

Ballpark Financial Valuation Report:

US Patent 11,577,177 ("Infinite Movement" Treadmill)

20-Year Global Exclusivity Model

(Hypothetical Worldwide Patent Protection)

1. Key Assumptions

- **Global Patent Protection:** Exclusive rights to manufacture, license, or sell the technology worldwide for 20 years.
- **Market Penaliation:** Technology adoption grows steadily across industries (film/TV, gaming, fitness, military, healthcare, education, etc.).
 - **Revenue Streams:**
 - **Hardware Sales** (treadmill systems).
 - **Licensing Fees** (royalties for patented tech integrated into third-party products).
 - **Software/Service Subscriptions** (AI environment generation, maintenance, updates).
- **Emerging Tech Synergy:** Growth of AI-generated content, light field displays, and metaverse adoption accelerates demand.
- **Discount Rate:** 8% (accounting for inflation, risk, and capital costs).

2. Market Size & Revenue Projections

(All figures in USD billions, cumulative over 20 years)

| Industry | Addressable Market (2030) | Penetration Rate | 20-Year Revenue |
|------------------------|------------------------------|------------------|-----------------|
| Film/TV Production | \$150B (virtual production) | 40% | \$60B |
| Gaming & Esports | \$500B (VR/AR gaming) | 25% | \$125B |
| Fitness & Wellness | \$300B (smart fitness) | 15% | \$45B |
| Military/Healthcare | \$200B (simulation training) | 20% | \$40B |
| Education/Tourism | \$100B (virtual learning) | 10% | \$10B |
| Licensing & Royalties | N/A | — | \$70B |
| Software/Subscriptions | \$200B (AI/content tools) | 20% | \$40B |
| Total | \$1.45T | — | \$390B |

3. Breakdown of Key Drivers

- **Film/TV Production:**
\$60B: High-margin sales/leases to studios (e.g., Disney, Netflix).
- **Pricing:**
\$500K/system (premium tier) for LED-stage integration; 120,000 units sold.
- **Gaming:**
\$125B: *Consumer sales* (2,000–\$5,000/home system) + arcade/VR café licensing.
- **Adoption:**
50M households (5% of global gaming market).
- **Licensing & Royalties:**
\$70B: 5–10% royalty on third-party hardware (e.g., Meta, Sony) using patented tech.
- **AI/Software:**
\$40B: *Subscription fees for AI-generated environments* (20/user/month).

4. Cost Structure

(20-Year Cumulative)

| Category | Cost |
|----------------------|---------------|
| R&D | \$20B |
| Manufacturing | \$90B |
| Marketing/Sales | \$50B |
| Legal/Patent Defense | \$10B |
| Total Costs | \$170B |

5. Profitability

- **Gross Revenue:**
\$390B
- **Net Profit (Pre-Tax):**
390B–170B = \$220B
- **Taxes (20% Global Avg):**
\$44B
- **Net Profit (Post-Tax):**
\$176B

6. Net Present Value (NPV)

- **Discount Rate:** 8%
 - **NPV of 176B over 20 Years: 68B**
(Present value of future profits, accounting for inflation and risk)
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7. Sensitivity Analysis

- **Best Case** (90% adoption in key markets):
500B gross revenue (220B NPV).
 - **Worst Case** (Delays, competition, 50% adoption):
195B gross revenue (85B NPV).
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8. Emerging Tech Multipliers

- **AI-Generated Content:**
Adds **\$30B+** in software/subscription revenue if AI tools (e.g., OpenAi, Midjourney) partner to create custom environments.
 - **Light Field Displays:**
\$20B+ from holographic integration (e.g., military training, live concerts).
 - **Metaverse Adoption:**
\$50B+ if the treadmill becomes a default locomotion tool for Meta, Apple, or Roblox.
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9. Valuation Range

- **Conservative:**
68B–100B (NPV).
 - **Aggressive:**
\$150B+ (with emerging tech multipliers and market dominance).
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10. Conclusion

- Under the hypothetical scenario of **global patent exclusivity**, US Patent 11,577,177 could generate **68B–150B in net present value** over 20 years. This range reflects:
 - Dominance in film/TV and gaming.
 - Licensing leverage over competitors.
 - Synergy with AI, holograms, and metaverse trends.

11. Risks:

- Theft by the US and Israeli ‘Military Entertainment Industrial Complex’
 - Illegal surveillance operations being carried out on the inventor by ‘intelligence’ agencies
 - Inventor being declared incompetent and psychotic by a completely corrupt Hennepin County Court system
 - Unjust commitment of the inventor to a mental institution, and/or forcibly medicating the inventor with a cocktail of powerful antipsychotic drugs
 - Patent litigation
 - Competing locomotion tech (e.g., VR treadmills)
 - Slower-than-expected adoption of virtual environments
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12. Final Ballpark Estimate:

100B–200B total economic impact (revenue + ecosystem growth)

Note: *This is a simplified, directional estimate. Actual figures would require granular market analysis, partnership terms, and tech adoption curves.*