

A PROPRIETARY, PATENT-PENDING PERSISTENT LINEAR STREAMING PLATFORM IS AVAILABLE FOR ACQUISITION, STRATEGIC PARTNERSHIP, MERGER OR LICENSING.

LiveDVR™ is available immediately for serious strategic consideration by qualified industry participants.

WHY DOES IT MATTER?

Persistent live streaming traditionally generates infrastructure costs every hour it remains live. LiveDVR changes the economics.

LiveDVR makes persistent live state portable and dramatically less expensive to maintain—creating the potential to reduce recurring infrastructure costs at scale while enabling entirely new streaming products and business models.

WHY ARE WE SEEKING AN IMMEDIATE PARTNERSHIP OR TRANSACTION?

The funding source we had identified proved to be erroneous and cash-negative, forcing us to pivot hard.

Rather than continue financing commercialization independently, we're seeking the right strategic relationship or transaction with the capital, distribution, technical infrastructure and industry access to realize the opportunity now.

SEE IT.

Don't take our word for it. Test it.

[TEST LiveDVR - LiveDVR.com](https://LiveDVR.com)

Then look at the public infrastructure economics and documented industry deployments below—and evaluate the opportunity for yourself.

THE ECONOMICS OF STAYING LIVE

Persistent linear streaming has an unusual economic characteristic:

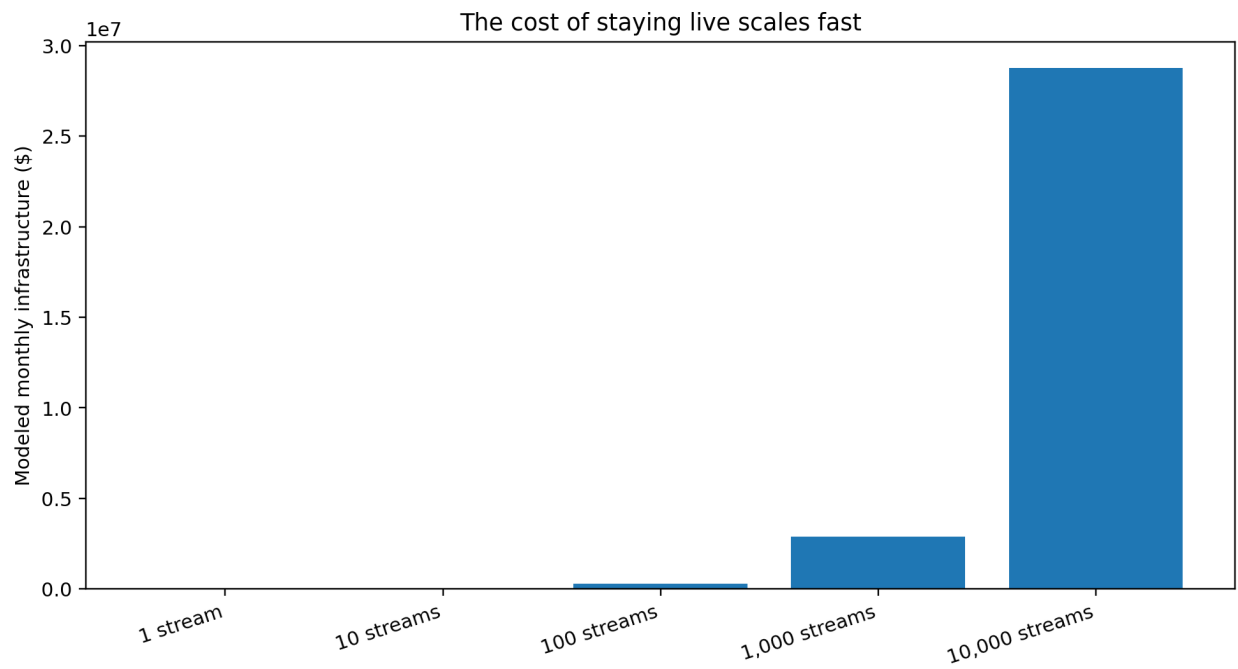
The infrastructure can keep generating costs every hour the stream remains active—even when nobody is watching.

Using the AWS MediaLive benchmark modeled in this analysis:

$$\text{\$3.942/hour} \times \sim 730 \text{ hours} = \sim \text{\$2,878/month}$$

for a single continuously operating stream under the modeled configuration.





1 stream → ~\$2,878/month

10 streams → ~\$28,780/month

100 streams → ~\$287,800/month

1,000 streams → ~\$2.88 million/month

10,000 streams → ~\$28.78 million/month

That is the economic environment LiveDVR enters.

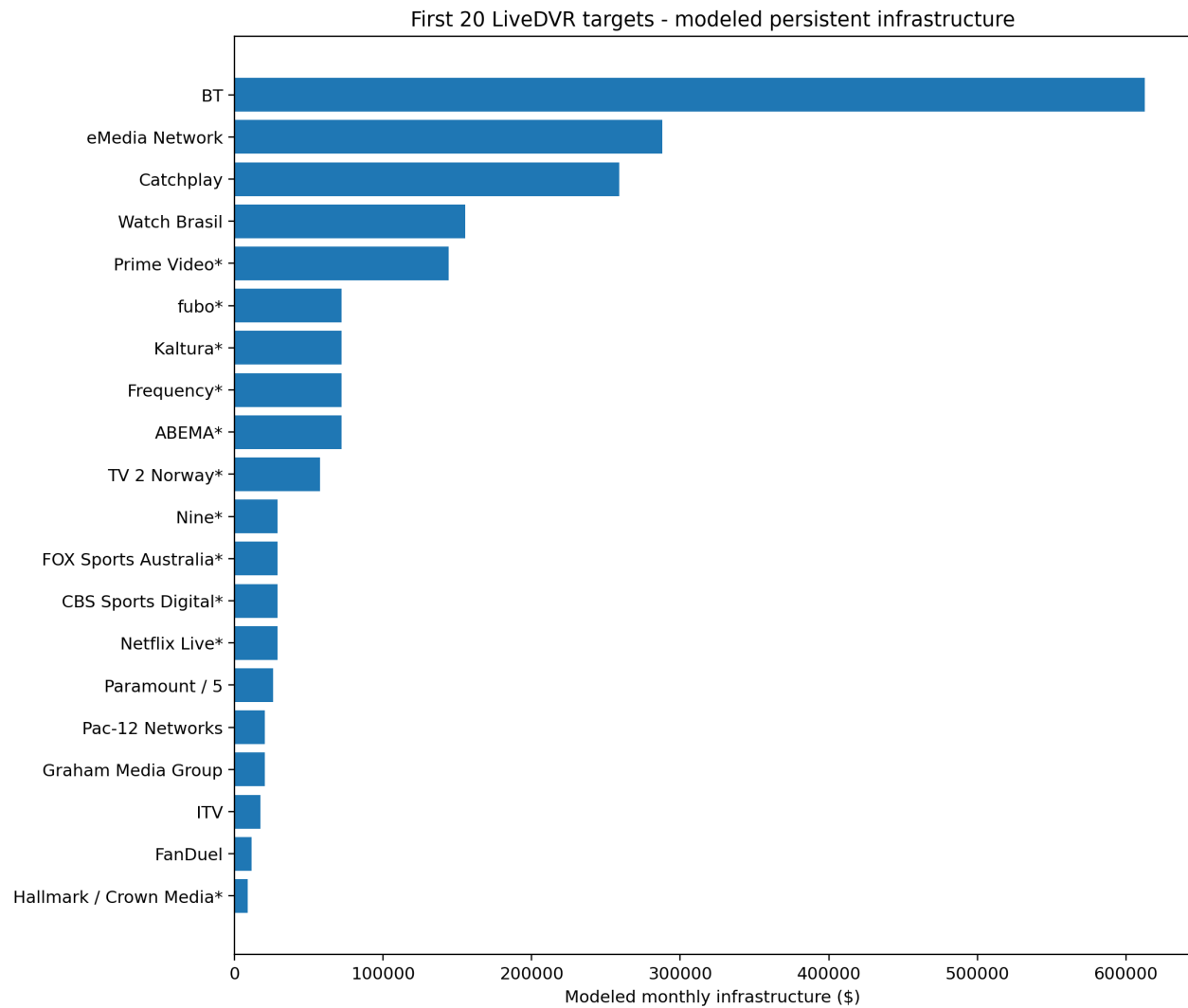
NOW LOOK AT THE MARKET

This isn't a theoretical category.

Major media, technology and streaming organizations already operate persistent linear streaming deployments at meaningful scale.

We built an initial map of just **20 potential targets** using publicly documented deployments where available and conservative approximations for opportunity modeling where necessary.

Here is what that footprint looks like when the same standardized AWS benchmark is applied:



THE FIRST 20 TARGETS

Target	Streams / channels	Modeled monthly infrastructure	10% modeled opportunity
BT	213	\$612,942	\$61,294
eMedia Network	100+	\$287,800+	\$28,780+
Catchplay	90+	\$259,020+	\$25,902+
Watch Brasil	54	\$155,412	\$15,541
Prime Video	50*	\$143,900*	\$14,390*
ABEMA	25*	\$71,950*	\$7,195*
Frequency	25*	\$71,950*	\$7,195*
Kaltura	25*	\$71,950*	\$7,195*
fubo	25*	\$71,950*	\$7,195*
TV 2 Norway	20*	\$57,560*	\$5,756*
Paramount / 5	9+	\$25,902+	\$2,590+
Netflix Live	10*	\$28,780*	\$2,878*
CBS Sports Digital	10*	\$28,780*	\$2,878*

Target	Streams / channels	Modeled monthly infrastructure	10% modeled opportunity
FOX Sports Australia	10*	\$28,780*	\$2,878*
Nine	10*	\$28,780*	\$2,878*
Graham Media Group	7	\$20,146	\$2,015
Pac-12 Networks	7	\$20,146	\$2,015
ITV	6	\$17,268	\$1,727
FanDuel	4	\$11,512	\$1,151
Hallmark / Crown Media	3*	\$8,634*	\$863*

* Approximation used for opportunity modeling.

TWENTY TARGETS. THAT'S IT.

This initial target map represents approximately:

~\$2 MILLION PER MONTH

in modeled persistent infrastructure footprint.

Approximately:

~\$24 MILLION PER YEAR

Now model an opportunity equivalent to only 10% of that footprint:

~\$200,000 PER MONTH

~\$2.4 MILLION PER YEAR

And again:

That's 20 targets.

Not the streaming industry.

Not every media company.

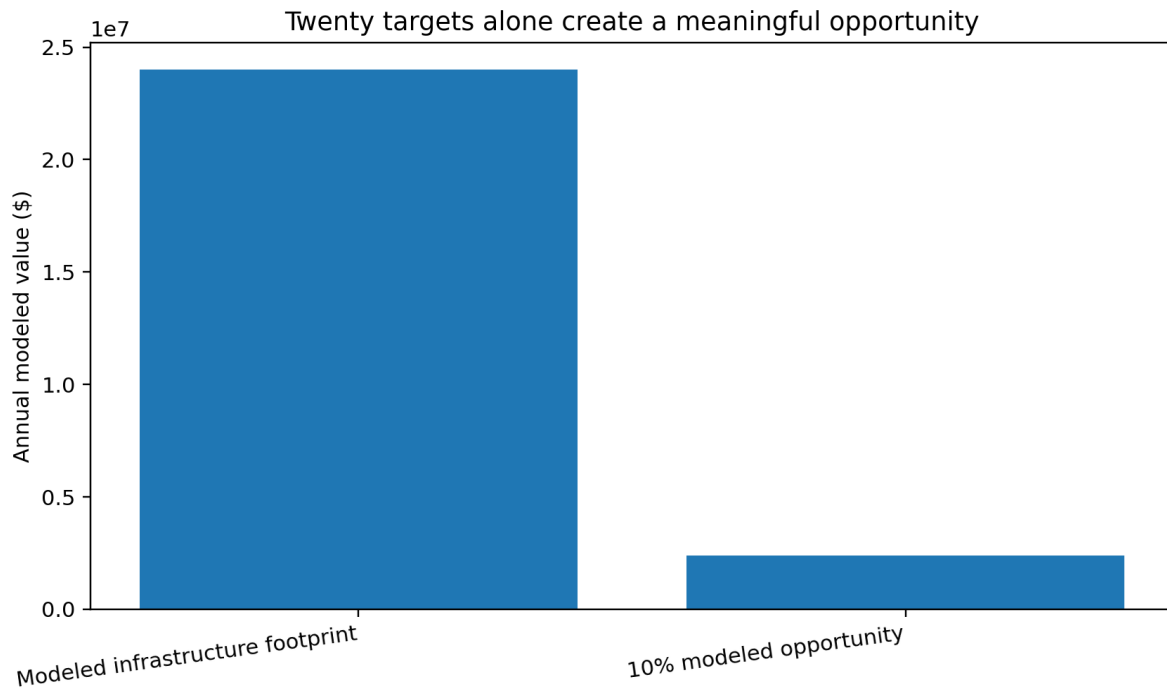
Not every FAST operator.

Not every sports network.

Not every cloud-video customer.

Not the global addressable market.

Twenty initial targets.



THIS IS BIGGER THAN ONE CLOUD PROVIDER

AWS is useful because its public pricing gives us a standardized benchmark.

But the underlying economic pattern is broader.

Modern live-streaming infrastructure commonly charges for active processing, running inputs, encoding, delivery or related infrastructure. The precise billing model varies, but persistent live operation generally carries persistent cost.

As another reference point, the continuously active Mux input benchmark we examined equates to approximately:

~\$1,095 PER MONTH, PER CONTINUOUS INPUT

before considering the complete economics of delivery and audience consumption.

The specific provider isn't the thesis.

The recurring infrastructure model is.

WHAT LiveDVR CHANGES

Conventional persistent streaming generally couples two things:

**Being persistently live
and
continuously operating infrastructure to maintain that state.**

LiveDVR separates them.

THE LIVE STATE BECOMES PORTABLE.

A LiveDVR experience can carry its persistent live state with the media across compatible environments rather than requiring conventional continuously operating streaming infrastructure simply to preserve that state.

That means the opportunity isn't limited to replacing infrastructure cost.

It creates a new primitive for persistent live media.

Websites.

Applications.

Game environments.

OBS and streaming workflows.

Devices.

Digital signage.

Enterprise deployments.

Embedded experiences.

Agent-created media.

Products and experiences that haven't been built yet.

The same underlying technology can therefore represent both:

an infrastructure-efficiency opportunity

and

a new-product opportunity.

THE STRATEGIC QUESTION

The existing market has already demonstrated that persistent linear live state has significant economic value.

Companies have built infrastructure around it.

Cloud providers charge for maintaining it.

Media companies deploy it at scale.

LiveDVR introduces a proprietary, patent-pending approach designed to make that state **portable and dramatically less expensive to maintain.**

So the question is no longer whether there is an existing market.

The question is what that market looks like when persistent live state no longer has to carry the same infrastructure burden.

IMPORTANT CONTEXT

The financial figures above are **modeled comparisons**, not representations of what any named company actually pays.

Publicly documented deployment counts are used where available. Entries marked with an asterisk are approximations used for opportunity modeling.

Actual infrastructure costs can vary materially according to architecture, resolution, codec, utilization, negotiated agreements, reserved capacity, distribution volume and other factors. Reserved or committed pricing can substantially reduce published on-demand rates.

The **10% figures are opportunity illustrations**, not revenue forecasts or claims that LiveDVR will capture 10% of any company's spending.

The purpose of the model is narrower and more important:

to demonstrate the scale of existing economic activity surrounding persistent linear streaming and the potential significance of technology capable of changing its underlying cost structure.

TEST IT.

LiveDVR is working technology.

The technology is proprietary and patent-pending.

The persistent live state is portable.

The infrastructure economics are measurable.

The target market exists.

Don't take our word for it. Test the technology yourself.

TEST LiveDVR → [LiveDVR.com](https://livedvr.com)

Examine the technology. Examine the economics. Then decide what the opportunity is worth.