MetaHuman AI: Voice AI Powered Avatar

Using Open AI and 11Labs

Team

- Shay Ronen
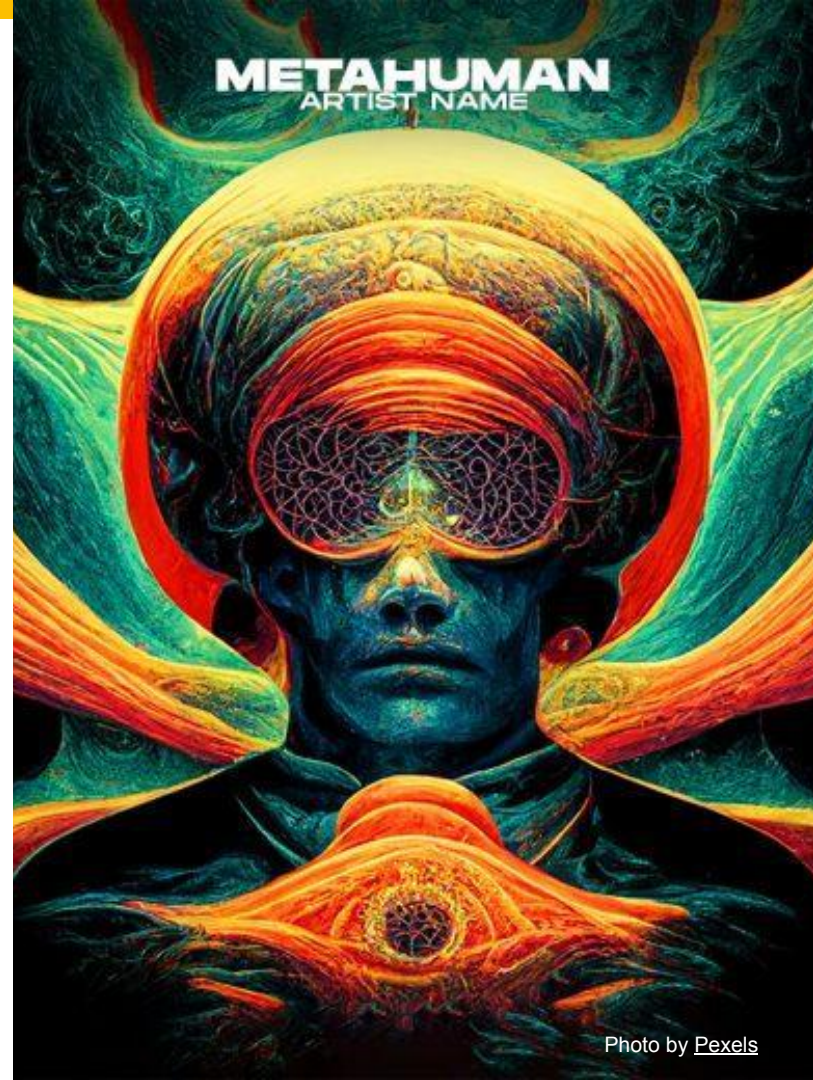- Gil Elnekave
- Nadav Nesher

Problem

- Saving clients personal by using AI-generated humans to interact with

Solution

- Enabling companies to create a highly customized trained virtual person
- Utilizes Unreal Engine for visuals
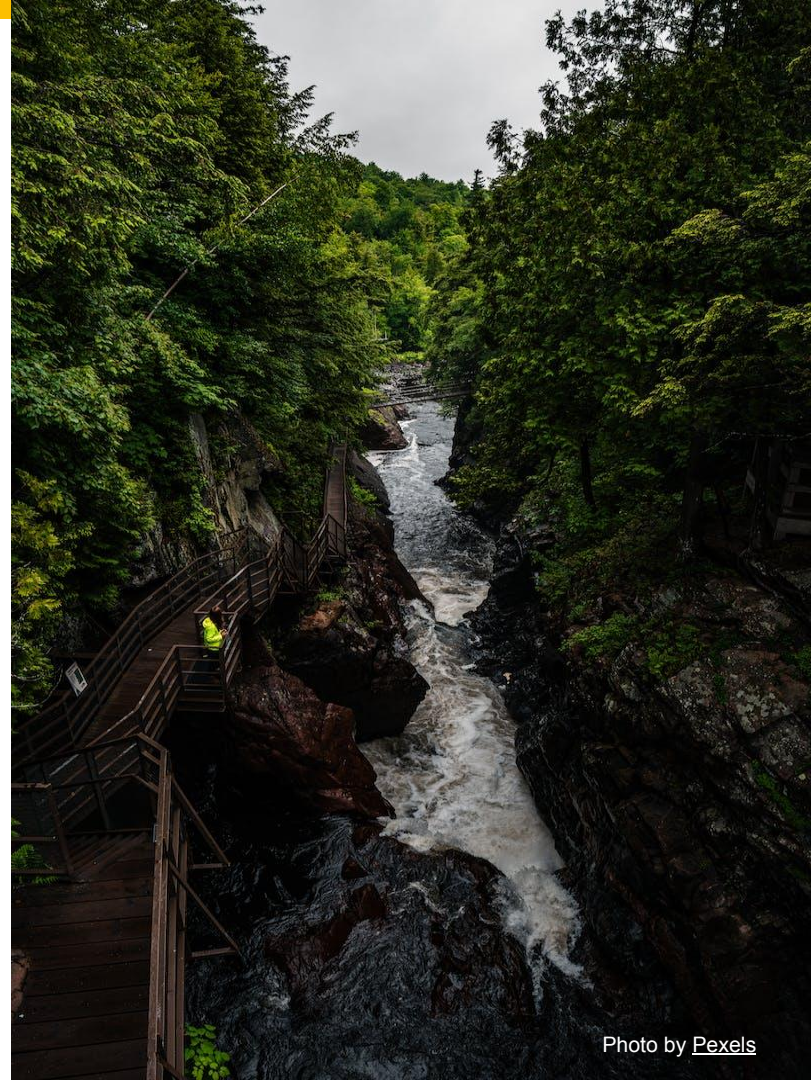- Utilizes Eleven Labs for speech
- Powered by GPT-4

METAHUMAN
ARTIST NAME

Market Size

- Company experts
- Open world games NPC
- Historical characters for museums
- Receptionist
- AI tutor
- Advisor (doctor, psychologist)

Revenue Stream

- Unreal Engine plugin (recurring payment)
- Custom implementation (training AI with company knowledge base)

Thank you, Questions?