



VooGlue

VooGlue White Paper
The Business

VooGlue
Perth, Australia

THE BIG PICTURE

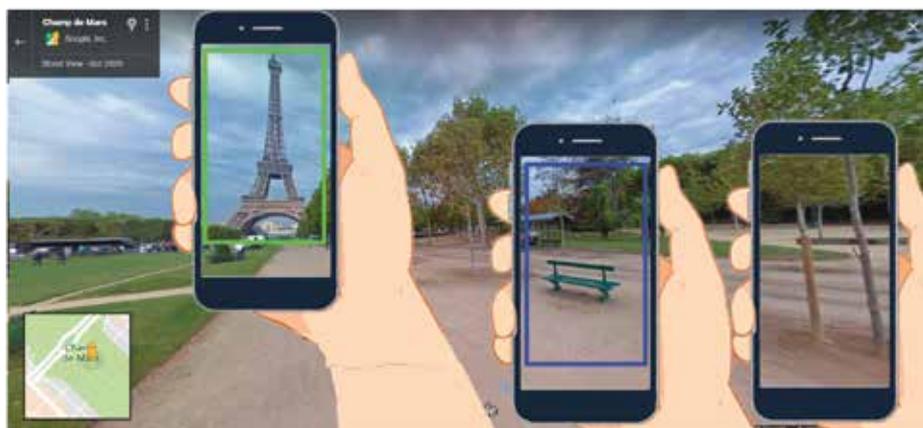
VooGlue connects video and products with images of objects and scenes in the real world.

It is a patented, free, slim, light mobile application and a platform with blockchain enabled features.

Just make a scan (for example, a photo) of any real-world scene, attach a video, and this video will automatically play when someone scans the same location. VooGlue captures the image, and then permanently "glues" your video to it. VooGlue glues products in the same way. A low subscription fee entitles users to add content. Viewing content is free to public.

Many sectors are ready for this disruption. No more faded description plaques at tourist attractions; just point your phone at the scene and the video description will play for you. No more waiting for the shop attendant to arrive; just scan the product, perhaps an antique, and get the full video description with an option to tap the button to buy. The attendant will get an alert and arrive. Think fun videos of your squad in the local cafe permanently attached to a photo of some part of the cafe. Every time you visit, you can scan the location and watch the memory. The applications are endless, and we have a lucrative business case.

Sponsorship rights for popular scenes go to the highest bidding sponsor. An example would be the Eiffel Tower.



Green content is sponsored or copyright fingerprint, blue or no frame is public so anyone can add content and view existing content

Once sponsorship rights are sold for a fingerprinted scene, it becomes the default or top listed content. Other scenes nearby remain available to the public. The mobile screen indicates where and what type of content is available as they move their viewfinder over a scene.

Where no fingerprint rights are applicable, denoted by a blue or nil frame, multiple videos can be added to a single fingerprint by multiple subscribed users. By default the most recent video content is shown. An option allows a user to scroll through past content, which is ranked according to recency and likes, and mark favourites. Low ranking and old content is retired, and users are warned before display of adult content.

We also add products and advertising. At a tourist attraction the product may be a scenic tour, a local restaurant special, or a suggested gift. In a shop it may be the product the user is standing in front of. At some street art it may be a music subscription associated with the art. VooGlue receives a 6% commission, of which 2% is sent to marketing affiliates. Marketing affiliates share links to organically drive user uptake and sales. Payments for products are securely, automatically, and transparently sent to the relevant stakeholders via blockchain architecture.



Products will be shown during or after video for the user to purchase. In the above example the sponsored scene promotes a dining special at the Eiffel Tower restaurant, whilst the public scene promotes a local pet store product special.

Competition between large corporations and government municipalities for the sponsorship rights to fingerprint scenes of famous tourist attractions will be intense, driving up the bid prices. Competition between vendors to have their products featured in the app in popular locations will also be fierce.



VooGlue is protected by a patent which includes the provision of a platform for users to attach a video reveal and products to a captured image.

VooGlue's revenue includes fees for app use, sponsorship fees, advertising fees and commissions on sales.

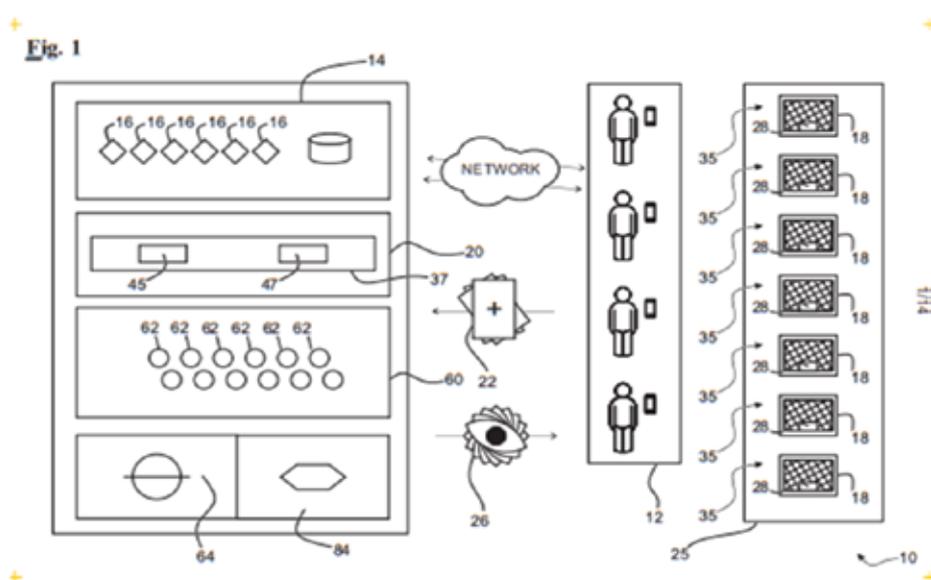
VooGlue will be a distributed application on the public blockchain. Nobody else has to build this infrastructure, and everyone can use it. Product sales in fiat currencies are converted to our token and re-distributed according to the rights recorded in the blockchain, thus placing token liquidity at the heart of VooGlue.

As an enabler app, VooGlue's cost structure is low. We own no products, and produce no content. We do not manage any packaging or distribution.

Adding content, products, advertising and winning sponsorship rights on VooGlue is frictionless. A vendor uses the app to snap the scene, places a bid for the scene if required, and adds their video and/or product. The process is automated and requires no intervention from VooGlue.

INTELLECTUAL PROPERTY PROTECTION

The VooGlue name is protected by TRADEMARK registration, and the software and platform is protected by a provisional INTERNATIONAL PATENT





This is a global patent, under the international PCT patent provisions and governed by the World International Property Organisation (WIPO), and includes the territories of:

AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IR, IS, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, SM, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

African Regional Intellectual Property Organization (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW)

Eurasian Patent Organization (AM, AZ, BY, KG, KZ, RU, TJ, TM)

European Patent Office (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR)

African Intellectual Property Organization (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)

Detailed claims are published on the WIPO website.

USE CASE : THE ART SECTOR

VooGlue has a wide spectrum of market applications, and has a working prototype in the fine arts sector. The fine arts sector was chosen because it is old, large, global and lends itself to fully use blockchain technology leverage options.

The fine art sector is ready for disruption. At an art exhibition, a buyer has to go looking for the curator to make a purchase. There are high commissions, clumsy payment processes, and lots of waiting. Artists meanwhile struggle marketing their works and rarely have potential for residual income.

VooGlue brings innovation to the way art is sold and marketed in art galleries and online. VooGlue's fingerprinting of art brings the purchase of physical art to mobile for the first time. This means that art customers have an easier, faster, and more modern buying experience. Using the VooGlue App to view art, art lovers see a 'buy' button floating near the artwork on their screen. A purchase is one simple tap away.

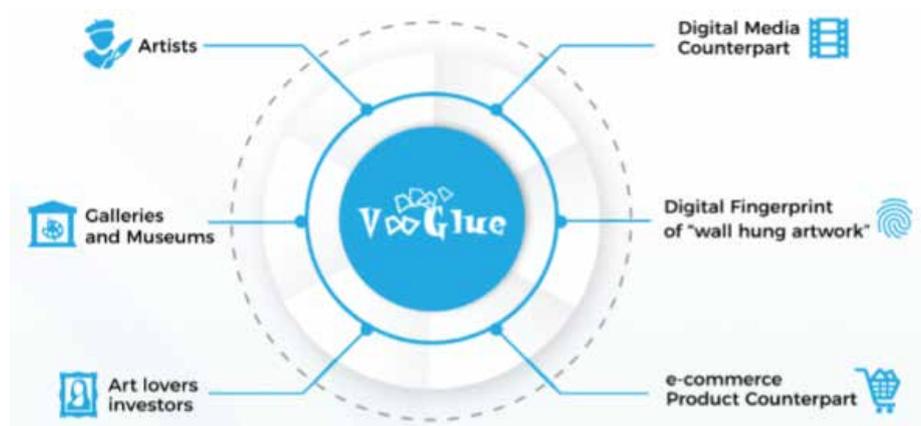
But VooGlue is bigger than that. VooGlue enables the permanent 'gluing' of digital multimedia to artwork, creating a counterpart product. This counterpart to wall-hung artwork serves to enhance the artwork itself, making it more attractive for purchase and viewing. Multimedia counterparts that are glued to a wall-hung artwork can themselves be offered for sale, thus providing additional revenue streams for artists. Included in the fingerprint of a wall-hung artwork can be additional items for sale such as prints, tee shirts, music, art tours, or any other related product. An art lover with the VooGlue app has access to all of this, available for purchase within the app. Of course, VooGlue's functionality is not limited to merely wall-hung artwork in galleries and at exhibitions. In the art sector alone it can be brought to street art, printed art, posters, photography, film, apparel, and much more.

The result is that art vendors can sell **more!** That's a big deal, because the sale of art is a big business that is stuck in an earlier time. It has not capitalized on new opportunities for growth brought by the digital age. The art market at the moment is a **\$32 Billion** per annum in the OECD.



VooGlue's highly secure decentralized blockchain allows our VooGlue app to be a true enabler for the art ecosystem. Stakeholders don't have to re-invest in the creation of the backbone infrastructure required to move art sales into the 21st century. VooGlue's platform enables artwork's provenance to be permanently recorded in the blockchain, along with the counterparts. All stakeholders will automatically receive their payments and royalties as the artworks change hands. Because VooGlue is an ecosystem enabler, the fee paid by vendors for use of the VooGlue App is small at \$10 per month and 6% per sale, and the VooGlue app itself is free.

So who will use VooGlue? The better question is who will not? In the arts sector, what artist / gallery / exhibitor / art investor on the planet will not want to sell and/or showcase more art plus related products to a wider audience?



Art viewers using the VooGlue App will consume the connected digital media experience. Since the digital video counterparts are permanently 'glued' to individual pieces of art, the digital content is thus tailored to augment, enhance, build on, intensify, and improve upon the artistic experience of the physical wall hung artwork in question. In this way art viewers can enjoy a more complete 'artistic experience' than is normally available. Imagine if we had this when the 'Mona Lisa' was painted!

Where the digital video counterpart is used to reveal content deliberately hidden inside the artwork, VooGlue has been described as enabling a 'new style of art' by art academics.

The VooGlue App is free for users to view and purchase artworks.

Because the VooGlue App allows artists to capture additional 'hidden meaning' using an artwork's underlying layers of paint (with the hidden meaning only being revealed to the viewer of the artwork when also consuming the counterpart video), art academics have described this as a



"Where an artist deliberately creates multiple layers, with the intent of having those layers revealed to add this next dimension, then this is a new style of art."

Mr Gary Dufour, Adjunct Associate Professor, Architecture, Landscape and Visual Arts, School of The University of Western Australia, Approved Valuer Australian Federal Government.

But it is not just about a 'new style of art'. Most content will be additional content about the meaning of the artwork, its history, the success story of the artist, and insights into the artist at the time they were completing the work. Because the VooGlue App is free, and enhances the user experience in this way, public uptake will be rapid.

The creation of the video content in most cases can be done quickly and easily. Curators are able to provide insight into artworks. Committing this to video then "gluing" it to the art through the VooGlue app is fast and easy.

Art vendors pay a \$10 monthly fee for use of the VooGlue App and a 6% commission on sales. The benefit to the vendor is a more streamlined sales process, a wider audience, an integrated marketing facility, and an improved user experience for a wider demographic. This should ultimately translate into more sales.

HISTORICALLY IMPORTANT ARTWORKS

Historically, new styles of art have caused a spike in art acquisitions and price (think 'the expressionists') as awareness grows and art buyers compete to purchase the earliest or best examples of the new style.

The VooGlue App brings the unique ability to 'glue' digital content to any existing artwork.

Physical wall-hung artwork is a well-known, globally coveted item with a centuries old tradition that has been used as an investment, status symbol, interior decoration and a means of value exchange for many centuries, with the oldest surviving paintings dating from the 6th Century BC.

A VooGlue artwork does not have to be recent, nor be for sale. Art museums and galleries all over the world with high end, historically relevant artworks on public display will want to add VooGlue digital content to their collections to enhance the user experience, bring more visitors to their displays, and capture younger demographics.





TOKENIZING ARTWORKS

VooGlue will write artwork digital counterparts to a distributed blockchain so each high value artwork has its own address. Art coins can be minted and traded. The artwork's posterity is recorded in the blockchain.



VOOGLUE TOKENS : ART SECTOR USE CASE

Uses can pay by VooGlue tokens or fiat. In the case of fiat payment, it is automatically converted to tokens through our built-in exchange. Because tokens allow seamless transfer to stakeholders, the user will know that the artist and copyright holders will be automatically paid. The VooGlue smart contract will receive the purchase request, and distribute the VooGlue Tokens according to the correct proportions to the artist, owner, copyright owner, agent(s), and affiliate marketers. Using tokens this way will appeal to purchasers of art, because if given the choice of equal options, purchasers are likely to choose the payment option that ensures the original artist is remunerated for their labour.

Vendors can elect to have a token minted for their product at the time of listing. Minting product tokens is useful for unique or limited edition items such as original art like the use case described above, limited edition prints, sporting memorabilia, antiques, and jewelry. In the case of original art the new owner will receive the minted token for the artwork into their ETH wallet. This is the final confirmation of the sale, and shows that all parties have been paid. The user's wallet address is now recorded as the new owner on the highly secure blockchain. This constitutes unquestionable proof of ownership, and it makes reselling the artwork easy and secure. To allow sales to be unrestricted during early rollout (where the user may not provide their Ethereum wallet address) the artwork token is retained in the smart contract and the fiat transaction ID is stored to identify ownership in the blockchain.

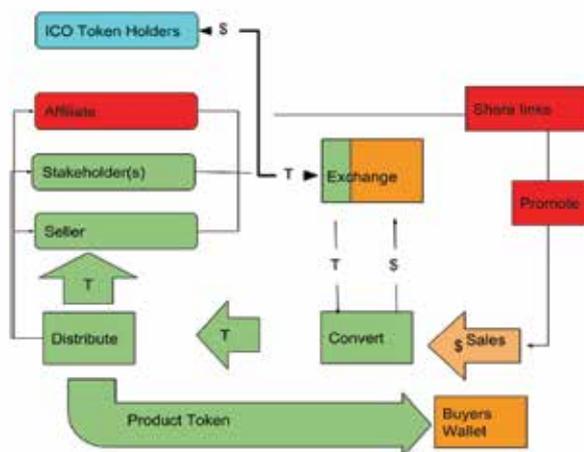
Using VooGlue tokens, the user will enjoy reduced transaction fees. Transaction fees add to the cost of e-commerce transactions while benefiting only the intermediary. Using a credit card via Stripe or paying with Paypal currently incurs fees between 1.75% and 3.6%¹. For a \$10,000 artwork - not an uncommon cost - this would equate to between \$175 and \$360 in fees.

Using VooGlue's decentralized platform as a medium enables close to zero transaction fees by comparison (estimated to be under \$2 USD ²). Thus purchasing an artwork on the VooGlue platform will provide a cost advantage by saving transaction costs. This saving will be passed on to the consumer.

VooGlue will write artwork digital counterparts to a distributed blockchain so each high value artwork has its own address. Art coins can be minted and traded. The artwork's posterity is recorded in the blockchain.

VOOGLUE TOKEN LIQUIDITY

It is important to note that token liquidity is built into our structure. The demand side comes as buyers convert fiat into VooGlue Tokens either prior to using the VooGlue App, or during the purchase. All parties paid in VooGlue tokens will be able to either retain the VooGlue tokens or exchange them for fiat. As we expect not all VGC tokens will be converted to fiat immediately, overall demand should exceed supply. The VGC token can be acquired in several ways including by purchasing them during the ICO, from affiliate referral fees, by selling products on the VooGlue platform, and/or by converting to VooGlue tokens through our built-in exchange, or a licensed cryptocurrency exchange. For the reverse transaction, VGC can be redeemed for products on the VooGlue platform or for fiat at our built-in exchange or a licensed cryptocurrency exchange.



Purchaser Fiat (\$) is converted to VooGlue tokens (T) then distributed to seller and relevant stakeholders including marketing affiliates in correct proportions. If product tokens are minted they are sent to buyer's wallet. In the Arts sector use case 'Stakeholder' may include Gallery and Copyright Holder.



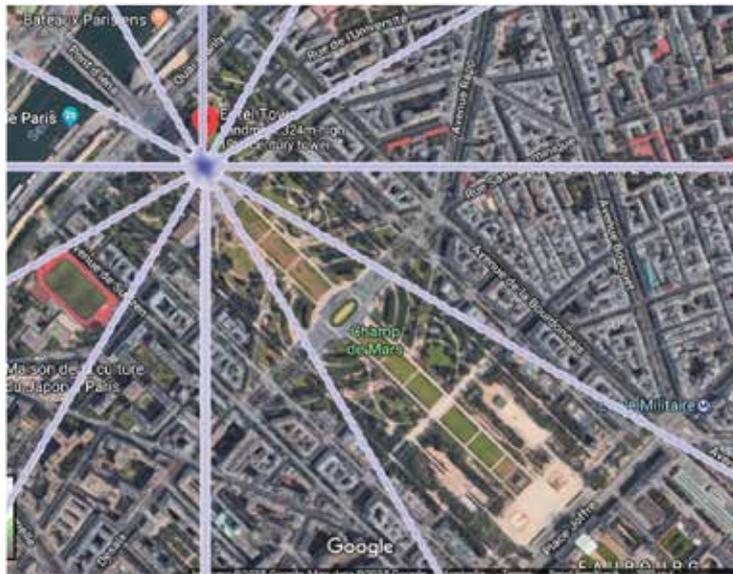
TERRITORIAL SPONSORSHIP PRODUCTS AND ADVERTISING

For copyrighted scenes, only the copyright holder can add content. This is the case for fine art, books, albums and magazine covers, and street art. If the copyright holder finds someone else has fingerprinted their work before them, they can raise a dispute at the time of attempted adding. That fingerprint would then be sent to a dispute management process. The vast majority of scenes are non-copyright (ncr)

Fingerprints allow single content addition when they are copyright (artworks, etc) or in some circumstances when they are sponsored (iconic landmarks). All other fingerprints allow multiple digital content items to be added.

For copyright and sponsored scenes, only the rights holder can add fresh content.

Sponsorship rights for popular scenes like the Eiffel Tower go to the highest bidding sponsor. One landmark will have a different fingerprint when viewed from different perspectives, so rights to multiple fingerprints can be sold for each landmark, with each sponsor having rights to a different perspective of the landmark, or one sponsor buying them all. Fingerprinting rules at software level are such that fingerprints cannot overlap.

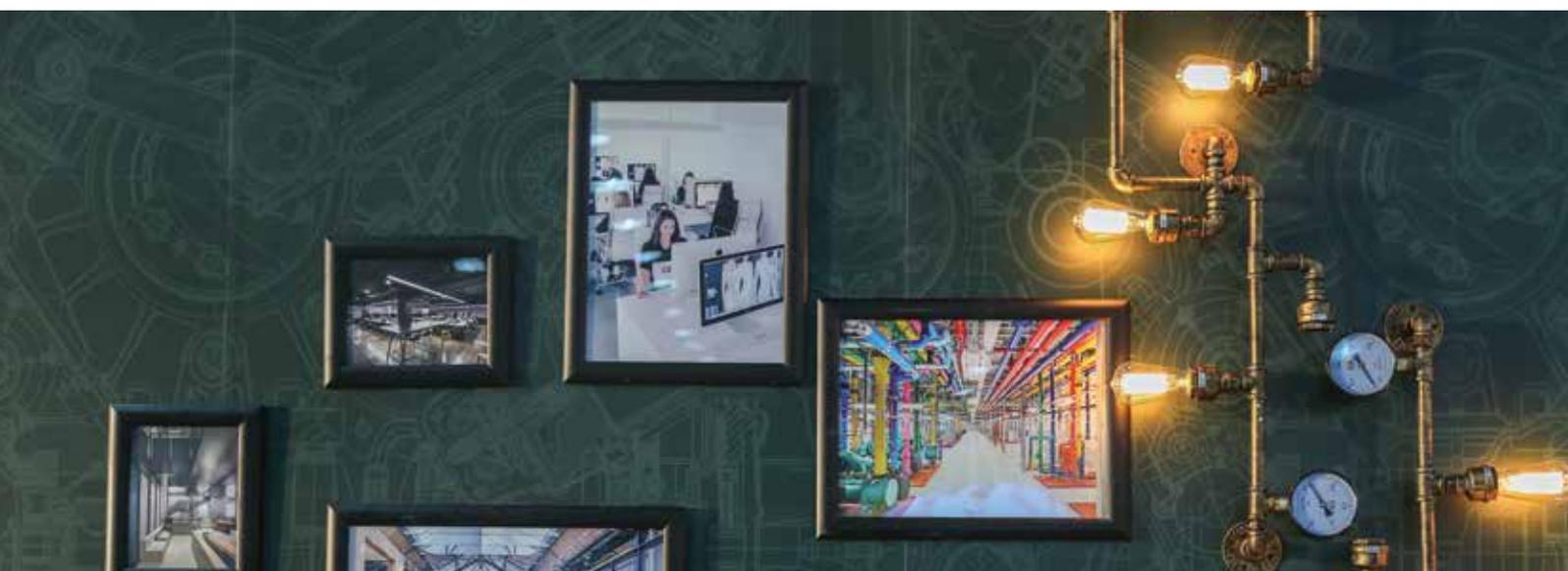


12 theoretical fingerprint perspectives of the Eiffel Tower

For non-copyright scenes if the fingerprint is already sponsored with content, then a user can place a bid for that fingerprint. If their bid exceeds the highest existing bid, then the user can add their video content and product to the scene. It will remain default the glued content/product until a higher bid is registered.

The bidding system is a simple auction as commonly found on the internet, where a sponsor enters their highest acceptable bid, and other bidders do the same, with the price settling just above the second highest bidder, and this is the actual price the highest bidder pays. Payment will be to VooGlue and made in VooGlue tokens, again supporting token liquidity.

Advertisers bid for views under a separate system. This system works by postcode / geographic area and it is regulated according to the user's location captured from their mobile device. Advertising is displayed during or after video content to people using their mobile device in the target geographic area.





CONTENT CONTROLLING INAPPROPRIATE

This includes pornographic, hate and not suitable for children content. The age of the user, if available on the phone, is used to restrict views to adult or unclassified content. Adult or unclassified content is marked with red or amber frames respectively, however because VooGlue is open to the public to add content, some users will abuse it and add adult content but not mark it so. This will be managed in several ways.

To add content a user must pay the subscription fee, currently \$10 per month. Having to pay a fee will prevent abuse by many casual users, and if users cease paying the fee their content is removed, so a casual user cannot pay a fee once and have their inappropriate content remain on the platform.

When new content is added users are asked to indicate if it is suitable for children. Some users may add adult content and not mark it as such, in which case users viewing content which is adult but not marked as such can flag it as adult or hate. Adult content is given a red frame, hate content is removed from the platform.

In the case where adult or hate content has been added and not indicated as such by the adder, and also has not been flagged as such by the public because it has not yet received sufficient public views, by default, all content with less than a threshold of public views is given an amber screen. Amber content is not available to children. Only after content has received a threshold number of public views, and still has not been flagged as adult or hate, will it receive a green frame.

As an alternative to a default Amber frame, a software solution may be deployed to assess content automatically, and where content passes this test it will be awarded a green frame immediately.

To remedy malicious flagging of content as adult or hate when it is not so, for example by competitors, there is an appeal process for content flagged as adult or hate where the content can be un-flagged by VooGlue, and the flagger warned or banned if the content is deemed to have been incorrectly flagged.



ECOSYSTEM SIZE

The market potential for VooGlue is astonishingly large. VooGlue can be used in most market sectors. Consider two major market areas: tourism and retail.



One and a quarter Trillion dollars is spent each year by overseas tourists ¹⁰. Globally, about 1 billion tourists travel overseas each year ¹¹. Approximately half a billion people directly visit the top 40 tourist destinations around the world ⁹. In this sector the market potential for a free, flat, frictionless app that fingerprints scenes, plays content and makes products available is very large.

22 Trillion is spent in retail globally ⁸. Of this VooGlue lends itself to retail of unique items like jewelry, art, antiques, and designer apparel. Our initial use case is in one these sectors: The Arts sector.

Drilling down to our retail art sector use case we can make some estimates of market potential.

The market size of art sales in OECD countries is \$33 Billion USD per annum ⁴, which requires a money supply of \$17 Billion USD ⁵, using a standard economic velocity multiplier of 1.86 ³.

The amount of VooGlue tokens issued in the VooGlue initial token offer (ICO) (equivalent to 0.03 Billion) is less than the supply required in the art sector (\$17 Billion USD) by a factor of 56.

For a moment let's assume VGC tokens are used only for art sector transactions for original art, and there is zero use in any other sector. In this case, restricting VooGlue to only sales of original art, each 2% of market penetration in the arts sector would require the VooGlue tokens in this ICO to appreciate by a factor of 9 fold in order to attain equilibrium.



ICO

The VooGlue tokens are Ethereum based but will be decoupled from Ethereum after the ICO, when they will be put on exchanges. After this time the price of VooGlue will be set by supply and demand.

VooGlue tokens are a fixed supply utility token. This ICO will be the only public issue of VGC tokens.

The token ticker is VGC

Crowdsale. 36,000,000 VGC

01 — 1 Ethereum = 500 VGC during crowdsale

02 — ICO main sale 20th March 2018 to 21st June 2018.

03 — Funds are employed immediately for business development & ICO marketing.

04 — VGC tokens migrate to full Dapp token managing business rules after ICO, and tokens are placed for open trading on exchanges.



BONUS STRUCTURE

Volume Bonus

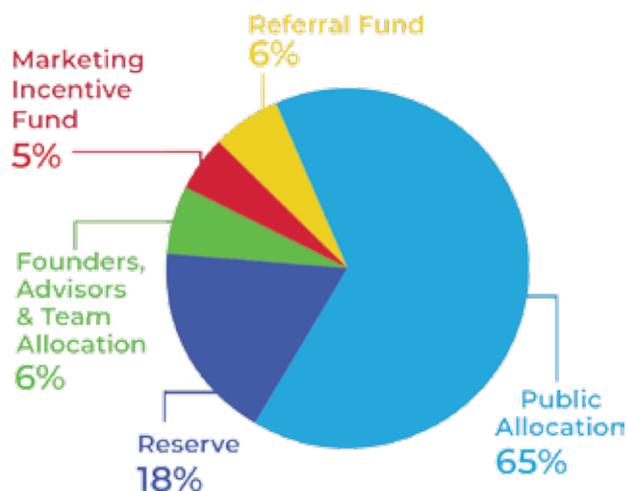
01 — Any investment of over 5000 VGC receives an extra 10% bonus on top of any bonus shown below. (pay for 5000, receive 5500)

Start of ICO

01 — Bonus structure decreasing from 20% Bonus to nil over the course of the main sale.

TOKEN ALLOCATION

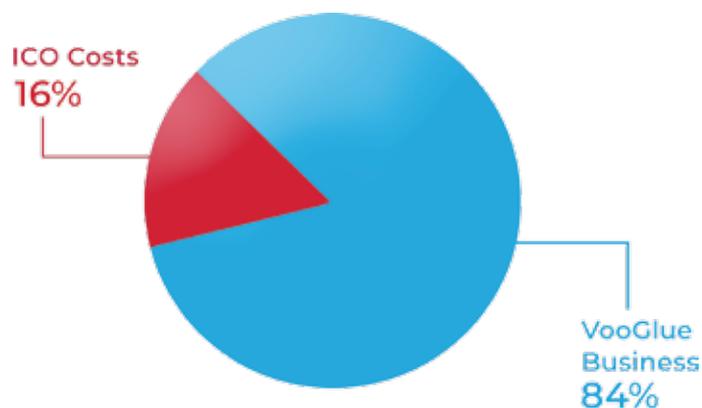
Referral Fund 6%; Individual and Marketplace Incentive Fund 5%; Founders, Advisors & Team Allocation 6%; Reserve 18%; Public Allocation 65%



USE OF FUNDS

The use of funds raised from the ICO is shown below.

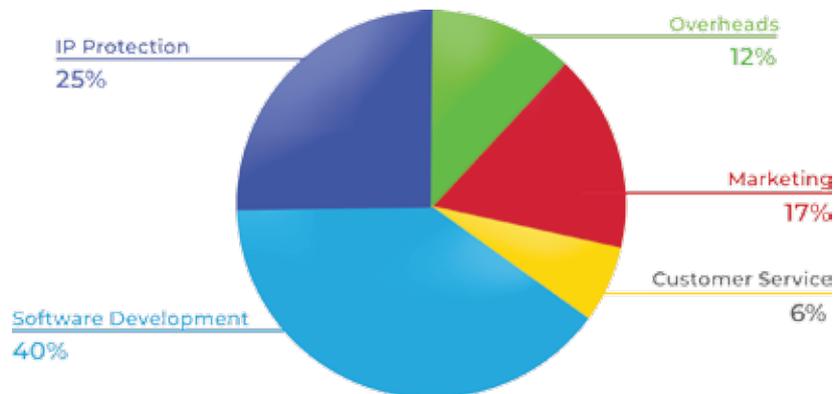
- 01 — VooGlue Business 84%
- 02 — ICO Costs 16%



BUSINESS EXPENDITURE

VooGlue expenses will be on software development and IP protection as we develop our Dapp mobile app into a frictionless enabler.. We will also explore the future enhancements of augmented reality and cutting edge technologies to capture the largest possible “wow factor” from all markets.

- 01 — Overheads 12%
- 02 — IP Protection 25%
- 03 — Marketing 17%
- 04 — Customer Service 6%
- 05 — Software Development 40%



TEAM



CHAIRMAN

BRIAN CAREW-HOPKINS - Brian is an entrepreneur, author and artist. Brian was a prize winning graduate of the Master's Degree in Business at the University of Western Australia, and has over 25 years of international business experience ranging from initiating and growing startups to senior roles in large corporations, Government, and corporate board appointments.

A seasoned leader, strategist, director, entrepreneur and mentor, Brian first embraced international business with a Singapore startup in the 90's and the dot com technology boom in the 00's. He went on to lead an Australian Government division with multiple international locations, focusing on exports growth.

Holding two patents in the business innovation space, Brian focuses on executing a winning strategy utilizing the full arsenal of digital tools to leverage social media, achieve parabolic growth, and create massive value.



ARTWORK FINGERPRINT SOFTWARE DEVELOPER

VIDADI SHEADEV - Vidadi is a Python developer with several years web application development experience. He created the first version of VooGlue's digital fingerprinting machine, an integral part of the project that seamlessly connects physical art to its multimedia digital counterpart. Moving forward, Vidadi will be working with VooGlue developers to enable the fingerprinting of more diverse forms of art, such as sculptures and installations.



SYSTEMS ADMINISTRATOR

MUHAMMAD ATIF - *Artwork fingerprint api server systems administrator.*

Atif is a senior software developer with over 10 years system development, maintenance and integration experience in a dozen programming languages. Atif is managing VooGlue's digital fingerprinting machine, an integral part of the project that seamlessly connects physical art to its multimedia and product counterparts.



WEB DEVELOPER

NISHA SOOD - Nisha is a web developer with 5 years experience providing web-based enterprise solutions, web application, and portal development. Nisha works closely with VooGlue's creative team members to bring an intuitively functional online gateway to the art community.



CHIEF TECHNOLOGY OFFICER

PUSHPENDRA YADAV - Pushpendra is a Linux System Administrator with 10 years experience designing and deploying highly scalable, fault tolerant, automated and secure IT infrastructures. He ensures that the VooGlue portal is robustly online and secure at all times, especially during high traffic times.



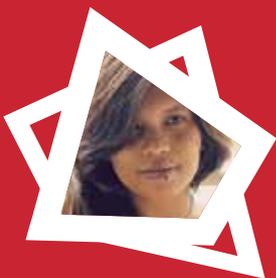
CHIEF COMMUNICATIONS OFFICER

TANIA PICKERING - Tania puts her heart into every business she works for. With over 15 years expertise in Management and Business within Travel, Retail and Corporate industries. Tania knows the importance of staying connected with people from all areas of life and is passionate in ensuring her clients are taken care of. Tania works closely with investors, galleries, and artists to ensure VooGlue's message gets through to the right people.



GRAPHIC DESIGNER

MANMOHAN RAWAT - An expert in Photoshop and Illustrator, Manmohan brings a visual component to VooGlue's content.



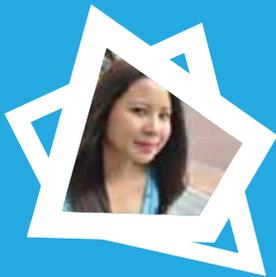
COMMUNITY MANAGER

KRISTINE BUENAVISTA - With 8 years social media management experience, Kristine has the role of VooGlue Community Manager. She works with all team members to make sure VooGlue's vision of empowering artists by creating a fair marketplace for art is adequately presented across social media channels.



CONTENT MANAGER

GRAHAM STONE - Graham is a digital nomad who has lived and worked in five countries on four continents and in a variety of industries. Drawing on his cultural experience and recent enthusiasm for the decentralized movement, his skill is the ability to make complex ideas understandable to non-experts from any background.



CUSTOMER CARE

LILIAN LIM - With eight years of experience in customer service and technical support Lilian brings a positive attitude and polite willingness to assist customers in their issues and inquiries.



CHIEF MARKETING OFFICER

DANIEL SPYRALATOS - Having advised several ICOs, Daniel ensures VooGlue follows best practices in the space while additionally advising on organic network growth techniques.

For the full up to date list of team members and advisors please see - <https://voogluе.io>

MILESTONES

2015 Concept : developed and tested

2016 March : Provisional patent acquired

2016 November : First prototype App development completed

2016 December : Website developed

2017 March : International PCT provisional patent filed

2017 September : Move of tech to VPS and solved final bugs

2017 October : Business model refinement and implementation in prototype.

2017 December: VooGlue currency white paper published

2018 April : VooGlue App development commences.

2018 March to June : ICO Period 3 months.

2018 July : VGC Trading on exchanges begins.

2018 August-December : Global rollout of VooGlue App commences.

PURCHASE VOOGLUE

To purchase VooGlue tokens please go to voogluе.io.

DISCLAIMER

The terms 'VooGlue tokens' and 'tokens' are interchangeable and mean any tokens purchased from VooGlue. Purchasing VooGlue tokens confers no rights of equity or ownership in VooGlue Corporation or any other entity. Please read the full Terms and Conditions for your token purchase carefully. You are required to agree to the Terms and Conditions at <http://voogluе.io> at the time of your registration to purchase VGC tokens.

REFERENCES & DEFINITIONS

- 01 — <https://www.thecurrencyshop.com.au/business/payment-gateway-comparison>
- 02 — <https://bitinfocharts.com/comparison/ethereum-transactionfees.html>
- 03 — <https://www.investopedia.com/terms/v/velocity.asp>
- 04 — Art sales in OECD rich countries estimated at \$33 Billion annually. 1) Australia is broadly representative of art interest, sales and average wealth in OECD 2) OECD rich countries population is 1.3 Billion (<https://data.worldbank.org/region/oecd-members?view=chart>) which is 60 times the Australian population. 3) households spending almost \$550 million on paintings in Australia annually (<http://artfacts.australiacouncil.gov.au/visual-arts/industry/>) 4) Applying the multiplier to the model returns estimated art sales in OECD \$33 Billion.
- 05 — $33B/1.86=17B$
- 06 — $17B/0.03B=56,666\%$
- 07 — Patent specification : , and available at VooGlue ArtGalSys Patent Specification
- 08 — <https://www.emarketer.com/Report/Worldwide-Retail-Ecommerce-Sales-eMarketers-Updated-Forecast-New-Mcommerce-Estimates-20162021/2002182>
- 09 — <http://www.travelandleisure.com/slideshows/worlds-most-visited-tourist-attractions>
- 10 — <https://www.statista.com/statistics/273123/total-international-tourism-receipts/>
- 11 — https://en.wikipedia.org/wiki/World_Tourism_rankings

END OF WHITE PAPER