

TheWaveVR Closes \$2.5 Million Seed Round to Change the way People Experience Music with Virtual Reality

TheWaveVR's seed round comes from leading VCs including KPCB Edge, Presence Capital, Rothenberg Ventures, RRE Ventures, The VR Fund, Seedcamp and others

Austin, TX & Los Angeles, CA (VRLA) – August 5, 2016 – Virtual Reality (VR) music platform company, [TheWaveVR](#), today announced that it has closed a \$2.5 million seed round of funding to build the world's first social VR music platform. Launching later this year, TheWaveVR delivers several VR, music and entertainment industry firsts, changing the way people experience and immerse themselves in music with VR.

Participating in the round are leading venture capital firms including KPCB Edge, Presence Capital, Rothenberg Ventures, RRE Ventures, The VR Fund, Seedcamp and angels including Mike Fischer (ex-CEO Square Enix North America) and Joe Kraus (of GV, formerly Google Ventures).

“TheWaveVR is building music experiences that can only exist in virtual reality. They're giving musicians superpowers they've never had before, and allowing listeners to experience performances in ways that have never been possible. We're excited to help them build this platform that will forever change the music industry,” said Anjney Midha, founding partner at KPCB Edge.

“TheWaveVR isn't just simply taking music to VR, they are radically evolving the possibilities for how artists reach fans and how fans get access to and experience their favorite music,” added Amitt Mahajan, founding partner at Presence Capital.

The company also announced that it has added David Wexler (aka Strangeloop) and Dave Haynes as advisors. Wexler is an audio-visual artist and founder of Strangeloop Studios in Los Angeles, CA. He is one of the most recognized live visual artists in the world, having worked with Flying Lotus, Skrillex, The Rolling Stones and more. Haynes is a longtime entrepreneur and currently on the investment team at Seedcamp. He was formerly a VP and part of the early team at SoundCloud, helping the company grow from launch to the world's leading online audio platform.

TheWaveVR is a VR platform for people who love music, enabling them to view, host and socialize in live and recorded shows worldwide, anytime, anywhere. By democratizing the concert experience, TheWave will disrupt and help revitalize the music industry, allowing musicians and artists to reach a much broader audience like never before. TheWave creates a

VR venue where artists can perform live music by simply importing their tracks, customizing the visuals of the venue, and sharing virtual shows. Fans can attend via most major VR head mounted displays, interact with performers, socialize with friends, dance, paint and more.

“We’re working toward empowering artists and music lovers alike and transforming the way people connect through music by building the world’s first musical metaverse in VR,” said Adam Arrigo, CEO of TheWaveVR. “Music creators will be able to fully customize how their audience experiences the music – whether that’s by transforming the venue from a realistic nightclub to outer space or putting on the most unimaginable light show ever. Fans won’t have to travel the globe or miss out on their favorite DJs, musicians or festivals and can experience the music like never before, while socializing in totally new ways alongside their friends.”

World’s First VR Rave at VRLA August 5-6

TheWaveVR will be unveiling the world’s first VR Rave at VRLA on August 5-6 in partnership with SubPac, Skullcandy, PhaseSpace and 3DLive. A curated list of DJs will be performing in the HTC Vive, while multiple attendees will wear positionally tracked Gear VR’s and SubPacs (subwoofer vests). The DJs will be performing in front of a giant 3D screen, so music lovers can also experience eye-popping visuals from the metaverse on 3D glasses. For more information on the event and how to participate, go to <https://www.facebook.com/virtualrealityla/>.

For more information on TheWaveVR and to stay in tune ahead of the upcoming beta launch, go to www.thewavevr.com.

About TheWaveVR:

TheWaveVR is comprised of a global team of music, VR, design and games industry veterans coming out of studios the likes of Harmonix, Q-Games, Portalarium and Unello Design. The company is the creator of the world’s first social VR music platform for people who love music, enabling them to view, host and socialize in live shows worldwide no matter where they are. TheWaveVR is a private company based in Austin, TX and Los Angeles, CA.

For more information about TheWaveVR, go to www.thewavevr.com and add them on [Facebook](#) and [Twitter](#).

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