Erelabs

A PLUG X PLAY METAVERSE

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The Whitepaper

INTRODUCTION

Erelabs is a Blockchain technology start-up company that employs the dynamism of metaverse to advance technology advancement for the human race. We are a group of creative technologists that are passionate, skilled, and curious about the technology in focus.

We believe that simplicity is genius. That is why we are developing a metaverse that is easy to use for all and sundry. We call it Plug & Play. Despite our fundamental belief in making this technology simple, we will make it a holistic one. We are going to embed and use all the pillars necessary for running an efficient metaverse on the blockchain. Pillars such as; Augmented Reality, Virtual Reality, 3D reconstruction, Artificial intelligence, the Internet of Things, Blockchain, and Cryptocurrency will be used to develop a one-of-a-kind metaverse that is easy to use.

Motto: Plug X Play

Vision: A plug-and-play blockchain that allows for low technological knowledge and easy deployment of ideas. A metaverse blockchain where virtual reality economy is the main goal.

Why: To contribute to human technological advancement.

How: With blockchain technology and other pillars of the metaverse, build a chain that harbors easy plug and play blockchain metaverse API interfaces. These are **e-eat, e-vision, e-merch, e-vreal, e-oracle.**

Where: Metaverse

When: Now

Things were done so far: GeminiPunks NFT, Social media handles, marketing & Sales.

Things in the process: website, promotion, blockchain creation, Geminipunks game.

THE HOW

Augmented reality

This is the situation where existing real-world features or environments are enhanced in a virtual space or virtual data in order to make users' experience real and relatable or interactive. This enhancement added to the real-world environment is collected through olfactory, sensual, visual, or auditory modalities. Augmented reality has three major characteristics; processes both virtual and real-world, accurate 3D registration of real and virtual assets enables real-time interaction. With computer hardware like mobile phones, tablets, VR glasses, smartwatches, and other mobile technology devices, cameras and software are embedded in these devices to enable functionalities suitable for Augmented reality.

Popularly referred to as AR in the short form, it is not to be confused with Virtual reality (VR), the major difference between the two is that augmented reality enhances or add to the real environment. It is been used in games, self-driving technology, the military, health sector, sports, geospatial immersion, and many more.

In Erelabs, we plan to infuse the benefits that Augmented reality offers in games and other parts of our ecosystem. We plan to apportion parts of our resources to developing an AR system that makes our metaverse attractive and useful in multiple ways and industries.

Virtual reality

Simply put, virtual reality is a three-dimensional environment generated by the computer for human interaction. Obviously, the meaning is derived from the combination of virtual and reality and the human interacting in this virtual world is immersed in the experience therein. The degree of immersion can vary from a full to semi or non-immersive simulation depending on its utility. This technology is used in numerous industries like Sport, Architecture, medical, entertainment, and art.

In Erelabs, we are going to employ virtual reality technology in gaming, communication, interaction, transaction, and other parts of our metaverse. This is paramount to us in order to enhance real users' experiences. In addition, the metaverse is incomplete without giving users a real virtual environment that they can relate to.

3D reconstruction

This is a technology that is used to recreate an actual object or two-dimensional picture into a three-dimensional object within a virtual environment. This process is done in a passive or active means. The active means uses data and numerical approximation to build the object into 3D while the passive method creates the 3D object without interfering with the actual object or picture.

In order to build a holistic metaverse, a solid 3D reconstruction application has to be put in place. In Erelabs, we are working hard to build a technology that easily turns physical objects or pictures into 3D. This will allow for easy building of the virtual environment in the metaverse. In addition, this will allow for easy onboarding of users into the metaverse in order to interact with the virtual ecosystem. The ability to build a 3d character from a picture snap of a camera allows for easy onboarding of the users and their profiles.

Artificial intelligence

This is a system that allows a programmed computer or machine to be capable of executing functionalities like humans. Artificial intelligence has grown more prominent since the age of the internet. With connectivity, more data is being created and this allows for improved deep learning, machine learning, and other arms of artificial intelligence. Artificial Intelligence(AI), has been increasing efficiency in different sectors of the economy. It has fast-tracked the industrialization of many countries through robotics, it is allowing for efficient learning in the education sector, it's improving innovation in the biomedical science, research and development in multi-discipline professions is improved by Artificial Intelligence.

In Erelabs, we are employing the best practices of artificial intelligence in our ecosystem in order to benefit users and foster business processing. We are positioned to employ Artificial intelligence efficiently as we will be generating a massive amount of data among users and devices connected to our ecosystem. Therefore using AI to deliver our users' needs fast, cheaper, and without human error can be achieved at every level of the ecosystem.

Internet of things

This is described as the connection of physical objects to the internet in order to exchange data. Devices with the internet, sensors, software, RFID, etc with the sole purpose of exchanging data can all be connected to the virtual world to create big data. Nowadays, devices ranging from mobile phones, wearables, cars, thermostats, health devices and many more can exchange data for a hyper-connected world.

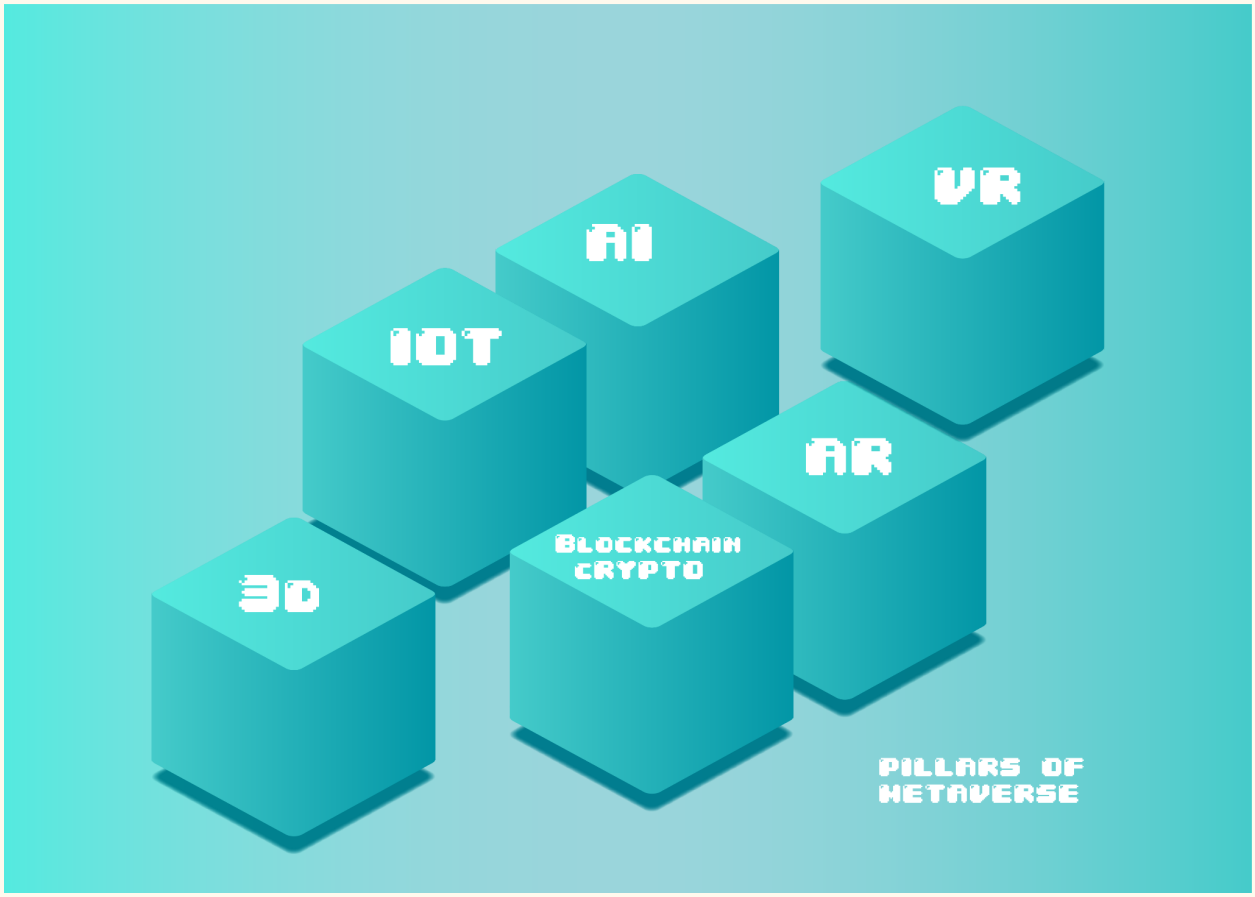
In Erelabs, we will build an ecosystem that allows for a hyperconnected Internet of things in order to create a holistic metaverse. This will be done by building a blockchain IoT platform that is easy to use. We call it Plug & Play. With a blockchain like this, we not only have an ecosystem that connects people but the one that also connects things. The benefits that come with this will be enjoyed by the users of the ecosystem.

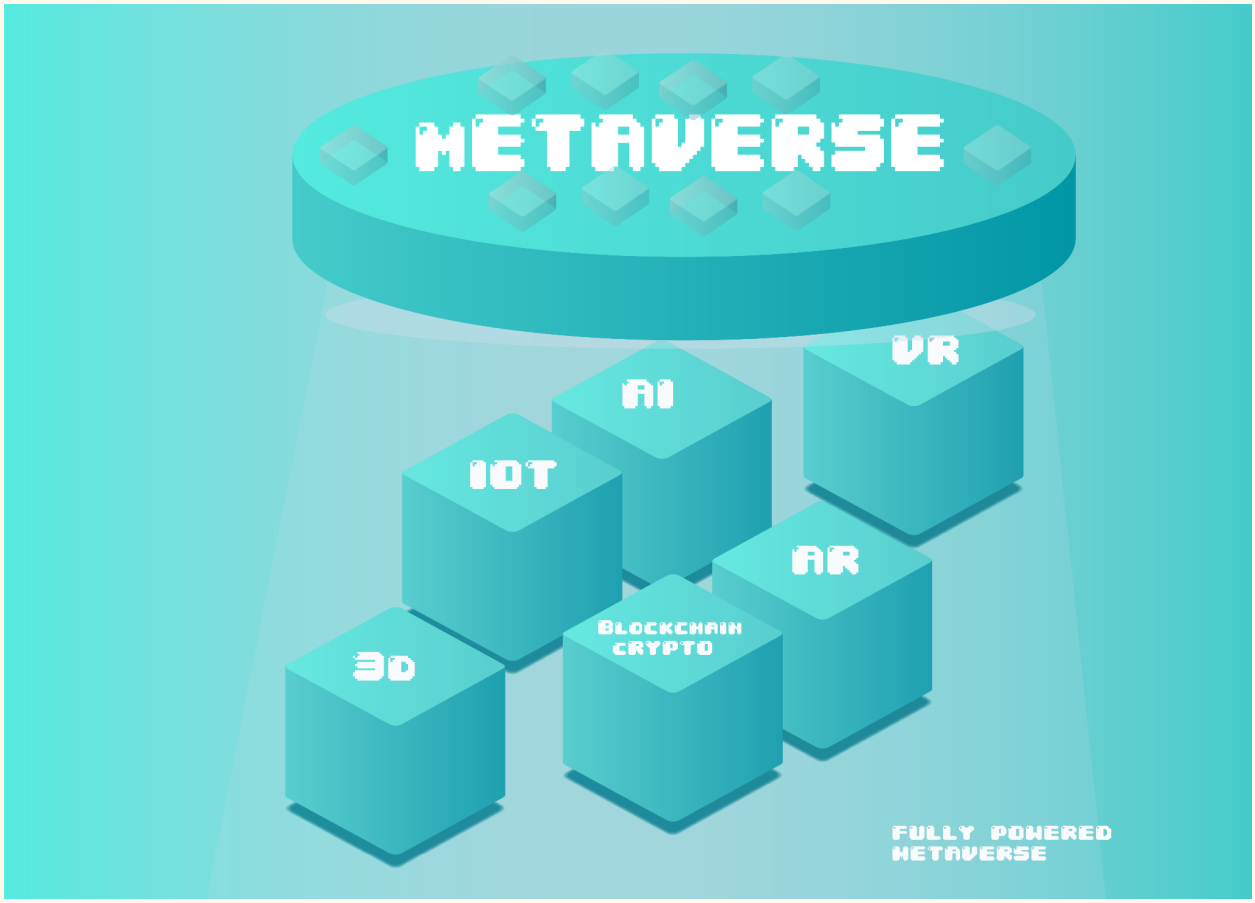
Blockchain & cryptocurrency

Blockchain technology is growing at a fast pace and changing the way business is done. With the smart contract and cross-chain function that it possesses, it is suitable for building a viable metaverse ecosystem. Many more functions like decentralization, transparency, and tamper-proof records make it suitable to record digital proof of ownership, proof of transfer, proof of collectibles, proof of previous transactions, and many more. All these functions give

the metaverse built on blockchain technology a free, decentralized, and fair ecosystem. In Erelabs, that's what we are gunning for. To see our ecosystem to a fluid, decentralized, fair plug and play easy use ecosystem.

The cryptocurrency on the other hand has been revolutionizing in terms of transaction and value in the world economy. The bitcoin revolution has been televised majorly because of its massive increase in value but not for its underlying technology. Deploying our native cryptocurrency that allows for fast transaction and settlement is paramount. We are building a cryptocurrency that is cross-chain, fast, and cheap. With this, we are able to allow the economy in the Erelabs metaverse to grow. For instance: Digital land, digital arts, games assets, and any other types of assets within the Erelabs metaverse economy will be settled by our native token EAR.


VR
AI
IOT
AR
BLOCKCHAIN
CRYPTO
3D
PILLARS OF
METAVERSE



ERELABS PRODUCTS

E-eat

With metaverse, the possibility is almost endless. The connection of the physical world to the virtual environment can be done seamlessly. Recently, Mcdonalds, the giant fast-food company, is attempting to patent virtual restaurants. This is to show that virtual food ordering and delivery is up to another level. In addition, the virtual restaurants boomed during the pandemic and data is showing that this trend will not necessarily reverse even after the end of the pandemic.

Our E-eat product will allow restaurants all around the world to plug into our ecosystem and benefit from the data and traffic of users on our metaverse. Users can order their food while interacting with the virtual environment and have their food delivered to them. We will be focusing on bringing in restaurants all around the world, most especially those from emerging economies.

E-vision

The world is moved by human activities and the data generated. Information is disseminated nowadays through media blog posts, videos, or a few sentences on social media. The metaverse will be generating a lot of human activity and data and it will be a waste not to build on the advantages it brings.

With E-vision, we will build a media platform that allows each user's profile to serve as a place they can publish blog posts, comments, videos, and other forms of media. In addition, we are placed in a great position because we are built on the blockchain. With this, we can ensure decentralization, tamper-proof data, and fairness.

E-merch

e-commerce has been transforming the way we do business for multiple decades now. Multiple unicorn companies have been created as a result of this technology and transactions know no boundary as a result. The metaverse is a web3 technology that takes the power of e-commerce up a notch.

Within our metaverse ecosystem, users can exchange digital products as well as tangible products. The exchange of game assets, NFTs, shoes, clothes for the game character which can also be delivered physically will be made possible on the E-merch platform. Sellers and buyers can use this platform to carry out transactions just as web 2.0 products like Amazon did.

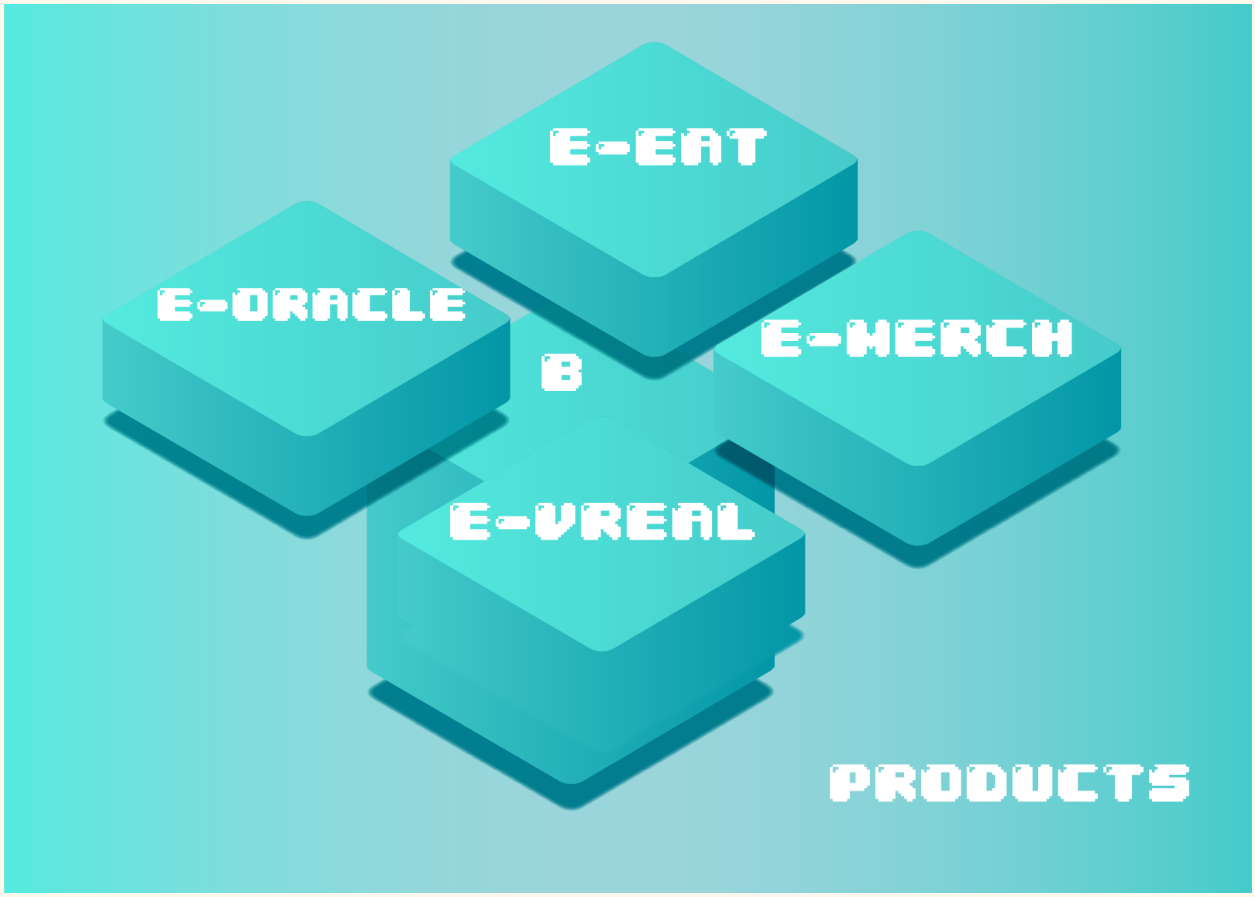
E-vreal

A virtual reality that has the other parts of seven pillars of the blockchain metaverse. Simplicity for users and builders is the means we employ to attract utility. An easy deployment user interface for virtual character creation, easy use of a game engine, a metaverse that allows for real-world possibilities. In order to make a holistic Plug X Play metaverse, seven following technologies have to be infused into the ecosystem. Just as mentioned in previous sections above.

E-oracle

The metaverse serves as an ecosystem that generates data as time ticks. Data being the fuel of the internet is important to metaverse growth. In Erelabs, we plan to build an oracle that disseminates data in an easy-to-use or understand method. Big data is known to be complicated and jargon in nature. We plan to make it easy to read like a story.

Data from the Internet of things and the metaverse ecosystem will have a viable data structure that is easy to utilize by tech savvy and non-tech savvy. The data will be used to improve the ecosystem. Consumers data are already tamper proof and can not be used without permission from the data nodes.



TOKENOMY

As mentioned in the previous section above, our metaverse platform will be an economy. For an economy to be run successfully, there has to be a means of exchange. With EAR, the

cryptocurrency token that will be used to settle transactions will be created. There will be Two billion (2 Billion) EAR maximum supply.

The tokens will be structured to allow for a fair offering and fuel on the metaverse ecosystem. The structure we will employ will be to maintain the Erelabs ecosystem in all facets. There will be 2 billion EAR supply that will be allocated in this manner: 15% in a community airdrop, 2% for liquidity & market listing, 43% to the governance treasury, 21.51% to the team, 17.8% to investors, 0.69% to advisors and marketers. Every token structure comes with a 4-year vesting period except for the tokens allocated for the airdrop and liquidity mining. Below in Figure 1 is a pie chart representing the token structure.

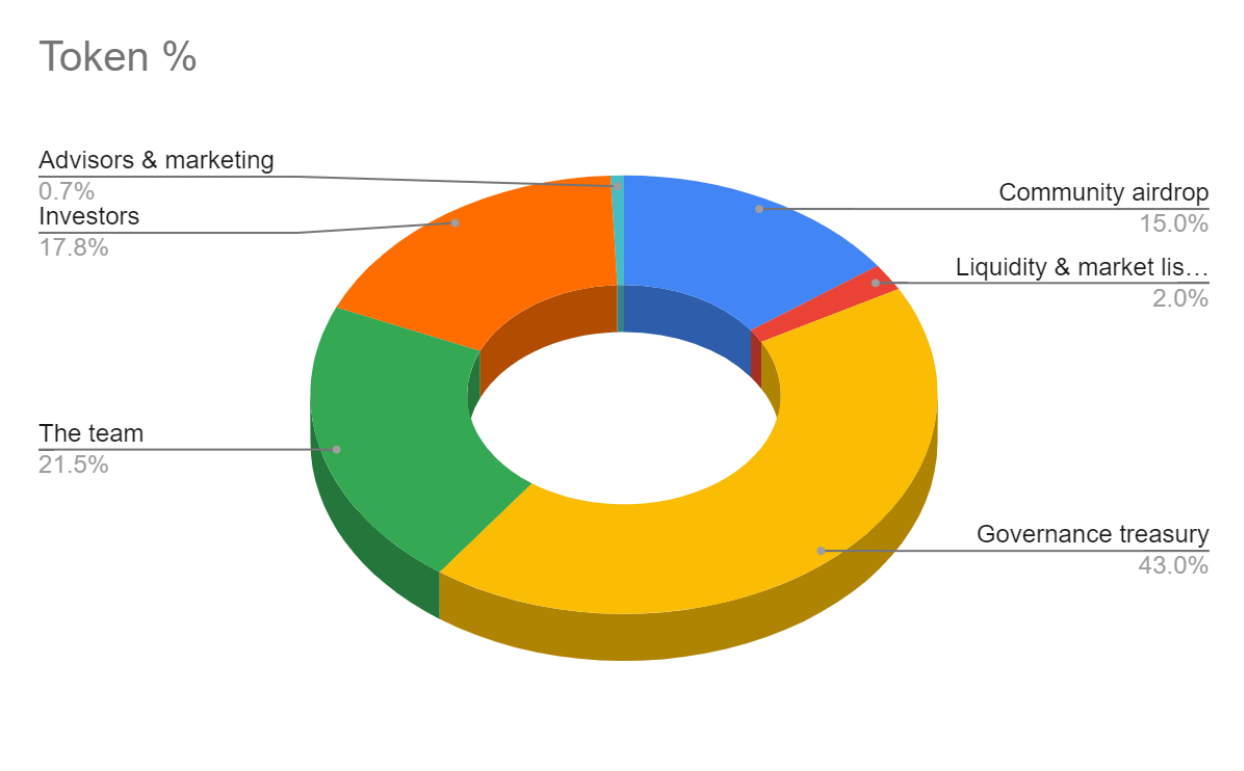
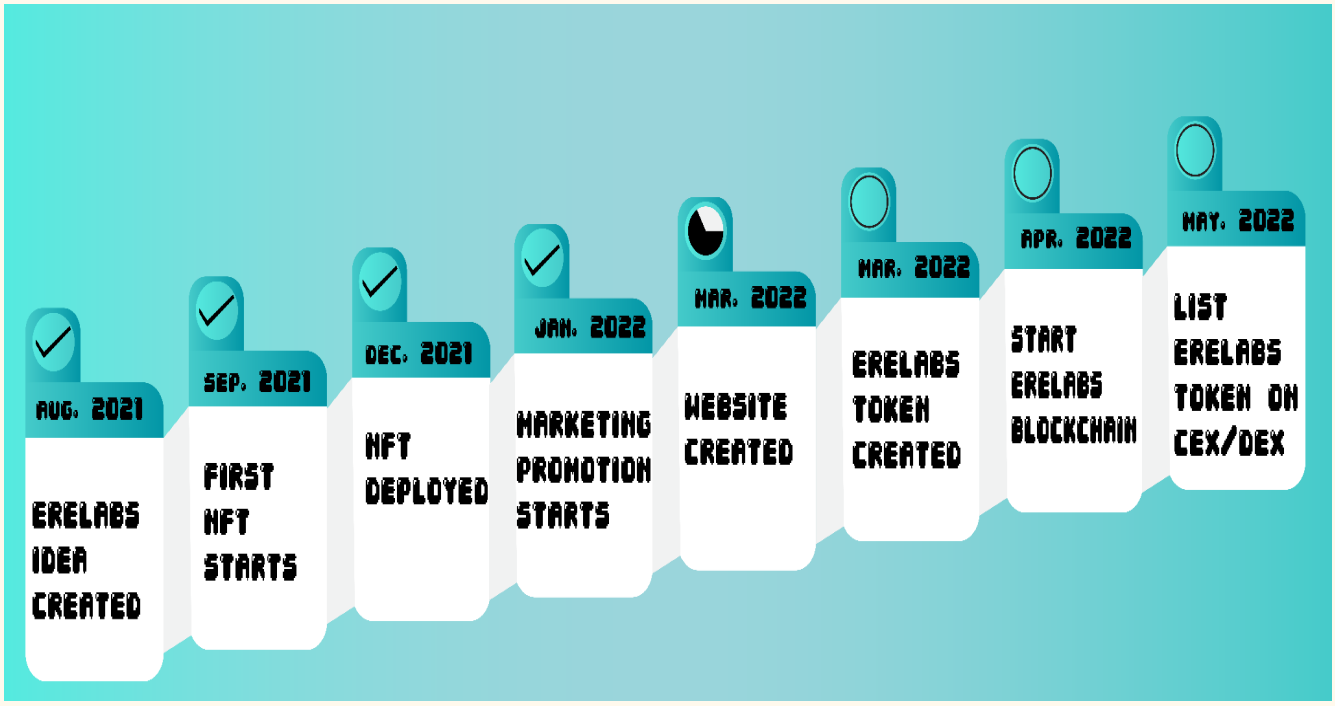


Figure 1: Token structure chart

ROADMAP

The development f this project is going to be updated with time. Therefore, the roadmap will be updated regularly. Below is the current roadmap.



Source:

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