

The concept of meta-universe originated from novels, and nowadays many movies and games are inspired by this concept. For example, in Minecraft, players can create open worlds in a nearly infinite space, and can interact with players or NPCs.

So the meta universe can bring unlimited space, virtual appearance, self-defined rules ,decentralized, Digital persistence and synchronization

If we want to build a virtual world, the algorithm mentioned earlier is the basis.

Using 3D reconstruction makes things exist as struct data then using device accept data to deceive the eyes

Using Speech Recognition and Natural language processing record the voice as the vector byte then translate it into the native language

For example, Each one will die for various reasons. But with the help of AI, we can make these people come alive in the computer. We can look origin face and communicate with them by origin voice, and make everyone feel that they still exist.

First of all, we have to mention that in the meta-universe, what we see and hear is what computers understand and relay to humans. Therefore, the computer can see what we see and hear what we hear. They even can understand what we think.

Look the picture . This is a personal information. And in the bottom one, you can view it as the relationship graph among this person and the person just a node. It may be hard to understand, so Look at the bottom right, this is a simple Knowledge Graph, you can know cow is animal and eat herbs. When AI Continuously interact with humans in metaverse , he will learn from person and make the graph. so AI can make complex inferences using vast knowledge graph

Finally, let's talk about the NFT in the meta-universe. Once the NFT is generated, it cannot be modified, and every change of its ownership will be recorded by the block. Like the pixel avatar below, his creation, changes, and sale will be recorded. Furthermore, any digital form can be converted into NFT, it can be a picture, song, twitter message, id-card or the 3d mod in the metaverse and so on.