GET EQTY

Exclusive investment opportunity in a unique music metaverse model combining iconic catalogs, merchandising, and virtual experiences.

KEMETECH

BEATS NATIONS
WE POP GLOBAL



OUR VISION

Imagine a world where fans don’t just listen to their favorite music – they experience it through virtual concerts, immersive stores, and digital collectibles.

A world where iconic music catalogs, merchandising, and next-gen metaverse experiences converge to redefine culture, fandom, and technology.

This is not just an investment –
it’s the future of music entertainment.



THE OPPORTUNITY

A first-to-market venture combining one of the world's largest private music catalogs with a scalable, high-margin merchandising engine and a next-gen metaverse entertainment platform.

Highlights:

- **2,500 iconic catalog songs (exclusive metaverse rights)**
- **Access to 20,000+ songs for immersive experiences**
- **Option: 60+ unreleased Michael Jackson songs**
- **Multichannel monetization via merch, digital goods & virtual events**



CATALOG SUMMARY

2,429 TOTAL SONGS
1,149 UNIQUE ARTISTS



Facility Setup Costs (One-Time):

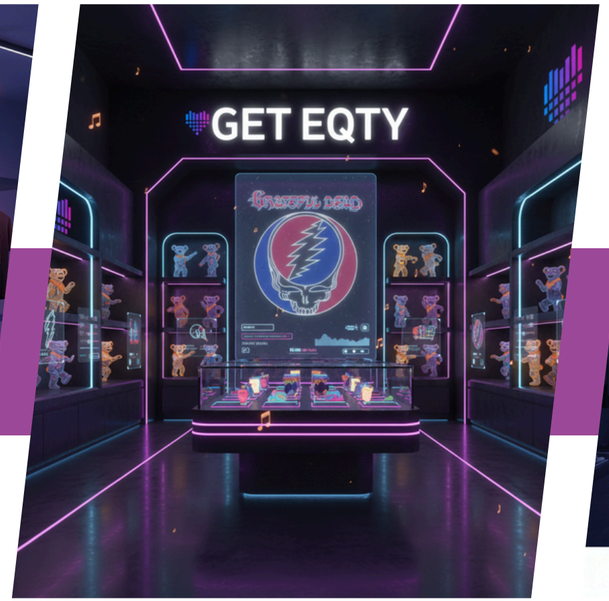
- Leasehold Improvements: $50,000 – $110,000
- Printing & Embroidery Equipment: $65,000 – $175,000
- Packaging & Shipping Infrastructure: $20,000 – $45,000
- IT & Software: $12,000 – $25,000

- **Total Setup Costs: $147,000 – $335,000**

ANNUAL REVENUE FORECAST PER ARTIST CATALOG









Classic T-Shirts: 2,000 units/year → **$60,000 revenue**
Hoodies & Crewnecks: 800 units/year → **~$48,000 revenue**
Caps/Hats: 600 units/year → **~$18,000 revenue**

Album-Art / Vault Collections:

Forecasted total annual merch revenue: → **~$126,000 per artist**
Forecasted 5-year revenue (one artist): → **$630,000+**
Forecasted 5-year revenue (20 artists): → **$12.6 Million +**

Margin: 65–75%

BRANDING DIVISION X BEATS NATION
EXAMPLE - GREATFUL DEAD



NIL GREATFUL DEAD
XR GLASSES



NIL MERCHANDISE
APPAREL, CPGS, VINYLS



GRATEFUL DEAD RETAIL
EXPERIENCE – CONTENT IS KING

30 YEAR EXPERIENCE IN PHYSICAL & DIGITAL BRANDING

VAULT MERCH & RELEASE STRATEGY

A multi-decade monetization strategy leveraging the catalog as a continuous source of collectible products, premium editions, and exclusive releases.

Key Elements:

- Multi-Decade Catalog Monetization
- Annual Themed Drops – live sets, remasters, alternative mixes
- Anniversary Bundles & Box Sets
- Tiered Access for Superfans – Deadhead-style tiers
- Limited-Edition Vinyl & Posters – collector grade
  Lyric Sheets & Archival Art Reissues



BEATS NATION TEAM OUR STRATEGIC PARTNER



Beats Nation brings deep expertise in production, digital media, streaming architecture, and global entertainment ecosystem development. Together, they create an ecosystem merging music, merchandising, and metaverse experiences.

Trace Thomas – Founder & Technology Anchor

A digital media pioneer whose experience provides technological leadership for the entire project:

- 20+ years of experience in global streaming architecture and digital media production
- Built and operated large-scale digital event and broadcast platforms
- Worked with music legends like Prince, Madonna, Eminem, and the Rolling Stones
- Advisor to leading tech companies such as Sony, Apple, and Avid Technology
  Expert in immersive experiences, content delivery, and metaverse integration

Elite Core Team - The team combines expertise in:

- Global streaming and platform architecture (formerly Netflix, Amazon Prime, Apple TV)
- Large-scale events and live entertainment (e.g., Ticketmaster, Live Nation)
- Immersive media experiences and digital brand building
- Scalable content distribution & commerce

SCALABILITY

This business model scales immediately across:

- 2,500-song catalog
- Multi-artist legacy catalogs
- Kemetech Metaverse store
- BEATS NATION NIL XR Glasses
- Digital-only items (almost zero production costs)
- Bundled physical-to-digital releases
  Live virtual events & exclusive NFT-based merc

Each additional integrated artist = a new multi-million USD 5-year revenue channel.



RIGHTS & ASSETS

- Exclusive metaverse usage of 20,000+ songs
- Option for the unreleased MJ catalog (60+ songs)
- Merchandising, virtual goods, collectibles & immersive events
- All NIL rights remain with rights holders (usage requires written permission)



WHY INVEST

This JV combines:

- Top-tier catalog IP (high-quality, evergreen music assets)
- Proven, high-margin merch operations (PhillyScreen model)
- Next-generation virtual experiences (Kemetech Metaverse)
- Recurring multichannel revenue streams
- A scalable system capable of generating 8-figure annual revenues across multiple catalogs

This is a rare combination of catalog value + merch profitability + metaverse scalability.



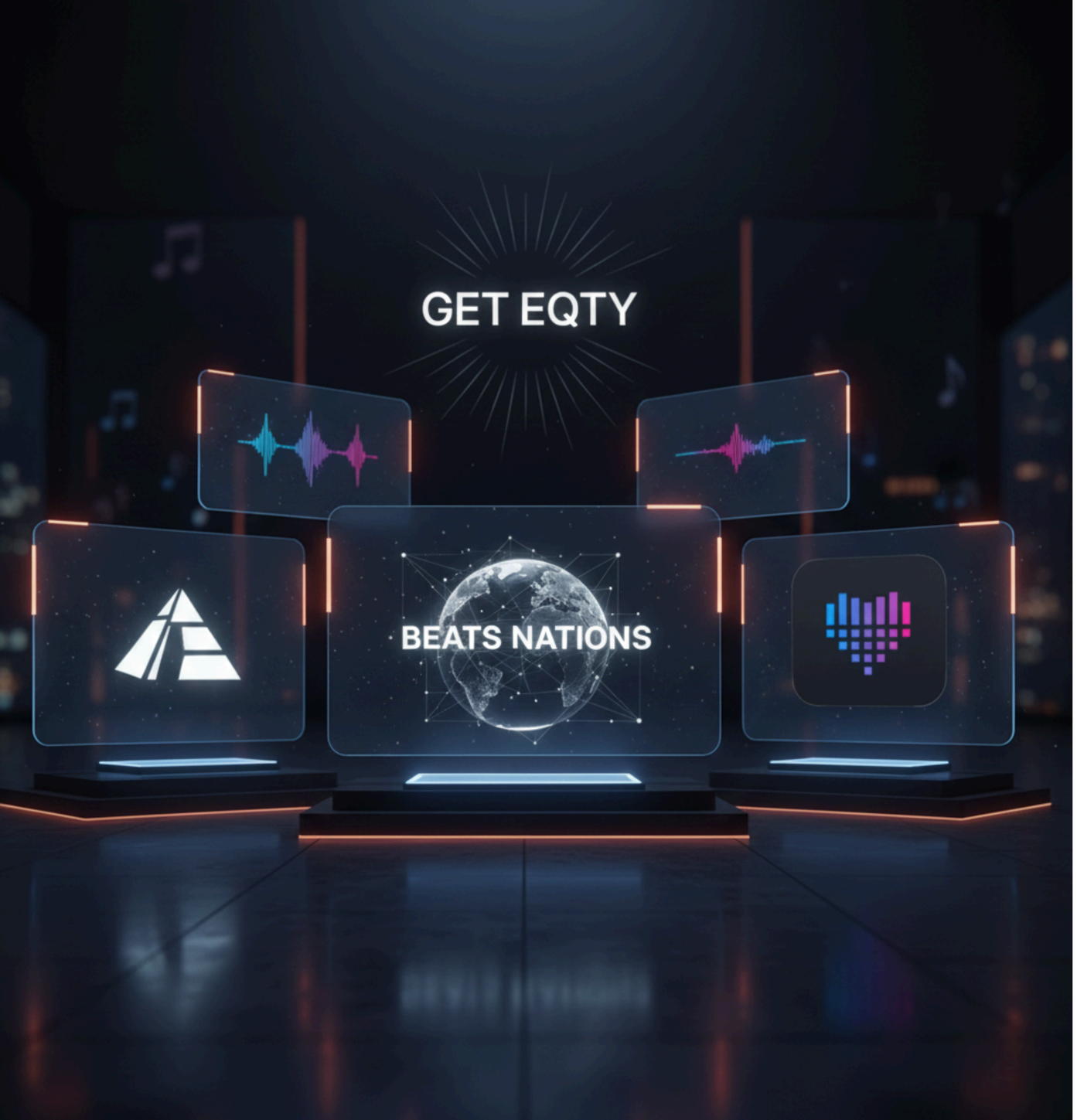


INVESTMENT-ASK & ROI

Ask: 200,000 USD seed for hybrid production, vinyl/physical expansion, online infrastructure, metaverse activation, and catalog onboarding

Equity: 10% stake (linked to the merch engine economics)

Modeled Upside: ~$1.95M/year for the investor at full scale
~$9.76M over 5 years (~162% IRR p.a. in the merch segment)



THANK YOU

Contact us:

GAR GILES: gar.giles@gmail.com
TIMOTHY NESMITH: timnesmith264@gmail.com