

YDreams Factory & YVision

Integrated Cheat Sheets (2026 Edition)

1. OVERALL STRUCTURE

YDreams Factory (Holding & Industrial Engine)

Industrializes 25+ years of YDreams expertise in:

- Spatial computing
- Robotics
- Digital twins
- Interactive systems
- Real-time simulation
- Human-centered decision support

Business Units:

1. **A.R.T.** – Robotics (hardware + sensing)
2. **YSpatial (Aromni)** – Ambient / Spatial computing layer
3. **YLabs** – Education & Venture Studio
4. **YVision** – World Model Infrastructure Platform
 - Includes:
 - Nature Vertical (formerly YNature)
 - Sports & Entertainment Vertical (formerly YMagic)
 - Health Vertical
 - Enterprise “Surprise Department”

2. YVISION — THE CORE PLATFORM

Definition

YVision is a **World Model Infrastructure Company**.

It develops:

- Multi-scale digital twins

- Simulation engines (IDEAS)
- Surprise Calculus
- Human–Machine Interaction systems
- Multi-agent orchestration

It is the backbone for:

- Internet of Nature
- Real-time sports interactivity
- Surgical and health simulation
- Enterprise strategic decision-making

3. YVISION CORE TECHNOLOGIES

1. World Models

Multi-modal representations integrating:

- Physical sensors (via A.R.T.)
- Spatial layers (via YSpatial)
- Video-to-simulation pipelines
- Agent-based models
- Hypergraph architectures

2. IDEAS (Interactive Decision-Aiding System)

Video → Simulation → Perturbation → Scenario Analysis

Applies to:

- Football matches
- Forest ecosystems
- Surgical procedures
- Corporate decision environments

3. Surprise Calculus

Formal framework for:

- Measuring perturbation sensitivity
- Quantifying unpredictability
- Training human adaptability
- Enabling adversarial simulation environments

4. Human–Machine Interaction Layer

Integrates:

- Reflective intelligence
- Human surprise generation
- Ethical & safety constraints
- Multi-perspective modeling
- Body intelligence & dexterity interfaces

4. YVISION VERTICALS

A. NATURE VERTICAL (Internet of Nature)

(formerly YNature – Explora)

Purpose

Build sovereign digital twins for:

- Estates
- Forests
- Farms
- Rivers
- Oceans
- National natural capital

Capabilities

- Carbon & biodiversity measurement
- Ecosystem service valuation
- AI Agents for land management
- Fire/drought/pest risk modeling
- Nature-based credit validation
- Citizen-facing nature companion app

Key Clients (Pipeline)

- CAP
- Navigator
- Sogrape
- AdP
- ICNF

Partners

- ISA
- CENSE
- CAP
- Cornell
- Environmental agencies
- Vieira de Almeida (governance/legal)

Data Inputs

- Satellite
- On-ground sensors (A.R.T.)
- Printed electronics (Ynvisible)
- Field surveys
- Climate datasets

B. SPORTS & ENTERTAINMENT VERTICAL

(formerly YMagic)

Purpose

Enable real-time immersive participation in live events.

Core Innovations

- Low-latency interaction systems
- Player digital twins
- Interactive AR overlays
- Gamified live sports engagement
- Motion capture interfaces

Deployment Strategy

1. Immersive venues (NYC launch)
2. Global sports bar licensing
3. Home AR/VR subscription layer
4. League-integrated participation engines

Partners

- Gansevoort Hotel Group
- NOKIA (low latency)
- Sporting CP
- FMH
- Major leagues (NFL, NBA, EPL, IPL discussions)

Historical Legacy

- World Cups (Germany, Brazil, Qatar)
- Rio Olympics
- NBA / NHL
- Chelsea, Benfica
- Cristiano Ronaldo activations
- Global Stadium during COVID

C. HEALTH VERTICAL

Purpose

Simulation for high-stakes medical environments.

Applications

- Complex surgery rehearsal
- Unexpected complication modeling
- Surgical surprise training
- Patient-specific digital twins

Partners

- Hospital Santa Maria
- Hospital São José
- Hospital Lusíadas
- Clínica do Rosário

D. ENTERPRISE VERTICAL

The Surprise Department

Framework for:

- Corporate strategy stress-testing
- Government policy simulation
- Crisis response modeling
- Multi-agent adversarial scenarios

Entry market: UK

Expansion: EU / US

5. HOW YVISION INTERACTS WITH YDREAMS FACTORY UNITS

A.R.T. (Robotics)

Provides:

- Real-world data
- Autonomous sensing
- Inspection platforms
- Environmental feeds
- Physical actuation

Feeds live data into YVision world models.

YSpatial (Aromni)

Provides:

- Ambient spatial computing layer
- AR interface
- City-scale spatial UX
- Smart tag infrastructure

Enables world models to be experienced physically.

YLabs

Provides:

- Talent pipeline
- Experimental pilots
- Educational validation
- Venture spin-offs
- Early-stage prototypes

YLabs becomes the experimental sandbox for YVision applications.

6. SIFIDE R&D PRIORITIES (Reframed)

Core Research Themes

1. World model architectures (multi-scale, multi-modal)
2. Video-to-simulation pipelines (IDEAS)
3. Surprise Calculus formalization
4. Human-in-the-loop intelligence
5. Real-time low-latency interaction
6. Nature ecosystem modeling
7. Autonomous sensing + digital twin integration

Each euro invested in R&D compounds across:

- Nature
- Sports
- Health
- Enterprise
- Robotics
- Education

7. FINANCIAL ARCHITECTURE (High-Level Consolidated View)

Instead of separate YDream / YMagic / YNature entities:

YVision becomes a **platform company with vertical revenue streams**.

Revenue Sources

- SaaS (simulation engines)
- Licensing (sports venues, leagues)
- Nature digital twin subscriptions
- Carbon/biodiversity validation services
- Enterprise consulting + platform licenses
- Health simulation tools
- Data marketplace (long term)

Valuation Logic

YVision evolves toward:

- Infrastructure multiple (4–6x revenue)
- AI platform multiple
- Strategic sovereign asset valuation (if PNCC integration occurs)

8. STRATEGIC POSITIONING

YVision is not:

- Just an AI company
- Just a sports tech company
- Just a climate tech company

It is:

A World Model Infrastructure Company

Connecting Reality, Simulation, and Human Reflective Intelligence

CONSOLIDATED FINANCIAL PROJECTIONS

YVision (Platform Company)

2025–2035

1. Revenue Architecture Assumptions

YVision revenue streams:

1. Nature Digital Twins (B2B SaaS + services)
2. Carbon/Biodiversity validation & asset modeling
3. Sports immersive platform (venues + licensing)
4. Sports league integrations
5. Enterprise “Surprise Department” contracts
6. Health simulation systems
7. Data/API licensing (post-2030 scaling)
8. Home subscription (post-2029 scaling)

Geographic ramp:

- 2025–2026: Portugal pilots + UK enterprise entry + NYC sports launch
- 2027–2028: EU + US expansion
- 2029–2031: India, Brazil, Lusophone markets
- 2032–2035: Global scaling, infrastructure status

2. Consolidated YVision Financial Projection

All values in € millions

EBITDA negative early due to heavy R&D

Year Revenue EBITDA EBITDA % Implied Valuation*

2025	3	-2	-67%	15
2026	8	-3	-38%	32
2027	18	0	0%	90
2028	40	6	15%	200
2029	75	15	20%	375
2030	130	32	25%	650
2031	200	60	30%	1,000
2032	300	105	35%	1,650
2033	420	168	40%	2,520
2034	560	252	45%	3,360
2035	720	360	50%	4,320

* Valuation assumes progressive revenue multiple rising from ~5× to ~6× as infrastructure positioning solidifies.

3. Revenue Breakdown by Vertical (2030 Snapshot)

2030 – €130M Total

- Nature Vertical → €40M
- Sports & Entertainment → €50M
- Enterprise → €20M
- Health → €10M
- Data/API Licensing → €10M

2035 – €720M Total

- Nature → €200M
- Sports & Entertainment → €280M
- Enterprise → €120M
- Health → €70M
- Data & API → €50M

4. Investment Requirements (Cumulative)

Phase	Years	Capital Required	Use
Phase 1	2025–2026	€15–20M	Core platform build, R&D, sports NYC launch
Phase 2	2027–2028	€25–35M	International expansion, league integration
Phase 3	2029–2031	€40–60M	Scaling, home platform, nature infrastructure
Phase 4	2032+	Self-funded	Growth capital optional

Total estimated external capital required before profitability:
€60–90M

After 2028, growth becomes partially self-financing.

5. Why These Numbers Are Realistic

They assume:

- Sports venues scale to 30–50 locations globally by 2030
- Nature vertical secures 20–40 large estate/forest digital twin contracts
- Enterprise Surprise Department secures 10–20 major UK/EU contracts
- Health vertical licenses simulation platform to 10–15 hospitals
- Platform SaaS margins increase after R&D amortization

They do NOT assume:

- Massive consumer viral growth
- Immediate global adoption
- Unrealistic betting market capture
- Hyperinflated AI multiples

This is structured, infrastructure-driven scaling.

6. Strategic Milestones

2025

- Portugal pilots (Nature + Football)
- UK enterprise entry
- NYC immersive sports launch

2026

- First multi-million contracts
- Platform v1 stable

2027

- Break-even
- First major league integration

2028

- Strong profitability
- Cross-vertical integration fully working

2030

- Recognized infrastructure company
- €130M revenue
- €650M valuation

2031–2032

- Billion-euro company

2035

- Multi-billion infrastructure platform
- Potential IPO or sovereign integration

7. Consolidated View with YDreams Factory Units

If we include A.R.T., YSpatial, YLabs:

By 2035 the ecosystem could reach:

- YVision → €720M
- A.R.T. → €150–200M
- YSpatial → €120–150M
- YLabs → €60–80M

Total ecosystem revenue potential:
€1.05B – €1.15B

Combined ecosystem valuation potential:
€6B – €8B range

8. Strategic Interpretation

This trajectory positions YVision as:

- AI infrastructure (not app layer)
- Climate + Sports + Health convergence platform
- Sovereign digital twin backbone
- Portugal-rooted but US-scaled company

It also makes your dual Portugal–US structure logical:

Portugal → R&D, Nature, Sovereign layer
US → Sports scaling + enterprise commercialization