



# FUTURE CUBE INDONESIA

CONCEPT BY

'24

TERCEK / SIMON - MOBILIUM GLOBAL

AUGUST

SOMETHING VERY BIG  
COULD COME TO  
INDONESIA





INTRODUCING Bandung or INDONESIA'S  
FUTURECUBE ?



# WHAT IS FUTURE CUBE INDONESIA ?

**The home for the best of the new digital era:**

- 1. Entertainment and Performing Arts**
- 2. Education and Workforce Development**
- 3. Industry Solutions and Design**

**The FUTURECube is a showcase for excellence in digital media performance, exhibition, demonstration, training, experimentation, innovation, design, application & large-scale collaboration.**

# **FUTURE CUBE**

## **BENEFITS TO INDONESIA**

This project will confer multiple benefits for Hyderabad, including:

- **Workforce development: training a new generation of AI + 3D-savvy employees**
- **A centre to prototype & demonstrate next-generation technology solutions**
- **A showcase for the digital arts & innovation**
- **A use case for digital identity & possible adoption of a Digital Indonesian currency**
- **A world class entertainment destination for live performance & immersive media arts**
- **An innovation lab to design & develop novel AI + 3D software solutions to improve logistics, supply chain & precision manufacturing - & boost industry in say, Bandung & Indonesia**
- **The home of a city-scale real-time 3D digital twin of Jakarta for planning real estate development, land use, permitting & future scenarios.**

# FUTURECUBE CAN BE INDONESIA'S

Cockpit of Digital Media, Immersive 3D, AI creativity & Tech Innovation

IMMERSIVE 3D

ARTIFICIAL INTELLIGENCE DECENTRALIZATION

PARTICIPATORY

# BY 2030, MUCH WILL BE DEFINED BY

## AI & 3D

The **CUBE** will build expertise in technologies to shape INDONESIA's future:

Advances in semiconductors, networks & cloud computing will transform industry, transportation, logistics, city management, planning, media, arts & education:

- High-fidelity models of the real world, rendered in real-time 3D, make it possible to automate existing operations & to simulate future scenarios
- Immersive 3D media will transform education, workforce training, communication, business collaboration, & serve as the interface between machine intelligence & human workers
- The creative arts will blaze the trail to innovation by finding new modes of expression, participation & communication
- The regions that develop a workforce with deep expertise in AI & 3D will attract new industry & improve the performance of legacy businesses. **CUBE** will foster expertise & demonstrate how to apply these technologies successfully.
- We are about to experience a radical change in ALL Indonesian's 21<sup>st</sup> Century computing & software that will affect every aspect of Indian society. **CUBE** can be the home base for this change.


# **FUTURECUBE**

**Comprises:**

- 1. ENTERTAINMENT**
- 2. EDUCATION**
- 3. INDUSTRY**



- 1. ENTERTAINMENT**
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- 3. INDUSTRY**



# ENTERTAINMENT at the FUTURE CUBE INDONESIA

**THE Future CUBE IS A SHOWCASE FOR IMMERSIVE MEDIA ART AND DESIGN. THE BUILDING CONTAINS SPACE FOR LIVE PERFORMANCES IN AN IMMERSIVE DOME THEATER, VIRTUAL REALITY ARCADES, E-SPORTS COMPETITIONS AND GAMING EVENTS, EXHIBITIONS, GALLERIES AND OTHER EXAMPLES OF EMERGING DIGITAL ART.**



LIVE CONCERTS +  
IMMERSIVE MEDIA +  
HOLOGRAMS + VIRTUAL AVATARS +  
INTERACTIVE EXPERIENCE

# GIANT HOLOGRAM PERFORMERS



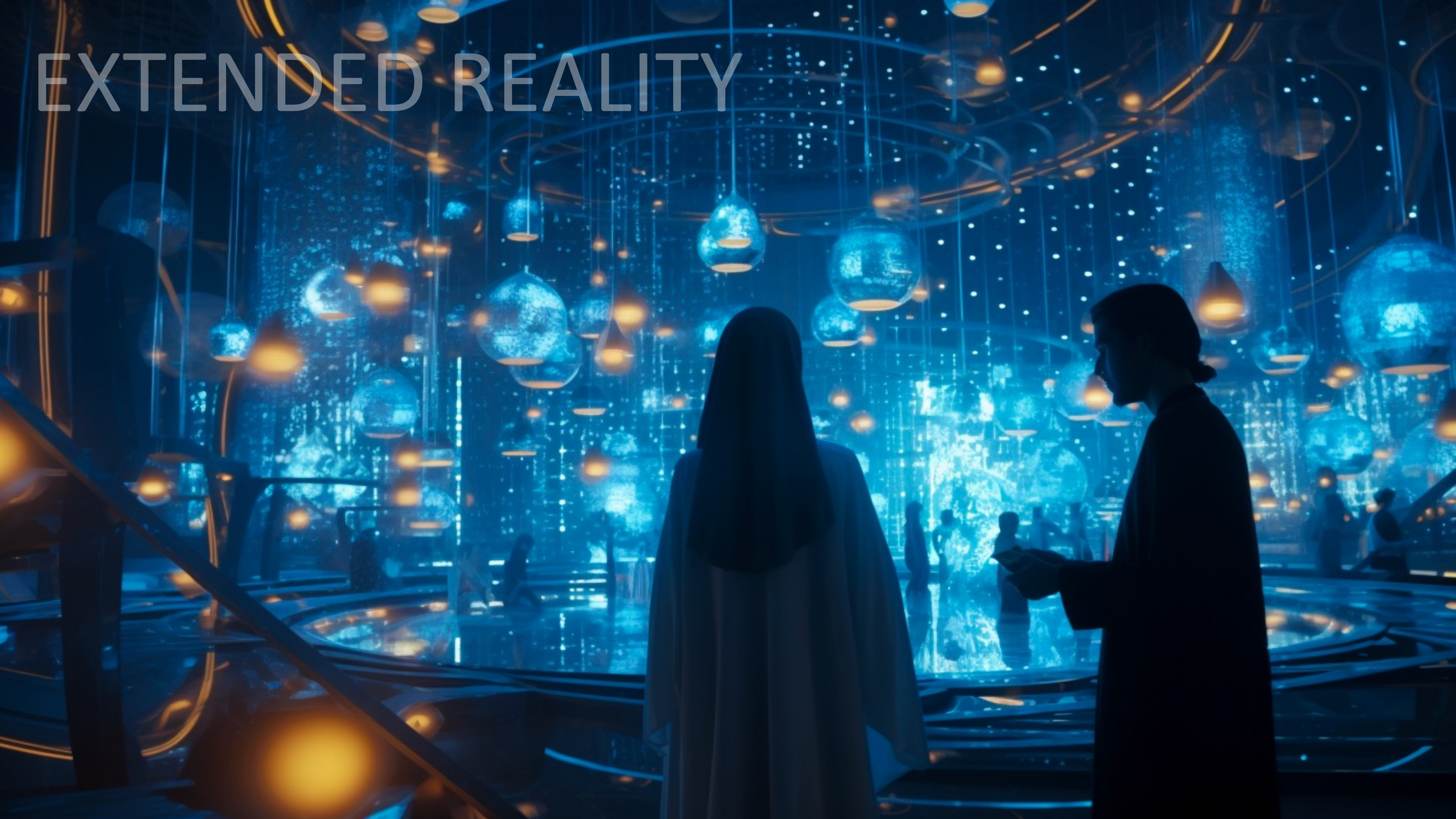


LIVE CONCERTS IN a 3D DOME

# IMMERSIVE PERFORMANCE



# EXTENDED REALITY





E-SPORTS GAME CONTESTS



A woman wearing a white hijab and a white long-sleeved garment is shown in profile, looking upwards and to the right. She is holding a large, glowing, translucent orb in her hands. The setting is a futuristic exhibition space with a strong blue color palette. Numerous glass vessels of various shapes and sizes are suspended from the ceiling, some of which are illuminated from within, creating a shimmering effect. The background is filled with more of these vessels and vertical light elements, creating a sense of depth and a high-tech atmosphere.

INTERACTIVE EXHIBITIONS



CONSTRUCT YOUR DIGITAL IDENTITY



VIRTUAL GALLERIES

A man and a woman are looking at a digital hourglass in a museum. The man is on the left, wearing a dark suit, and the woman is on the right, wearing a grey hijab and a grey top. They are both smiling. The hourglass is made of clear glass and contains a glowing orange digital structure. The background is dark with many small, glowing orange lights.

DIGITAL COLLECTIBLES



**THE  
FUTURECUBE  
ITSELF IS A  
WORK OF  
DIGITAL  
MEDIA ART.**

**THE EXTERIOR OF THE  
FUTURE **CUBE** WILL  
DISPLAY LIVE VIDEO &  
ANIMATION SEQUENCES  
RENDERED ON 550,000  
LED LIGHTS AS WELL AS  
3D PROJECTION  
MAPPING.**



# An Indonesian FUTURECUBE: THE WORLD'S BIGGEST VIDEO WALL



1. ENTERTAINMENT
2. EDUCATION
3. INDUSTRY



# EDUCATION AT MEDIACUBE HYDERABAD

**THE FUTURE CUBE WILL HAVE A DIGITAL ARTS ACADEMY SPECIALISING IN THE MOST ADVANCED VISUAL ART & DESIGN PRACTICES, LIKE WORLD-BUILDING, GAME DESIGN, REAL TIME 3D MODELS & ENVIRONMENTS, IMMERSIVE MEDIA, INTERACTIVE MEDIA, VIRTUAL FILM PRODUCTION, APPLIED ARTIFICIAL INTELLIGENCE, GENERATIVE AI ART & MEDIA, COMPUTER SCIENCE & SOFTWARE ENGINEERING.**



COLLABORATIVE LEARNING

# FILM PRODUCTION





COMPUTER SCIENCE



INTERACTIVE MEDIA AUTHORIZING



# SPATIAL COMPUTING



GAME DESIGN

# IMMERSIVE STORYTELLING





A woman in profile, wearing a dark top, is interacting with a glowing digital fashion design on a transparent screen. The design is a blue, wireframe-style dress with intricate details. The background is a dimly lit room with warm, golden light from a window or display case. The overall atmosphere is futuristic and high-tech.

**DIGITAL FASHION DESIGN**



WORLD BUILDING

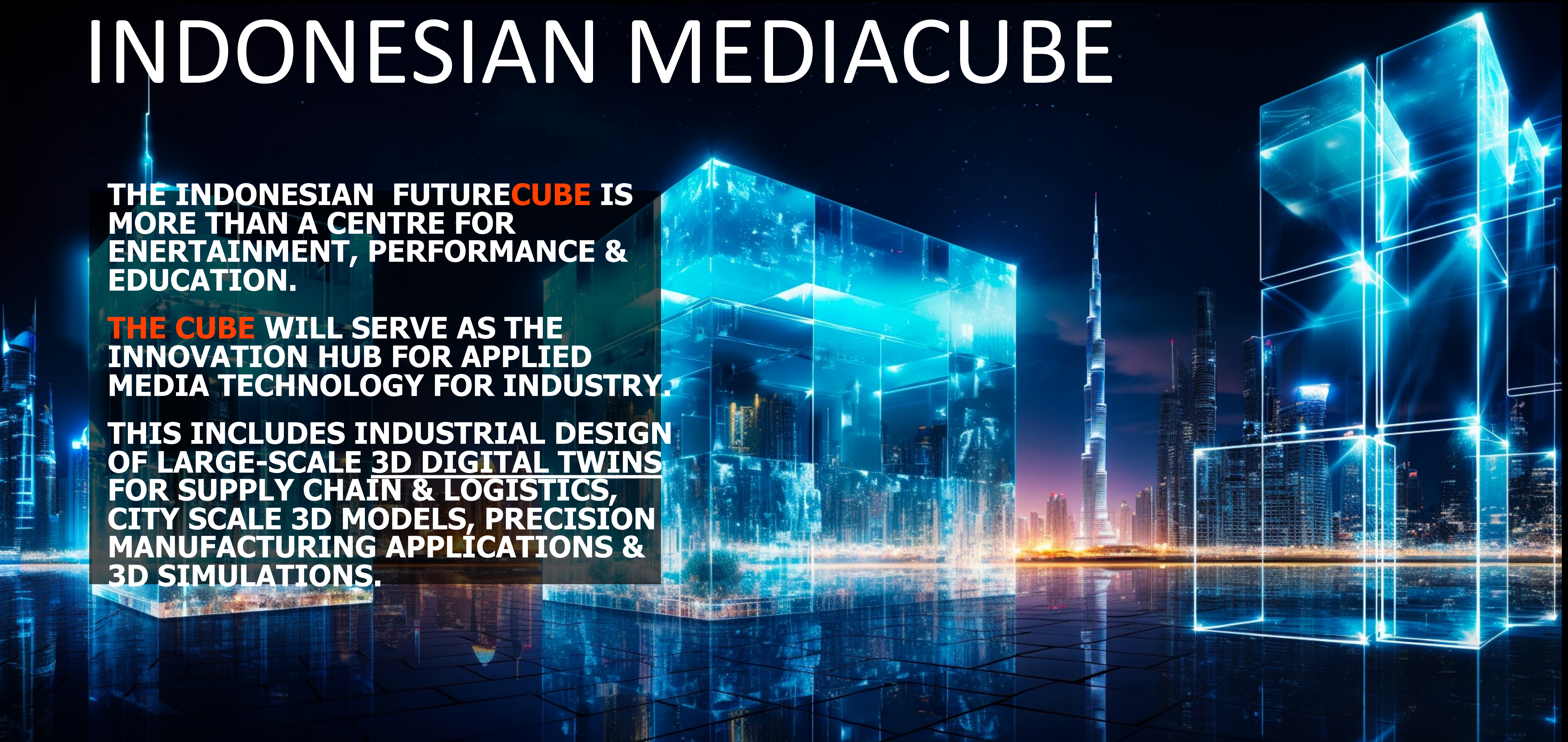
1. ENTERTAINMENT
2. EDUCATION
3. INDUSTRY

# INDUSTRY AT The INDONESIAN MEDIACUBE

**THE INDONESIAN FUTURE **CUBE** IS MORE THAN A CENTRE FOR ENTERTAINMENT, PERFORMANCE & EDUCATION.**

**THE **CUBE** WILL SERVE AS THE INNOVATION HUB FOR APPLIED MEDIA TECHNOLOGY FOR INDUSTRY.**

**THIS INCLUDES INDUSTRIAL DESIGN OF LARGE-SCALE 3D DIGITAL TWINS FOR SUPPLY CHAIN & LOGISTICS, CITY SCALE 3D MODELS, PRECISION MANUFACTURING APPLICATIONS & 3D SIMULATIONS.**



# A CITY-SCALE DIGITAL TWIN OF SAY, JAKARTA OR BANDUNG





# REAL-TIME CITY-SCALE MONITORING



# INDUSTRIAL METAVERSE



# DIGITAL SUPPLY CHAIN & LOGISTICS SIMULATION





# REAL-TIME VISUALIZATION OF REMOTE FACILITIES



**ROBERT TERCEK IS  
THE CREATIVE  
DIRECTOR & CHIEF  
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INDONESIA**

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**RALPH SIMON IS THE EXECUTIVE DIRECTOR & BUSINESS DEVELOPMENT HEAD FOR FUTURECUBE, INDONESIA.**

**HE FACILITATES GLOBAL PARTNERSHIPS & CO-OPERATION ACROSS GOVERNMENT, INDUSTRY, MEDIA & ENTERTAINMENT.**

**HE IS ONE OF THE WORLD'S FOREMOST VISIONARIES IN MOBILE TECHNOLOGY & ENTERTAINMENT CONTENT, & GLOBAL PARTNERSHIP LEADER FOR THE WORLD'S FIRST 3D MOBILE METAVERSE & TECH ACCELERATOR.**



A futuristic digital cityscape with a person in a control room. The scene is dominated by blue and white light, with a central figure standing in a control room, looking out at a vast, glowing cityscape. The city is composed of numerous skyscrapers and structures, all illuminated with a bright blue light. The overall atmosphere is one of high-tech, digital innovation.

NOW ENVISION A **NEW** FUTURE  
FOR INDONESIA'S  
“**TECH-TERAINMENT**” &  
A TECH COCKPIT FOR  
ASEAN'S FUTURE

# IS INDONESIA'S FUTURE A FUTURECUBE?



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