CREVERSE

Create + Metaverse

whitepaper ver.1.0

What is CREVERSE ?

Digital contents market
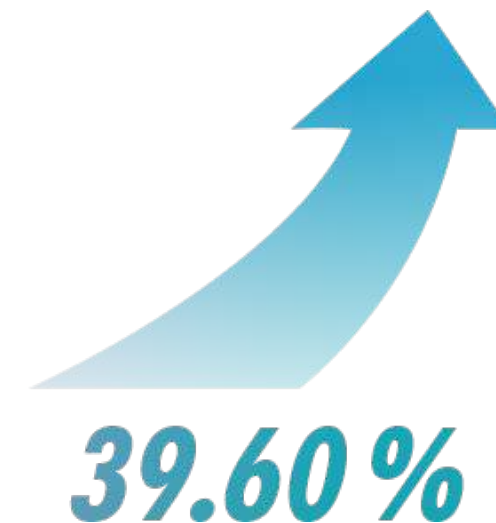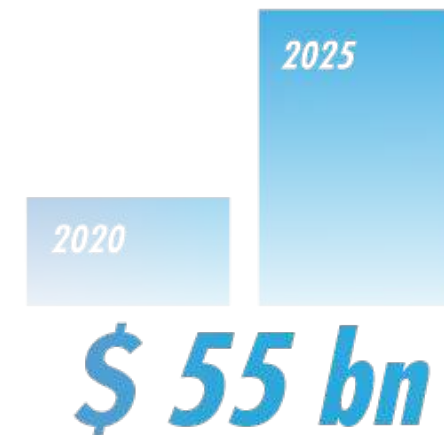technavio(2021)

NFT market
Statista(2021)

2025

2020

$ 594.11 bn
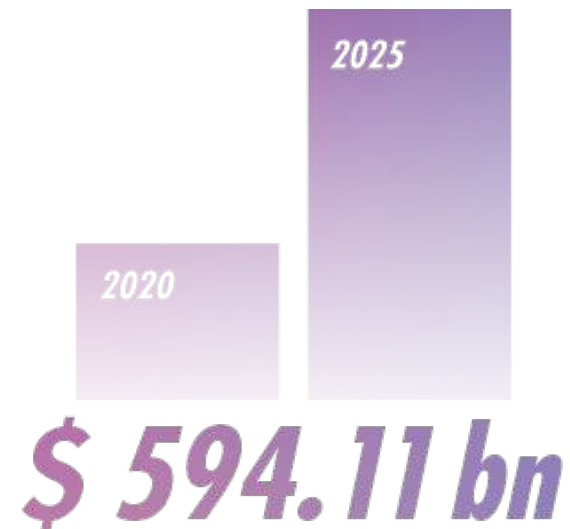
Market size growth

2025

2020

$ 55 bn

CAGR with accelerating moment

14.06%

39.60%

A structure in which a few players occupying the market despite rapid growth

SQUID GAME

A 25.3B KRW investment
that led to profits of over 1Tr KRW

K-Culture is gaining worldwide acclaim and global success.

But what does this mean for content creators?

In the case of the mega-hit <Squid Games>, the actual creators only benefited from production profits.
All copyright and additional profits from the series went to Netflix.
(Note, this was a relatively good deal. Many other creators face less favorable conditions…)
Even now, many creators with great ideas are working in capital-centric market conditions
where they have little power, few opportunities, and less compensation than they deserve…

NFT,
There is much discussion about what is NFT and how does it work.
Essentially, NFT is about the supply and demand of cultural contents.

NETFLIX · Disney+ · tv+ · YouTube · Instagram · TikTok

*It is beyond doubt that the powerful **content giants** will jump on the bandwagon.*
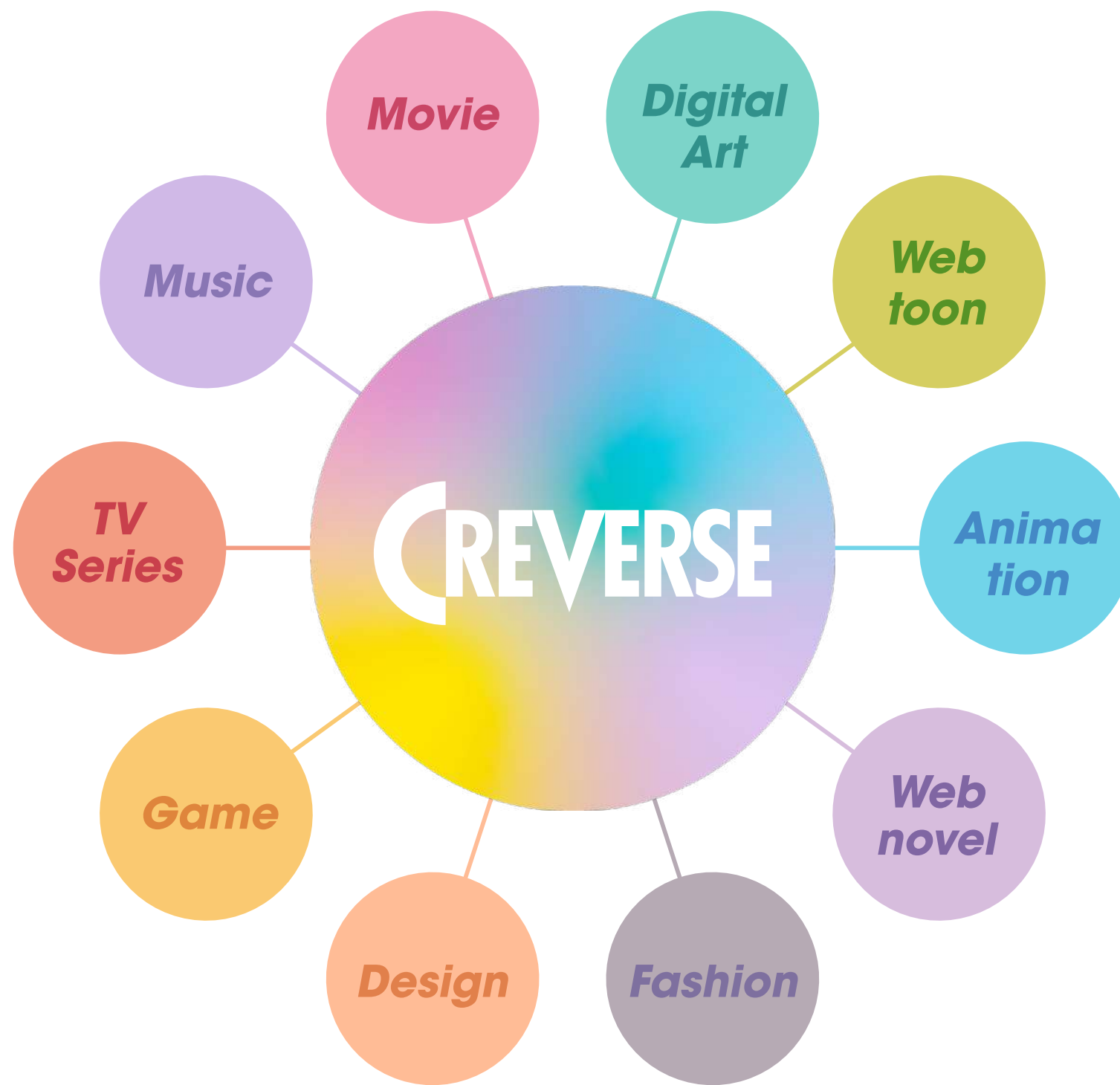**How can one compete with them?**

The answer lies in a Metaverse for Creators.

An environment that allows for the discovery of outstanding creators around the world and makes it possible for quality contents to be created with NFTs.
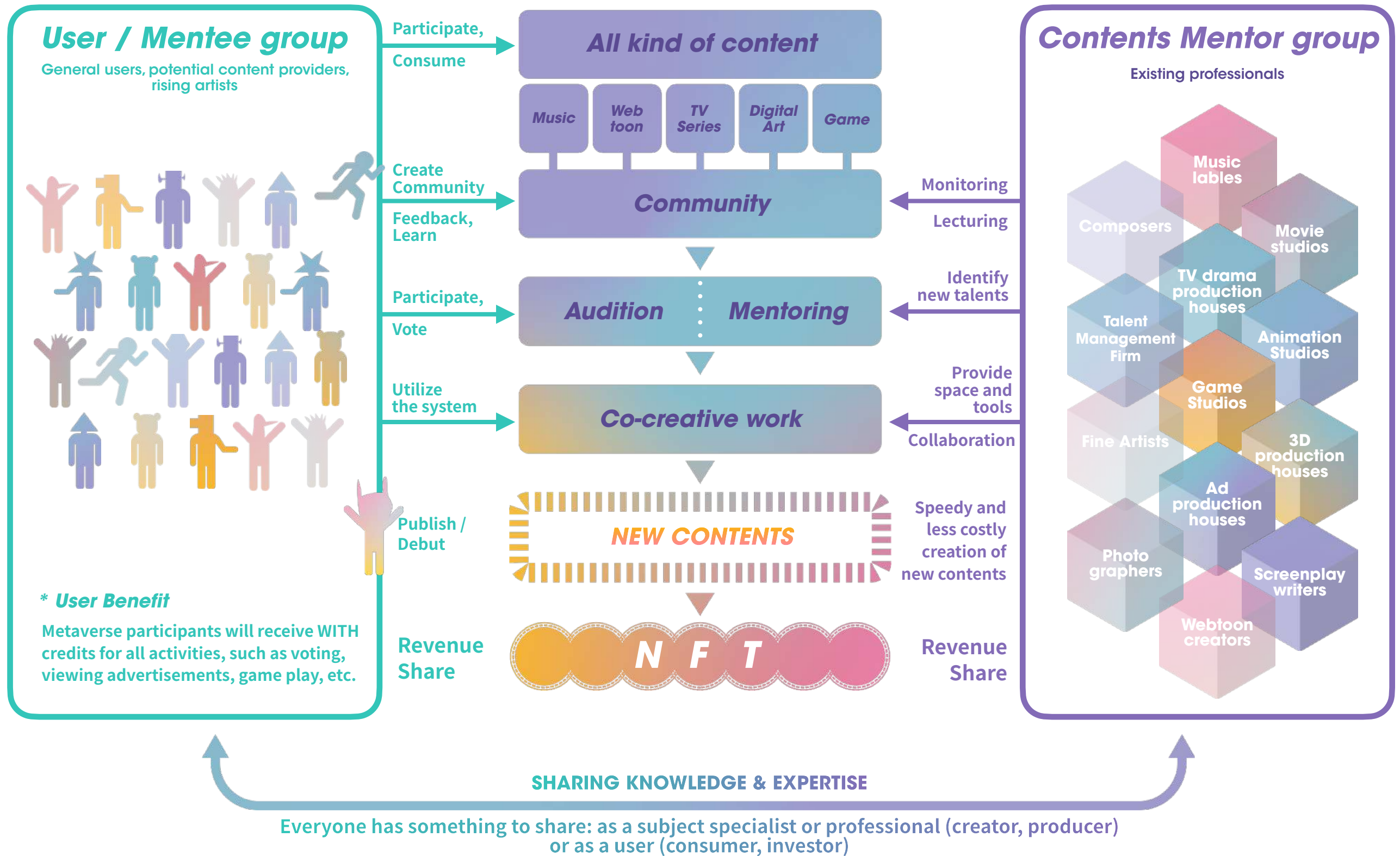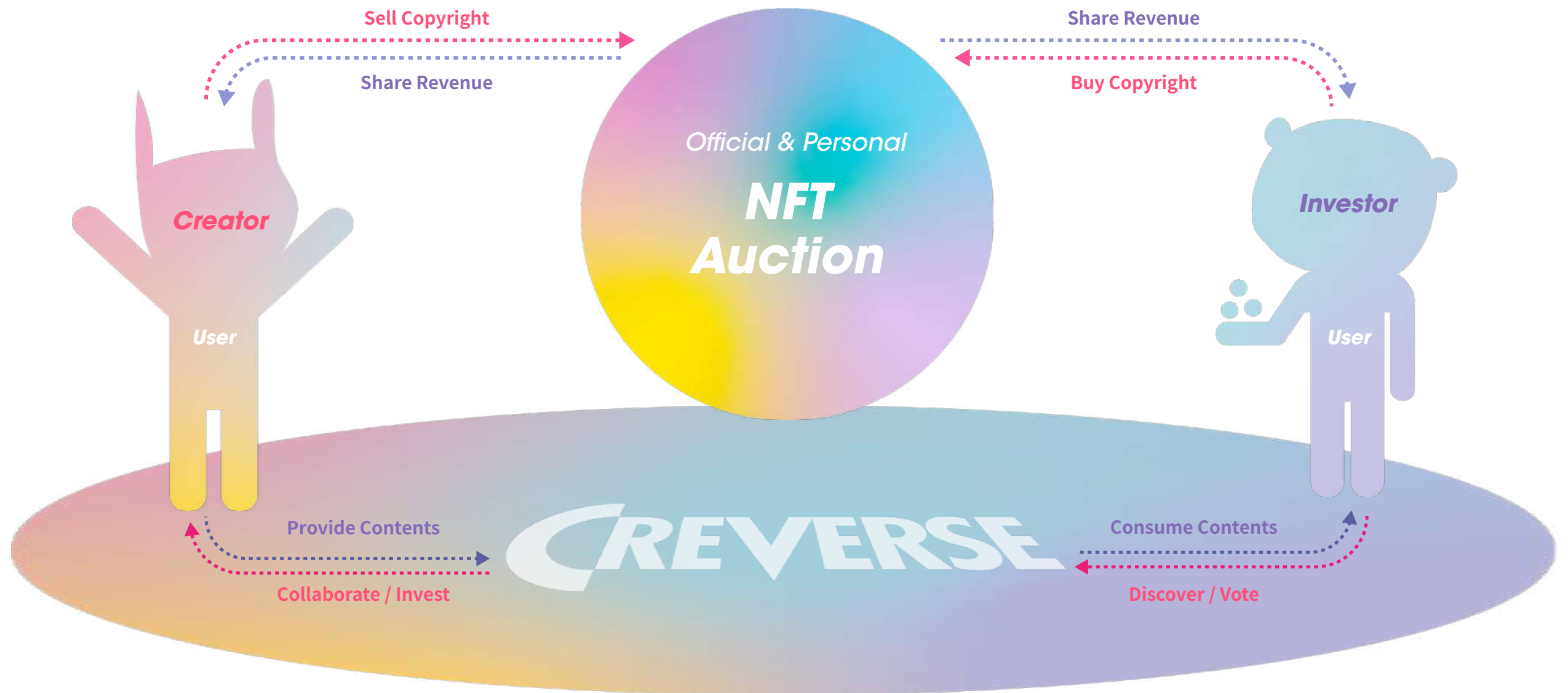
Metaverse for Creators

CREVERSE

Movie

Digital Art

Web toon

Music

CREVERSE

Animation

TV Series

Web novel

Game

Design

Fashion

All kind of Content

how does CREVERSE work?

Creverse Framework

User / Mentee group
General users, potential content providers, rising artists

Participate, Consume

Create Community

Feedback, Learn

Participate, Vote

Utilize the system

Publish / Debut

* User Benefit
Metaverse participants will receive WITH credits for all activities, such as voting, viewing advertisements, game play, etc.

Revenue Share

All kind of content
| Music | Web toon | TV Series | Digital Art | Game |

Community

Audition · · · Mentoring

Co-creative work

NEW CONTENTS

N F T

Monitoring
Lecturing

Identify new talents

Provide space and tools
Collaboration

Speedy and less costly creation of new contents

Revenue Share

Contents Mentor group
Existing professionals

- Music lables
- Composers
- Movie studios
- TV drama production houses
- Talent Management Firm
- Animation Studios
- Game Studios
- Fine Artists
- 3D production houses
- Ad production houses
- Photo graphers
- Screenplay writers
- Webtoon creators

SHARING KNOWLEDGE & EXPERTISE

Everyone has something to share: as a subject specialist or professional (creator, producer) or as a user (consumer, investor)

NFT Platform-based

Sell Copyright

Share Revenue

Share Revenue

Buy Copyright

Official & Personal

NFT Auction

Creator

User

Investor

User

CREVERSE

Provide Contents

Collaborate / Invest

Consume Contents

Discover / Vote

*In Creverse,
anyone can become a creator or investor and
share in the profitable process of content creation.*

What about the issue of funding?

So far, people have only paid to enjoy contents…
But from now on, we can invest in contents and share the profits!

In the new world of Creverse, consumers of contents can become prosumers.

We can all become **Cresumers**!

The solution is simple.
Create a coin that is linked to the Metaverse and NFT.

'**WITH (coin with contents)'** can be used to invest in the copyrights of various contents such as movies, music, TV series, photographs and online games. Investors using '**WITH'** will enjoy copyrights they have invested in, according to the ratio set by the owner/creator. This new investment ecosystem will provide freedom from the existing system of creating and distributing contents, which is heavily dependent on giant corporations with capital who act as gatekeepers to funding. Anyone can participate in Creverse, the new system of Copy(right)-nomics, a de-centralized ecosystem of copyright investment and funding.

what is the merit

of CREVERSE ?

For Market
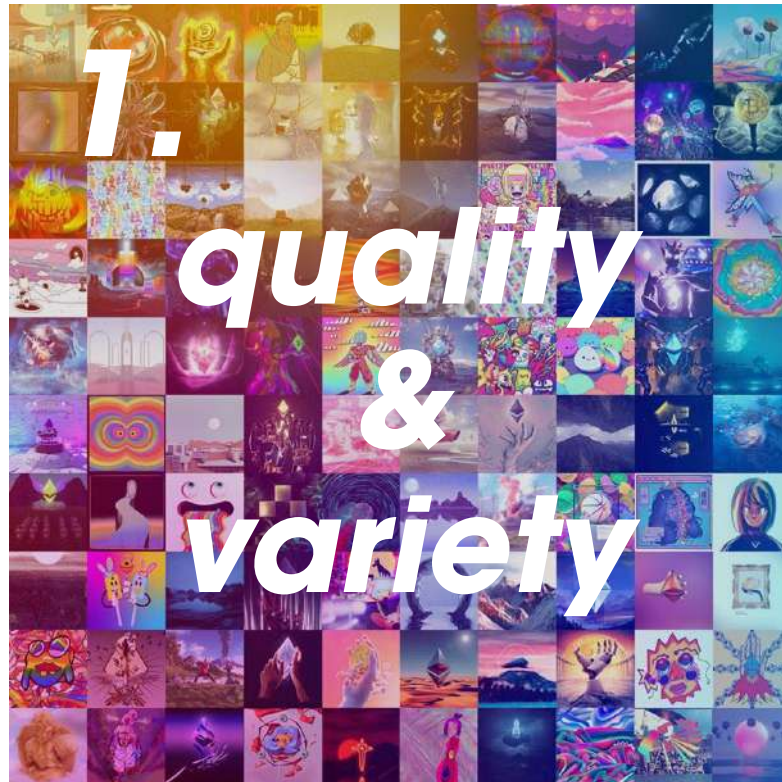
1. quality & variety

Diversification of high-quality content.

Advantages of the large capital-based content market is **The quality of content**. Advantages of single creator content market is **The Variety of Content**

Creverse with the combined strengths of both markets.

2. invest freely

Changing content investment method.

Anyone can **freely invest** in the copyright of the content without restrictions on the amount **even if small.**

3. new type of fan
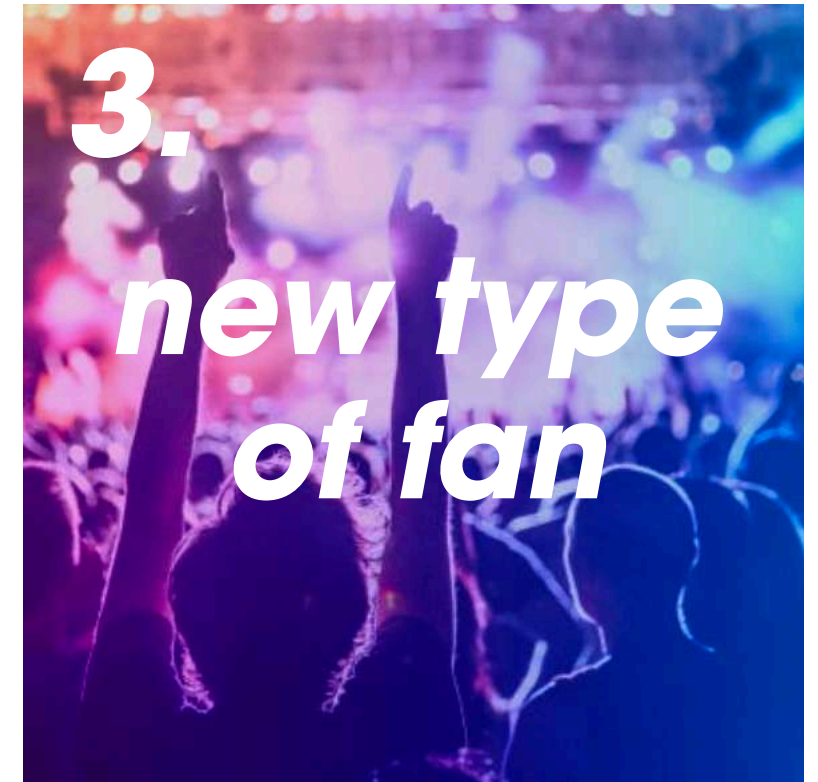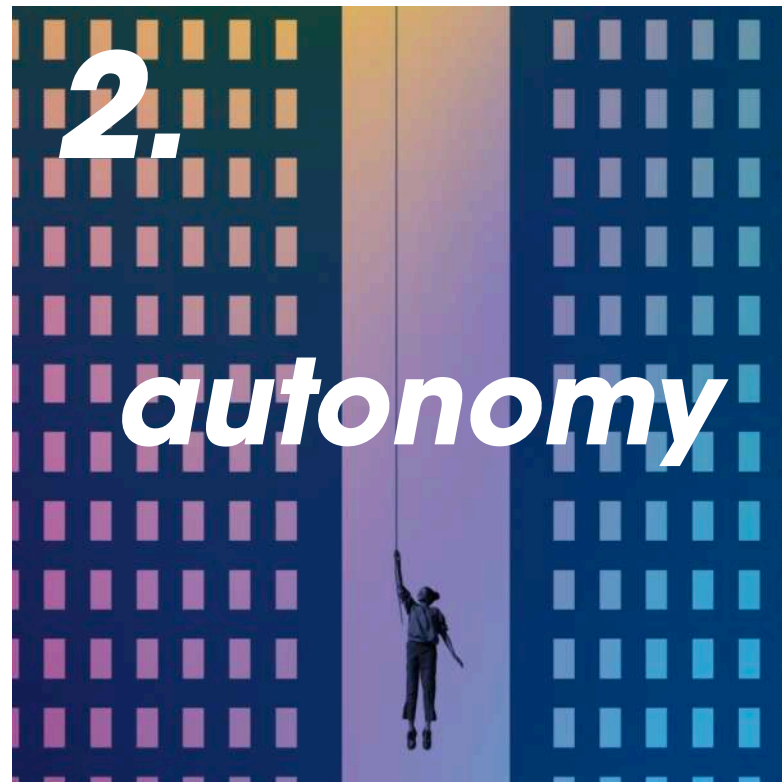
Fan's redefinition.

Not just a consumer, **as an investor and share profits.**

For Creator

1. opportunity

More creative opportunities

Easier funding for creation and opportunities for **various collaborations**

2. autonomy

Guaranteeing the autonomy of creation

Creation is **not dependent on** specific capital

3. fair distribution

Fair Distribution

Blockchain-based fair distribution according to autonomous consultation among creative participants.

welcome

to CREVERSE

Metaverse for Creators

CREVERSE

SCREEN PLAY
GALLERY
GAME GAME
CAUTION WEBSITE
UNDER CONSTRUCTION
COMICs
MUSIC
Winner!
NFT
AUCTION
MOVIE
Entertainment

Creverse Main street

Build Up Zone by category. Exposure of Main events, auditions, and real-time hits.
Placed on the main street of the sponsor, mentor company and collaboration space, archive library, named creator space

Animation street
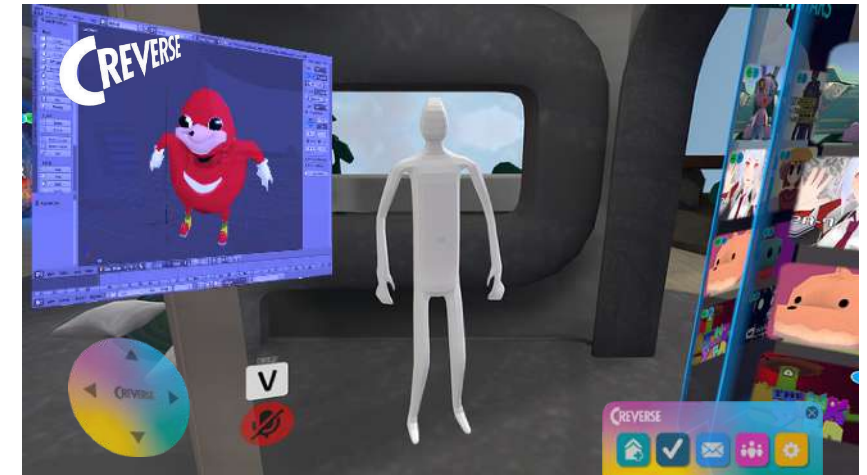

Musical street

EDM street

Movie street

Creverse Avatar

There is no form limiting such as objects, animals, plants, and characters
Customization to allow creators to express their own personalities
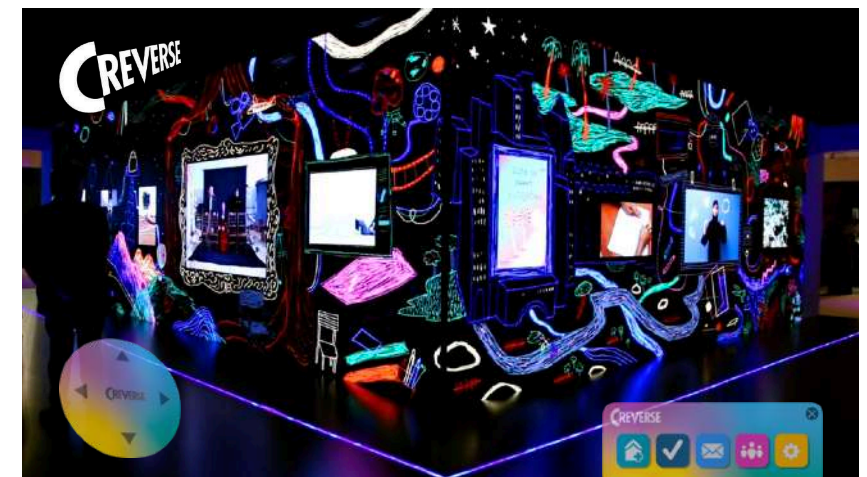
Creverse My place

Customizable personal space like avatars.
It consists of a private workroom and a showroom where works are exposed.

work room

• A private space to set the avatar and personal .
• Workspace as a creator, scrapping posts of other users who like it, checking subscribed content, and coin management
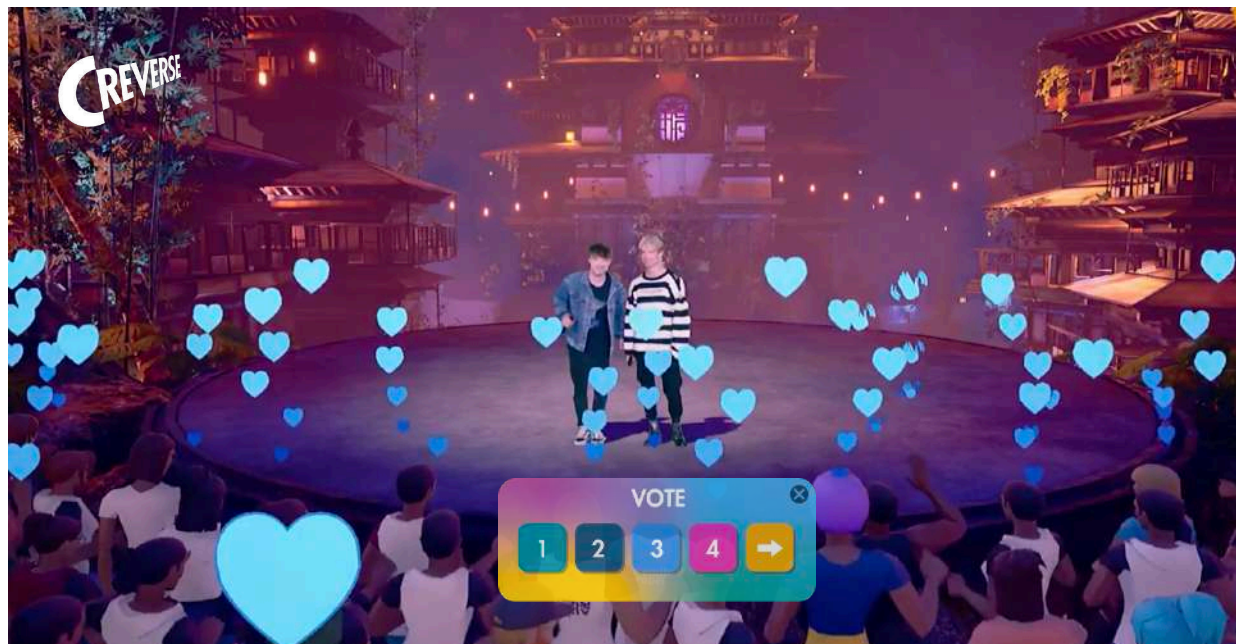
show room

• Gallery space where you can show your work to other users
• History and archive function for each version, spawning and advertising according to the number of views

* The image is an example.

Creverse Audition

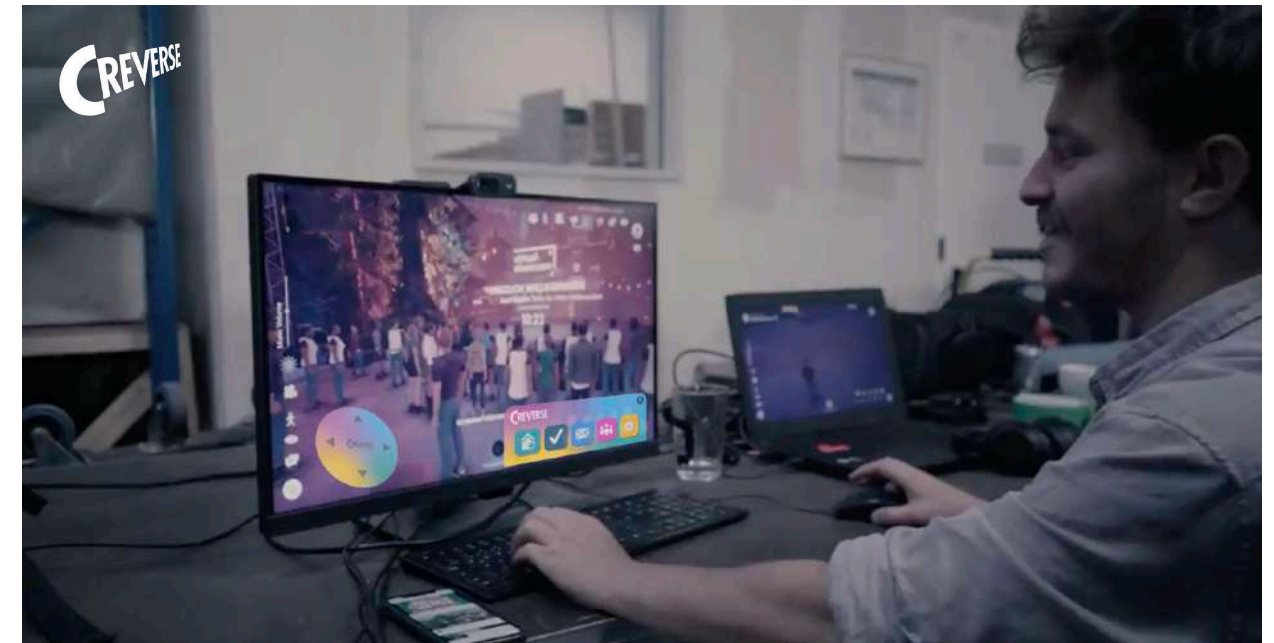Held various auditions and contests by category
Real-time participation of general users and operating of voting booths

Creverse Community

Community space and information provision by category, Live chat operation

Share information and check posts with other users.
Communication with users on common interests

Lectures and collaborations of mentor

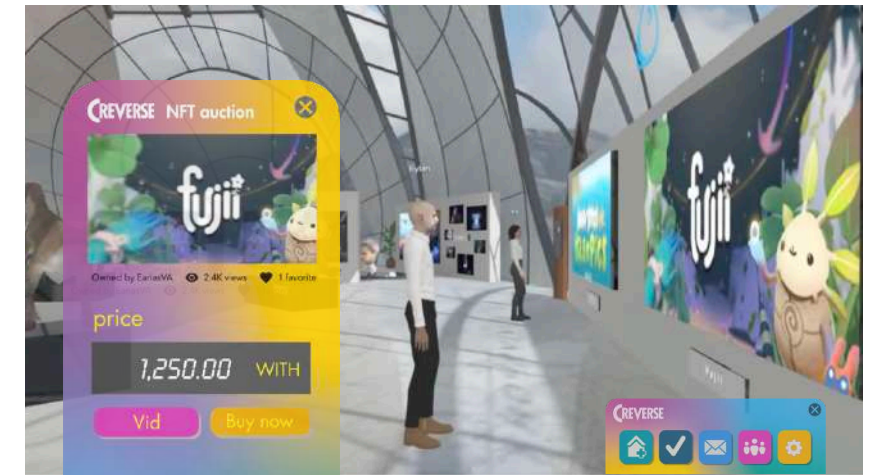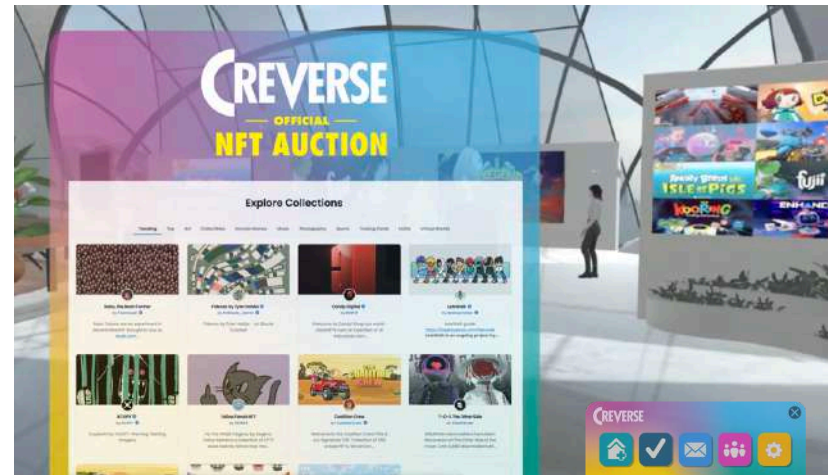Mentoring classes by capacity and genre

Official NFT Auction

• NFT auction of quality-guaranteed content created in collaboration with creators

Conversion of contents created by Creverse's investment and collaboration of various experts into NFT
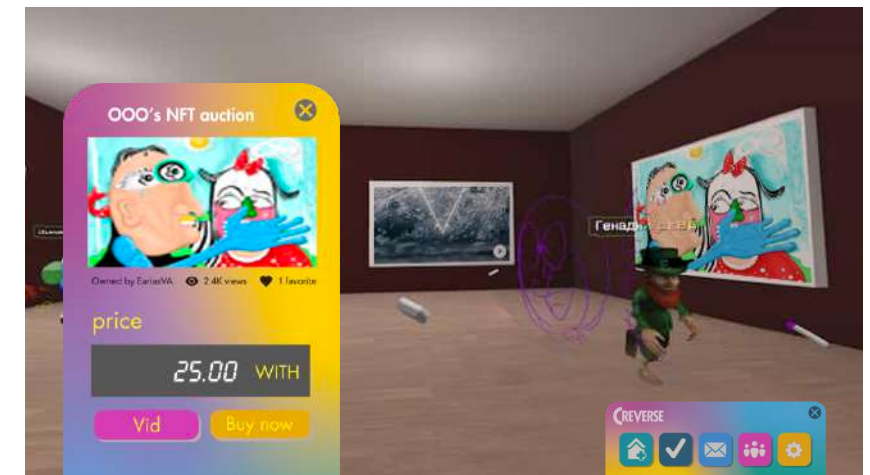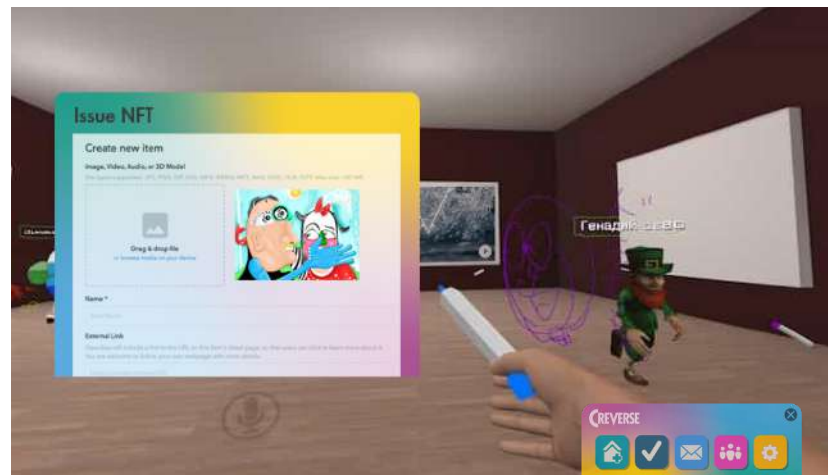

NFT being auctioned at Auction

Personal NFT Auction

• Anyone can freely mint NFT within Creverse and sell it in private exhibition space.

Issuing NFT in personal workspaces and displaying them in private exhibition

NFT in exhibition sold to private space visitors

* The image is an example.

Possible Scenario 1.

Person A, who has a passion for music,
but was in the financial industry

‘A’ who starts his career in Creverse

Join the music community
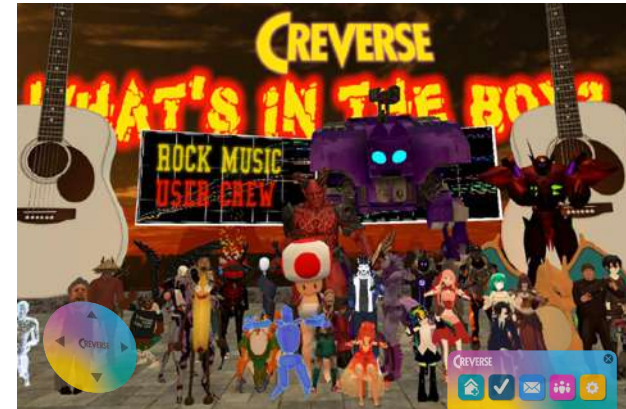
Sharing knowledge with
various participants

Take lectures from experts

‘A’ learn how to play the guitar in
community

‘A’ performing an ensemble with
other member of community in
Creverse

Participate music audition in
Creverse

‘A’ debuted as a singer after
winning an audition

* The image is an example.

Possible Scenario 2.

Person B, who usually likes to draw,
but only thought of it as a hobby.

'B' got to know Creverse 's
character contest.

'B' is drawing a character to be
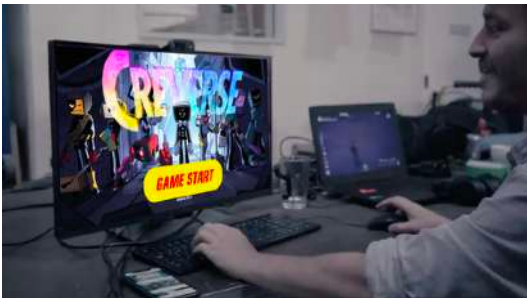submitted to the contest

B's character with the most votes

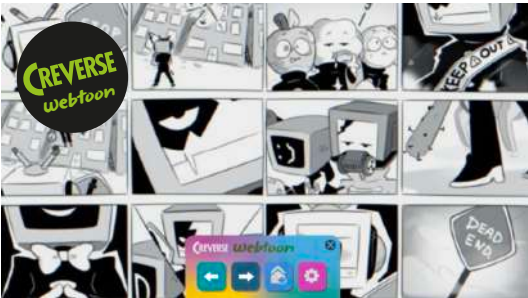

'B' is the winning the contest.

B's character developed to
game in Creverse

B's character-based game
released on Creverse

B's character who collaborates
with experts in various fields.

Launching B's character-based
webtoon

Launching B's character-based
animation

* The image is an example.

Launching model

STEP ❶
Hosting contest
By CREVERSE

general users

The winner of the
Character contest

Award-Winning character
For NFT

STEP ❷
Register &
Award

professionals
Collaboration and
copyright agreement

Game
Studios

STEP ❸
Launching the
game

Webtoon
creators

Hosting story
contest
(character
advancement)

STEP ❹
Launching the
Webtoon

The winner of the
story contest

*The advancement of character
and stories is chosen and
continued by the votes of fans
participating in creverse and the
value of NFT will be rise.

Animation
Studios

STEP ❺
Launching the
animation

*All secondary creation will be
allowed within the creverse and
the original creator can be share
profits

*All copyright profits are blockchain-based
distribution according to autonomous
consultation among contents creating
participants.

Our Team & C-level

Technology Development Division

System Management Division

Contents Investment Division

CTO of Metaverse & Games
Hyung gon Son

BNF Games CEO
Smilegate development team leader of CrossFire(FPS game)

CTO of Blockchain
Jung won Jin

Meteor startup CEO
Ph.d Computer Engineering
(a doctor´s thesis about Blockchain)

CEO
Yeon Na

APC Production CEO
Judge of Korea Advertising Awards

CCO (Chief Creative Officer)
Chang jae Lee

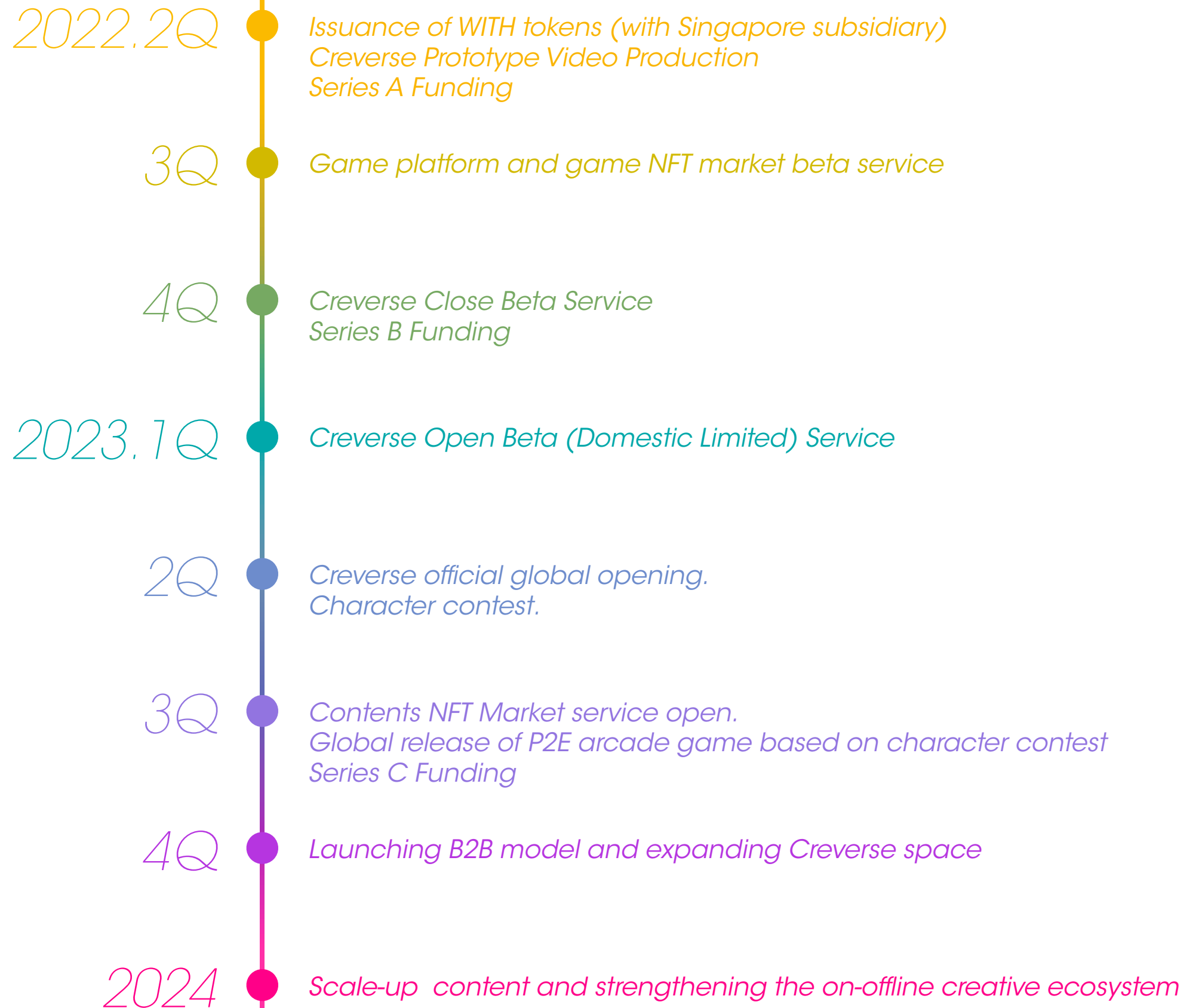APC Production film director
Korea Advertising Award Grand prize

CPO (Chief Product Officer)
Ray

APC Production film director
Korea Advertising Award Gold prize

Roadmap

2022.2Q
Issuance of WITH tokens (with Singapore subsidiary)
Creverse Prototype Video Production
Series A Funding

3Q
Game platform and game NFT market beta service

4Q
Creverse Close Beta Service
Series B Funding

2023.1Q
Creverse Open Beta (Domestic Limited) Service

2Q
Creverse official global opening.
Character contest.

3Q
Contents NFT Market service open.
Global release of P2E arcade game based on character contest
Series C Funding

4Q
Launching B2B model and expanding Creverse space

2024
Scale-up content and strengthening the on-offline creative ecosystem

Coin with contents

tokens

investment

fun

CREVERSE

NFT AUCTION

P2E GAMES

contents

items

tokens

Tokenomics

allocation

Contents investment	20%
Ecosystem	20%
Team	15%
Private sale	10%
Strategic Reserve	10%
Partners	7%
Marketing	5%
Operations	5%
Public sale	3%
Exchange liqudity	3%
Advisor	2%

sales

Business development	40%
Development	25%
Marketing +KOL	20%
Liquidty	10%
Administration	5%

fee

Contents investment	30%
Incentive(for staking)	25%
Ecosystem	20%
Burn	10%
Team	5%
Marketing	5%
Liqudity	5%

Thank you