

FOR

10% Equity

IMPLIED VALUATION

\$50M post*

CATALYST DEADLINE

27 July 2026

A dated wipeout, a ready destination, and permanent ownership



Watch the 30-second film

youtube.com/shorts/2WSNNF9qDhw

Open ↗



Tyler Hobbs × Apple Vision Pro — in-headset film

youtu.be/m8vwpB70v5A

Open ↗




Davos 2024 — the Ecoverse space

youtube.com/embed/InfL3nWrsQw

Open ↗

On **27 July 2026**, Spatial sunsets its Free and Pro creator tiers and ends 3D-world hosting for them. Creators have been told to download their assets before that date — anything left is deleted. An ecosystem accumulated over nine years is about to be stranded.

Project Sanctuary is a **new, independent entity created specifically for this opportunity** — backed by **Cerulean Circle GmbH** as technology partner and incubator, and powered by the  **Ecoverse** runtime, but incorporated and capitalized as its own company so investor equity sits in a clean vehicle. It does three things in one motion: **(1)** migrates stranded creators and their composed worlds, with their consent, onto **Ecoverse**, a performance-proven, web-native metaverse; **(2)** issues each owner a **Web4ID self-sovereign identity** so their ownership is cryptographic, portable, and theirs forever; and **(3)** assembles the result into the first identity-protected digital-art community at scale — a community that can never be wiped out by a single platform's shutdown again.

The one-line thesis. We acquire an existing, pre-engaged creator base at a fraction of paid-channel cost, give them something no incumbent offers — durable, portable ownership of their IP — and monetize a destination platform they have every reason to adopt before a hard deadline.

~3M+

SPACES CREATED ON
SPATIAL (CUMULATIVE)

~100

CONCURRENT USERS
DEMONSTRATED, SINGLE
EVENT

~7 wks

MIGRATION SPRINT TO
DEADLINE (+ ~14 MO
RUNWAY)

Sources: Spatial creator-platform sunset notice & asset-deletion deadline (spatial.io blog, 2026); UploadVR coverage; cumulative figures from Spatial's own platform marketing. Concurrency demonstrated at the Pace Gallery / Tyler Hobbs opening (recorded footage available in diligence).

Why now is not negotiable

Spatial has confirmed it will **sunset its Free and Pro tiers and discontinue 3D-world hosting for them on 27 July 2026**, while continuing to serve enterprise customers. Creators must export their assets before that date or lose them permanently. **VERIFIED**

The critical, under-appreciated detail: owners may be able to download raw asset files, but they lose the **composition** — the assembled, multiplayer, hosted world that gave the work meaning and audience. Restoring that composed, living experience is exactly what a destination platform provides and what individual file export cannot.

Honest framing of scale. The 3M+ figure is cumulative creation, not active users. Public web-traffic estimates for spatial.io (~250K monthly visits; global rank ~93,000) indicate the genuinely *active* community is a fraction of the headline — likely tens of thousands. Our model is built on that reality, not the headline. (Similarweb / Semrush estimates, 2025–26.)

Migrate. Protect. Belong.

① Migrate

A migration package moves creators' standardized 3D assets (glTF/GLB, USDZ, FBX and texture maps) and rebuilds the composed experience on Ecoverse before the deadline — on an opt-in, owner-consented basis.

② Protect

Each owner receives a **Web4ID self-sovereign identity** binding their IP to a cryptographic, portable, owner-controlled title — protection that persists across platforms, vendors and devices.

③ Belong

Migrated creators join a curated, identity-protected digital-art community with ongoing hosting, discovery, multiplayer and runtime — a permanent home, not a one-time rescue.

The value to the asset owner is not "download files you already own." It is **ownership you can prove and carry anywhere, plus a living runtime for work that would otherwise go dark**. That is the difference between a backup and a sanctuary.

A rare convergence of identity, metaverse and art-world credibility

Web4x & self-sovereign identity — the ownership spine

The migration's durable differentiator is identity. **Marcel Donges** is a software architect with a 30-year track record across the Internet of Things, Internet of Services, Industry 4.0 and large-scale systems (including Chief Architect, Smart Cities Stuttgart; Borland alumnus). He is the creator of the **Web4x** framework and the **WODA / ONCE** reference implementation, publicly presented at **OW2con, Paris, 2019** — Europe's largest open-source community. **VERIFIED** He leads **Web4ID**, a reusable self-sovereign identity system built on Web4x — with identity partners including **DAL** and **tenbeo** (from the Heartspaces initiative). **SOURCED**

Donges' Web4x framework is featured and discussed as a third-party subject in **Krista Kim's book *Human Sovereignty*** (2026), which traces a consistent thesis of data ownership and trust and treats Web4x and the EU's own legislative direction as converging toward "data sovereignty as a default right." **SOURCED**

Ecoverse — the performance-proven destination

Ecoverse, led by metaverse & XR pioneer **Philip van Nederveelde** (23+ years XR; founder of award-winning studio E-SPACES), is a web-native metaverse built on modern WebXR / Babylon.js — architected for fast, download-free, multi-user experiences and positioned as a lighter alternative to heavyweight engines. **SOURCED**

- **Blue-chip art-world delivery:** Ecoverse designed and realized the **QQL: Analogs** metaverse exhibition for generative artist **Tyler Hobbs**, presented by **Pace Gallery** and **AOI** — explorable at ecoverse.com/space/qql. **VERIFIED**
- **Demonstrated concurrency:** ~100 concurrent users in the cinema space at the Tyler Hobbs opening — evidenced by recorded in-world footage. **DEMONSTRATED**
- **A built, showable platform:** 10+ polished demo environments (e.g. the live **Davos space**, moon base, observation deck, planet factory) proving range, not a single tech demo. **LIVE**

Macro tailwind — the EU's Web 4.0 strategy

On 11 July 2023 the European Commission adopted a formal strategy to lead on **Web 4.0 and virtual worlds**, framing it as the next transition after Web 3.0 and emphasising open, interoperable, rights-respecting virtual environments — directly aligned with an ownership-first, identity-anchored approach. **VERIFIED**

05 — BUSINESS MODEL

Acquisition engine + recurring platform

Two revenue lines: a one-time **migration + ownership package (~\$1,500)** and a recurring **membership/runtime subscription (~\$500/yr)**. Migration fees are the customer-acquisition engine; the platform's recurring economics are the return driver.

EFFECTIVE ACQUISITION COST

≈ **\$10–\$50** / engaged user

Acquiring a pre-engaged base via a deadline-driven offer, well below typical metaverse/gaming paid-channel CAC of ~\$20–\$100+.

WHY OWNERS CONVERT

A hard deadline, an emotional loss (their composed world), and a unique offer no incumbent matches: **provable, portable ownership** plus a live runtime.

06 — CONVERSION & REVENUE SCENARIOS

Modeled on the active base — not the headline

Platform-shutdown research consistently shows that full migration to a single named destination is a **minority of the engaged community** (studies of displaced communities cluster around ~4–20%, highest for the most-attached users). We therefore model paying migration against an engaged base of ~50k–150k, not the 3M cumulative figure.

SCENARIO	PAYING MIGRANTS	ONE-TIME (\$1,500)	RECURRING (\$500/YR)
Conservative	3,000	\$4.5M	\$1.5M / yr
Base case	7,500	\$11.25M	\$3.75M / yr
Upside	20,000	\$30.0M	\$10.0M / yr
Headline ceiling*	1,000,000	\$1.5B	\$500M / yr

Recurring figures are pre-churn. *The headline-ceiling row is a theoretical maximum shown for completeness only; it is **not** a forecast and the raise is not predicated on it. The base case is the figure management actually underwrites.

\$5,000,000 for 10% — sized to the plan, not the dream

The raise is sized to what the capital must *do* across two phases: a **~7-week migration sprint** to 27 July 2026 (finish the migration software, run the marketing push, issue Web4ID title, and host migrated worlds at scale), followed by a **~14-month runway** to convert rescued creators into a sustainable recurring-subscription community. Entity formation runs in parallel from day one. A clean new entity cherry-picks the proven pieces — Ecoverse runtime, Web4ID identity, and the Spatial migration opportunity — built from scratch, isolating investor equity from unrelated history.

USE OF FUNDS	%	AMOUNT
Migration software finalization & engineering	30%	\$1,500,000
Marketing push to Spatial subscribers (deadline-boxed)	25%	\$1,250,000
Platform / runtime + hosting & parallel-instance scaling	18%	\$900,000
Web4ID identity issuance at scale	12%	\$600,000
Entity setup, legal, IP & ownership agreements	8%	\$400,000
Operating reserve / contingency	7%	\$350,000
Total	100%	\$5,000,000

*Valuation (\$50M post-money) is a proposed opening position, subject to negotiation and diligence. The investor becomes a shareholder in the new entity, with the Ecoverse runtime, Web4ID identity layer and migration opportunity contributed under formal agreement.

Sprint to the deadline, then build the recurring business

Today is **9 June 2026**. Spatial deletes unmigrated creator worlds on **27 July 2026** — roughly **7 weeks**. There is no slow ramp: the migration is a sprint that begins immediately, entity formation runs in parallel (as fast as notaries and registries allow), and the months after the sunset are dedicated to retention and standing up the subscription business that sustains the community.

- **NOW — week 0 (9 June 2026)**
Migration sprint begins immediately; migration pipeline live for standardized formats; Web4ID issuance flow active; full marketing push to Spatial subscribers — "save your assets + own them forever." Entity incorporation & contribution agreements (Ecoverse runtime, Web4ID) run **in parallel**.
 - **Weeks 0–7 — the migration window**
Scaled parallel-instance hosting; creators migrate and receive portable Web4ID title; daily conversion ramp as the deadline approaches.
 - **27 July 2026 — Spatial sunset (hard deadline)**
Migration at capacity; all opting-in creators must be migrated by this date. Unmigrated worlds are deleted by Spatial.
 - **Month 2 onward — ~14 months runway**
Pivot from rescue to sustainability: activate recurring subscriptions, community curation, marketplace/discovery, and second-wave acquisition beyond Spatial — building the durable subscription business that funds the community long-term.
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What could go wrong, stated plainly

RISK	MITIGANT
Conversion below base case. Active base may be smaller / less attached than modeled.	Raise sized to a focused plan, not to high conversion; reserve included; recurring platform value beyond migration.
"Just a download." Standardized formats mean owners can export files themselves, free.	We sell composition + runtime + provable ownership, not file export; identity layer is the moat, not the file move.
Ownership / ToS exposure. Migrating others' assets touches Spatial terms and creator rights.	Opt-in, owner-consented migration under formal agreements; owners retain their content; legal line-itemed in use of funds.
Concurrency / scaling cost. ~100 users/instance implies many parallel instances at scale.	Web-native architecture engineered for parallel instances; hosting budgeted; demonstrated at a real event.
Competition. Other platforms could court the same orphaned base.	Deadline-boxed first-mover push; art-world relationships (Pace/Hobbs, Kim); identity differentiator others lack.

Competition — the asymmetry, stated honestly

The competitive claim is not "no one could ever build this." It is narrower and more defensible: **no competitor today holds the three things at once** that winning this window requires — a live web-native runtime, a cost structure that supports ~\$500/yr economics, and readiness inside the weeks before 27 July 2026.

- **The runtime is the slow part, and it already exists.** Ecoverse is a built, web-native platform with 10+ spaces, demonstrated publicly (Davos 2024, Apple Vision Pro footage). **LIVE** It has delivered a blue-chip world — the QQL: Analogs metaverse for Tyler Hobbs / Pace Gallery. **VERIFIED** Real concurrency (~100 users) was shown at the opening. **DEMONSTRATED** A competitor starting now would have to build that platform *first* — the part that took years — before they could even begin courting creators.
- **Cost structure is the real moat, not absence of rivals.** A server-streamed GPU metaverse could render worlds but could not reach our per-creator economics. The web-native architecture is what makes the pricing viable; that is hard to replicate in three weeks or three quarters.
- **Timing is the unfair advantage.** Migration is a one-time decision per creator. A superior entrant arriving in 2027 finds the engaged base already migrated, re-platformed and credentialed. We do not need to out-build incumbents forever — we need to be the only ready, cost-viable destination during the one-time displacement event. First-mover on a *displaced* community is stickier than on a greenfield one, because re-migrating is the exact pain they just escaped.

"Just a download" — why the export is not the world

Standardized formats let owners export their files for free, so the objection runs: there is no lock-in. The answer is that **an export is a pile of assets — meshes, textures, metadata — not a running world.** The navigation, spawn logic, multi-user presence, physics and access rules a creator built do not travel in a file dump. Reconstituting them into a live, navigable space requires a **target runtime** — and that is precisely

the asset no competitor has ready. We do not sell a file move; we sell composition, runtime and provable ownership. The download proves the point rather than undermining it: it hands the creator raw parts that only become a world again inside an environment like ours.

Migration readiness — the one remaining build, dated

Honest status of the migrator. The ingestion pipeline that turns a Spatial export into a running Ecoverse world is in **final build**, on a three-week test track, with the **first LIVE creator migration targeted for ~12 June 2026** — comfortably ahead of the 27 July shutdown. This is the one piece not yet shown; we state it as a milestone, not a present capability. Critically, it sits *on top of* infrastructure that is already proven (runtime LIVE, blue-chip delivery VERIFIED, concurrency DEMONSTRATED) — the small, bounded, fast part remaining over the slow, expensive part already solved. **Fallback:** if the automated test slips, assisted/manual migration of the highest-value worlds still captures the most-attached creators (the ~4–20% who actually convert) inside the window; we need a working path, not a flawless one, to win the land-grab.

Why outreach starts before the migrator is proven

Three clocks run at once: the migrator test (~12 June), outreach (must start **now**), and Spatial's shutdown (27 July). Attention — not tooling — is the scarce resource, and audience-building takes weeks regardless of when the pipeline lands, so outreach is deliberately **offset earlier**. In the pre-June window the message is an invitation and a waitlist — *register your world; migrations begin mid-June; your worlds and ownership travel with you* — capturing demand and owner consent, with high-value worlds queued first. From ~12 June the tested pipeline converts that queue through to the shutdown. Outreach captures demand; the migrator supplies it; the two are meant to run offset, and the use-of-funds reflects marketing firing immediately and ahead of the tooling. The waitlist framing is also a guardrail: outreach never implies a one-click live migrator before it exists, so no early creator hits a wall on a promise we cannot yet keep.

Retention — keeping them after the window

Capturing creators is a timing play; keeping them is what justifies the recurring subscription. Retention rests on re-platforming fatigue (their worlds now run natively in our runtime; re-migrating is the pain they just left) and on Web4ID self-sovereign identity (DAL · tenbeo), the ownership-portability spine that anchors a creator's identity and provable ownership. **SOURCED** Web4ID is a real identity product line shown in diligence rather than asserted as a live in-product feature here; we tag it accordingly.

Evidence behind the claims

- Recorded in-world footage of the Tyler Hobbs opening showing demonstrated concurrency.

- ► **30-second film:** youtube.com/shorts/2WSNNF9qDhw · **Tyler Hobbs on Apple Vision Pro:** youtu.be/m8vwpB70v5A · **Davos 2024 space:** youtube.com/embed/InfL8sWrsQw.

- Ecoverse platform trailer: trailer.ecoverse.com; the Tyler Hobbs space ecoverse.com/space/qqj; and 10+ demo environments incl. [davos24](https://davos24.com).

- Web4x / WODA / ONCE reference implementation and the 2019 OW2con Paris presentation.

- Web4ID self-sovereign identity documentation (DAL, tenbeo); Krista Kim's *Human Sovereignty* (Web4x featured).

- Spatial sunset notice and asset-deletion deadline; EU Web 4.0 strategy (ip_23_3718).

- Migration-software architecture and a technical demonstration under NDA.

- **One-page summary:** [Project Sanctuary OnePager](#).

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