

Panaverse DAO

Virtual and Augmented Metaverse User Guide

Join the Future Now

Zia Khan

MA, MBA, MAC, MSE, CPA, and CMA

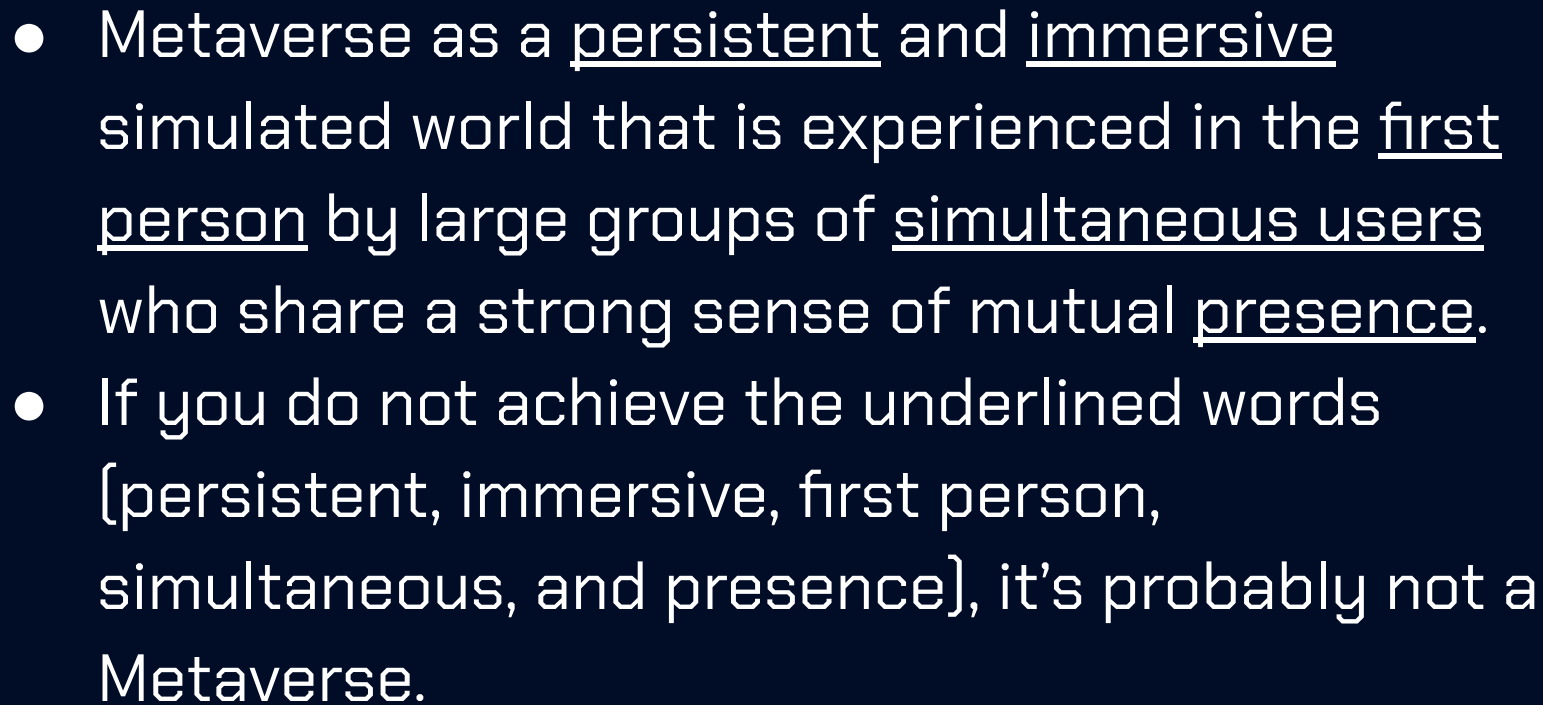
<https://www.linkedin.com/in/ziaukhan/>

www.panaverse.co





What is Metaverse?

- Metaverse as a persistent and immersive simulated world that is experienced in the first person by large groups of simultaneous users who share a strong sense of mutual presence.
 - If you do not achieve the underlined words [persistent, immersive, first person, simultaneous, and presence], it's probably not a Metaverse.
- 



Metaverse is neither Augmented Reality (AR) or Virtual Reality (VR). Metaverse is an interconnected, interoperable 3D virtual world.

Different companies can create many virtual worlds, but there can be only one Metaverse. We will use AR or VR devices to access this Metaverse.



The Most Polarizing Word in Technology Right Now is Metaverse



- There are those who are convinced it is the future of society, like Mark Zuckerberg, who is such a believer he renamed Facebook in its honor. Other tech moguls are less impressed.
 - Elon Musk recently said he is unable to see a compelling use case for the Metaverse and expressed colorfully, “I don’t see someone strapping a frigging screen to their face all day.”
 - Tim Cook suggests that augmented reality [AR] -- a technology that combines real-world objects with computer-generated ones -- is more psychologically palatable.
- 
- 



The truth is, they are both correct.

- The Metaverse is the future of technology and will transform society over the next decade.
- On the other hand, very few people will use VR headsets for hours each day other than hardcore gamers and socializing teens.
- The disconnect is because the word Metaverse means different things to different people, creating confusion in the market.
- To solve this, we need to make our definitions more specific, as we are really talking about two very different concepts: the **Virtual Metaverse** and the **Augmented Metaverse**, each of which will have different rates of acceptance and profoundly different impacts on society.



Is the Metaverse the same as augmented reality?



- It isn't. According to Mark Zuckerberg, the Metaverse is a type of "Embodied Internet You Are Inside Of." "You can deliver it to your reality by using AR."
- Augmented reality, or AR, is basically our everyday reality, but with an extra layer of information on top.
- AR is a technique that adds layers to the world as we are used to it. These layers could be visual, auditory and sensory information to intensify your experience.
- Virtual reality is entirely virtual, whereas augmented reality uses a real-world context.
- Both virtual and augmented reality are essential technologies to shape and access the Metaverse.
- Virtual reality, or VR, is an experience where you can replace current surroundings with a simulated environment.



**There are two kinds of Metaverse.
Only one will inherit the Earth**

**The Virtual Metaverse
will be for short duration
uses, while the
Augmented Metaverse
will revolutionize society**



VR Metaverse vs. AR Metaverse

- The Virtual Metaverse(that is, avatar-based VR worlds) will be increasingly popular but restricted to limited duration uses.
- The Augmented Metaverse, on the other hand (that is, the merger of real and virtual worlds into a single immersive and unified reality) will touch every person on the planet and will rapidly transform society.
- It is the Augmented Metaverse that is the future of technology.



Key Point


- Virtual reality has advanced tremendously, but the technology is fundamentally flawed (may be).
- We have a deeply human aversion to being cut off from our surroundings, and it will be nearly impossible for VR to overcome that.
- Augmented reality seamlessly integrates the real and virtual, which is why the Metaverse will be dominated by AR.





Unboxing + Setup

A close-up, side-profile view of a black Meta Quest Pro headset. The headset is positioned diagonally across the frame, with the top of the headband on the left and the front of the visor on the right. The background is a soft, out-of-focus gradient of purple and blue light, creating a modern and tech-oriented atmosphere. The lighting highlights the smooth, matte texture of the headset's shell.

 Meta Quest Pro

Charging Your Meta Quest Pro Headset and Controllers



 Meta Quest Pro



Watch TV



Panaverse DAO

The Web 3.0 & Metaverse Team

www.panaverse.co

<https://discord.gg/GggDkBwJDr>

https://twitter.com/Panaverse_edu

<https://www.facebook.com/groups/panaverse>

