

LIGHTCYCLE (HAPE2.0)

UNLOCKING THE WEB3.0 JOURNEY

**CREATE HYPER-REALISTIC
METROPOLIS FOR GEN Z's
VIRTUAL DREAMSCAPES
WITH GENERATIVE AI**

FUTURE TRENDS

The revolutionary potential of combining Blockchain Technology with Unreal Engine 5 and generative AI is set to transform the entertainment and social landscape, presenting an exciting array of possibilities for the future.

INDUSTRY STATUS



**The Prevalence
Of Gamification
Demands**

The impact of the Metaverse extends far beyond just being a game, as it can potentially transform the landscape of digital society.



**Inadequate
Display Affects
User Experience**

For complete engagement in the Metaverse, it's crucial to ensure that the visuals are of excellent quality and provide an ultra-realistic experience.



**Diversity
Scenarios
Are Lacking**

The Metaverse Worlds offer a vast array of practical applications due to its boundless potential.



**Flawed
Business Plan
And Strategy**

The ultra-realistic Metaverse holds tremendous promise as a commercial venture, but at present, it lacks a clearly defined business model.

THE METAVERSE

WHAT IS LIGHTCYCLE?

A surreal landscape with a dark, hazy sky and a dark, undulating ground. Several glowing neon clocks are scattered across the scene, each mounted on a thin pole. The clocks have a pinkish-purple glow around their faces. In the foreground, a small, glowing circuit board is visible. The overall atmosphere is mysterious and futuristic.

WHAT IS LIGHTCYCLE?

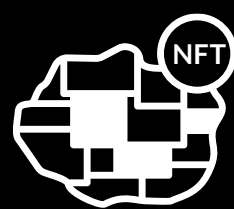
A surreal metaverse city built with Unreal Engine 5 and Real-Time Edge rendering technology.

Through the powerful editor and AI generation technology, users and merchants can freely create business scenarios and bring a world-class unparalleled transaction payment experience through blockchain technology.

PRODUCT FEATURES



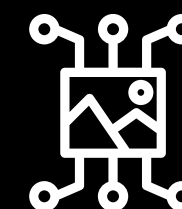
AI Avatar Generation System



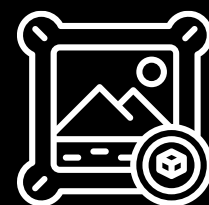
Land System



Conference System



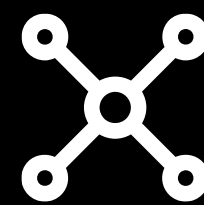
NFT Marketplace



AI Scene Editor



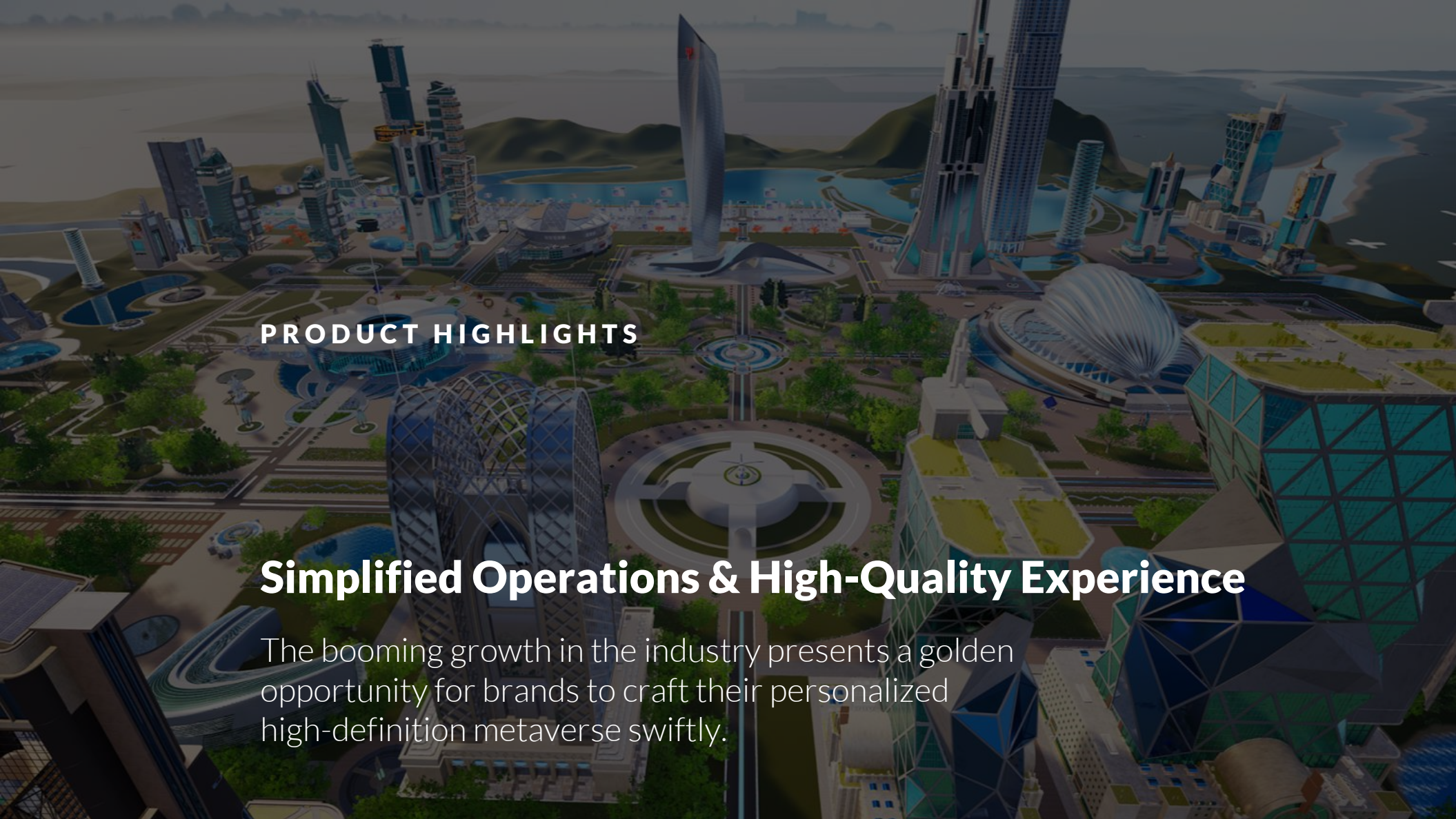
Social System



DID Identity System



Lighting & Weather System



PRODUCT HIGHLIGHTS

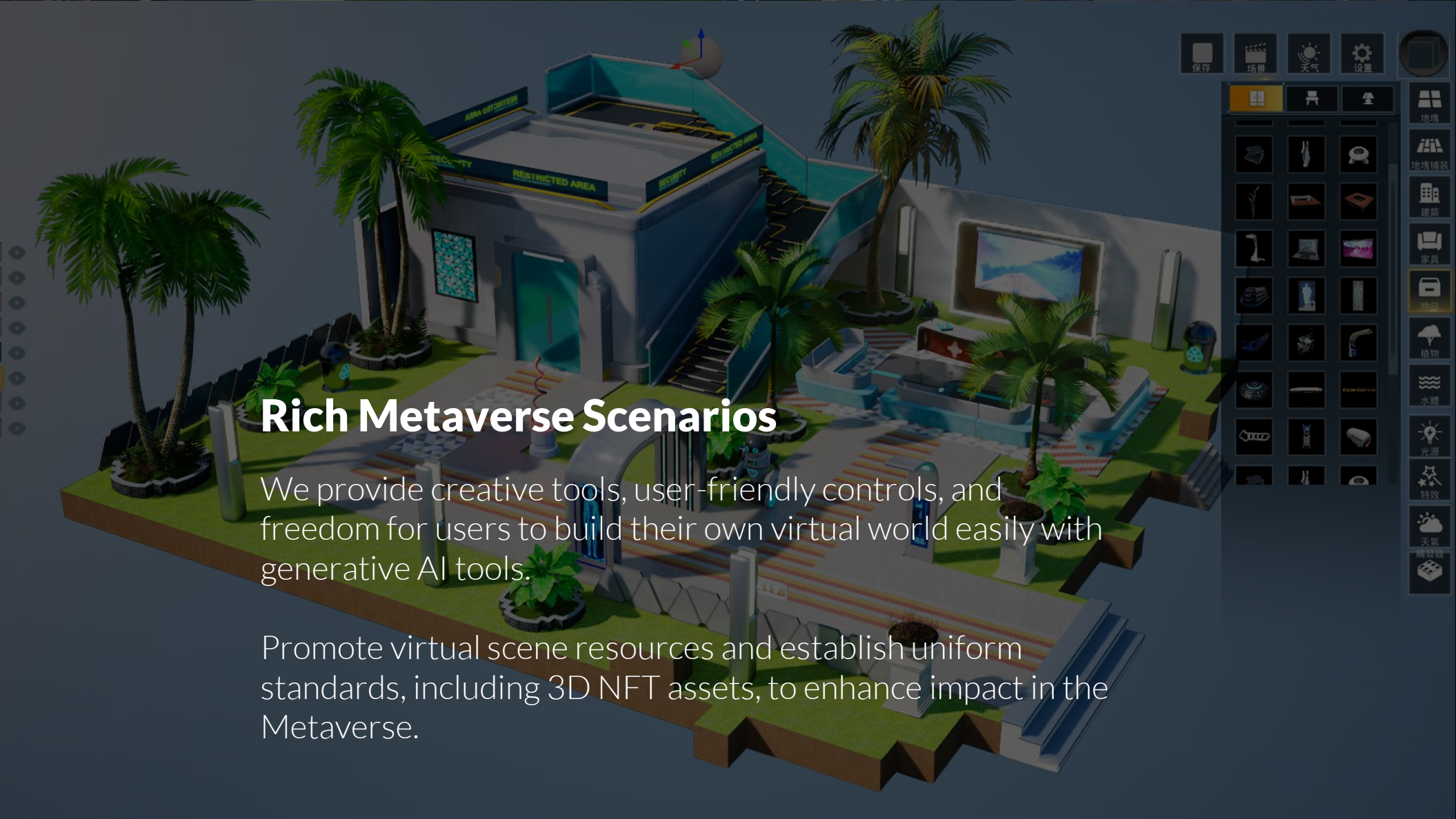
Simplified Operations & High-Quality Experience

The booming growth in the industry presents a golden opportunity for brands to craft their personalized high-definition metaverse swiftly.



Highly Realistic Interactive Ability

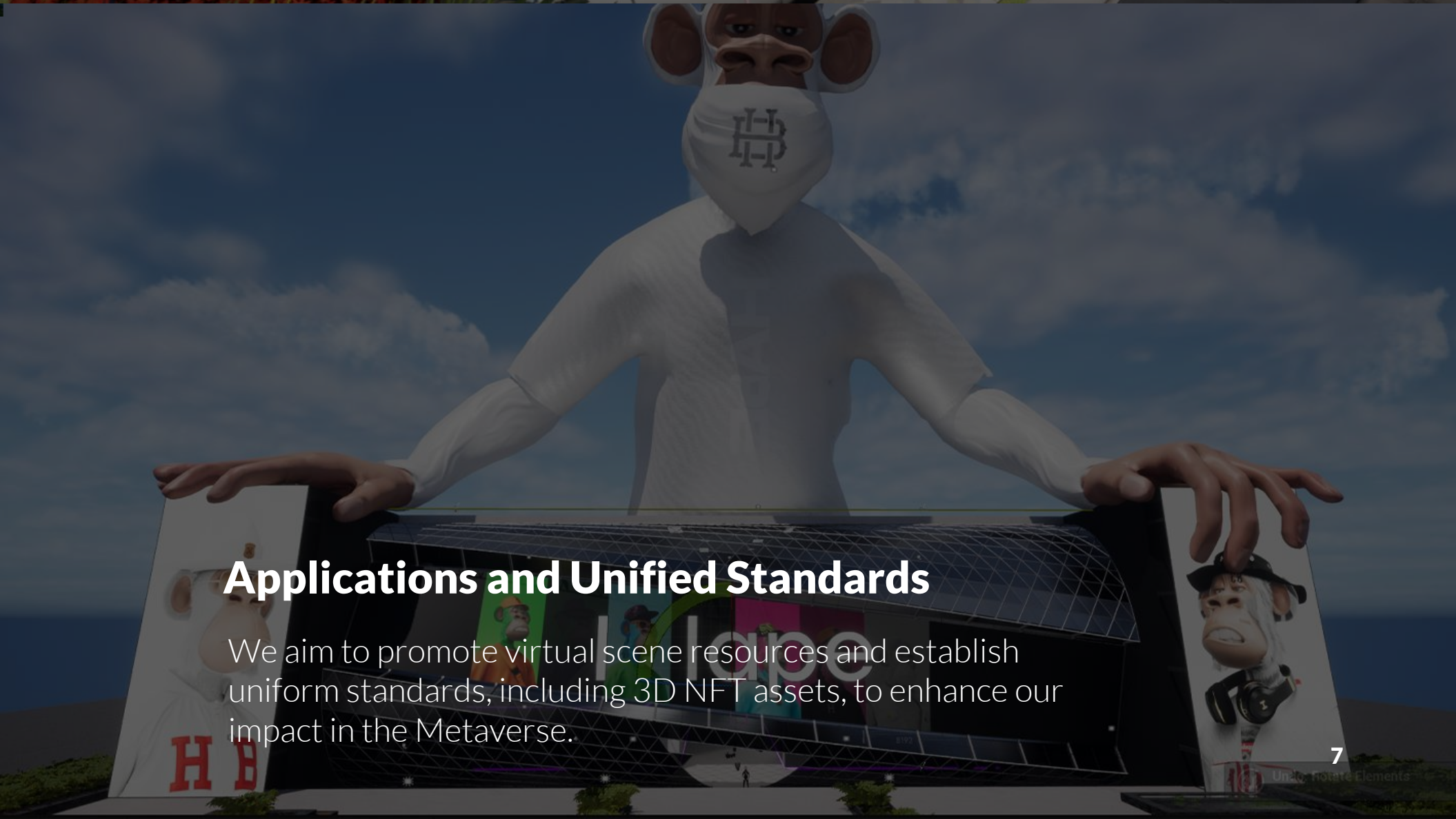
Edge computing allows for instant and realistic simulations and virtual interactions, unlocking new potential.



Rich Metaverse Scenarios

We provide creative tools, user-friendly controls, and freedom for users to build their own virtual world easily with generative AI tools.

Promote virtual scene resources and establish uniform standards, including 3D NFT assets, to enhance impact in the Metaverse.



Applications and Unified Standards

We aim to promote virtual scene resources and establish uniform standards, including 3D NFT assets, to enhance our impact in the Metaverse.

A futuristic landscape with a robot in a field of blue flowers. The robot is standing in the center, looking towards a distant, hazy cityscape. The field is filled with vibrant blue hydrangeas. In the background, there are tall, slender trees and a large, circular structure resembling a globe or a planet. The overall atmosphere is serene and high-tech.

TECH HIGHLIGHTS

Unreal Engine 5

- Using Nanite for realistic terrains and complex models, creating lifelike landscapes and buildings.
- Utilizing Lumen for realistic ray tracing and global lighting scenes.
- Using Niagara for detailed weather, day-night transitions, and immersive effects.

Real-Time Edge Rendering Technology

- Utilising edge rendering tech for smooth, high-quality graphics on any device.
- Employing intelligent data compression for swift server-to-device transfers, reducing latency and loading times.

AI and Blockchain Technology

- We employ multimodal AI to unify visual, speech, and language data for seamless integration.
- Implementing high-performance blockchain and DID digital identity solutions for enhanced security and ecosystem development.

BUSINESS MODEL



Lightcycle Token

Total Supply – 2 Billion

Distribution Ratios

- | | |
|-------------------------|-----------------------------|
| 1. Mining – 50% | 5. Private Round B – 10% |
| 2. Founding Team – 5% | 6. IDO – 1% |
| 3. Foundation – 5% | 7. Equity Investment – 3% |
| 4. Private Round A – 5% | 8. Liquidity Provision – 1% |

Foundation Team : 5% of the tokens will be released 3 months after the CEX listing. The remaining tokens will be released by linear in 48 monthly.

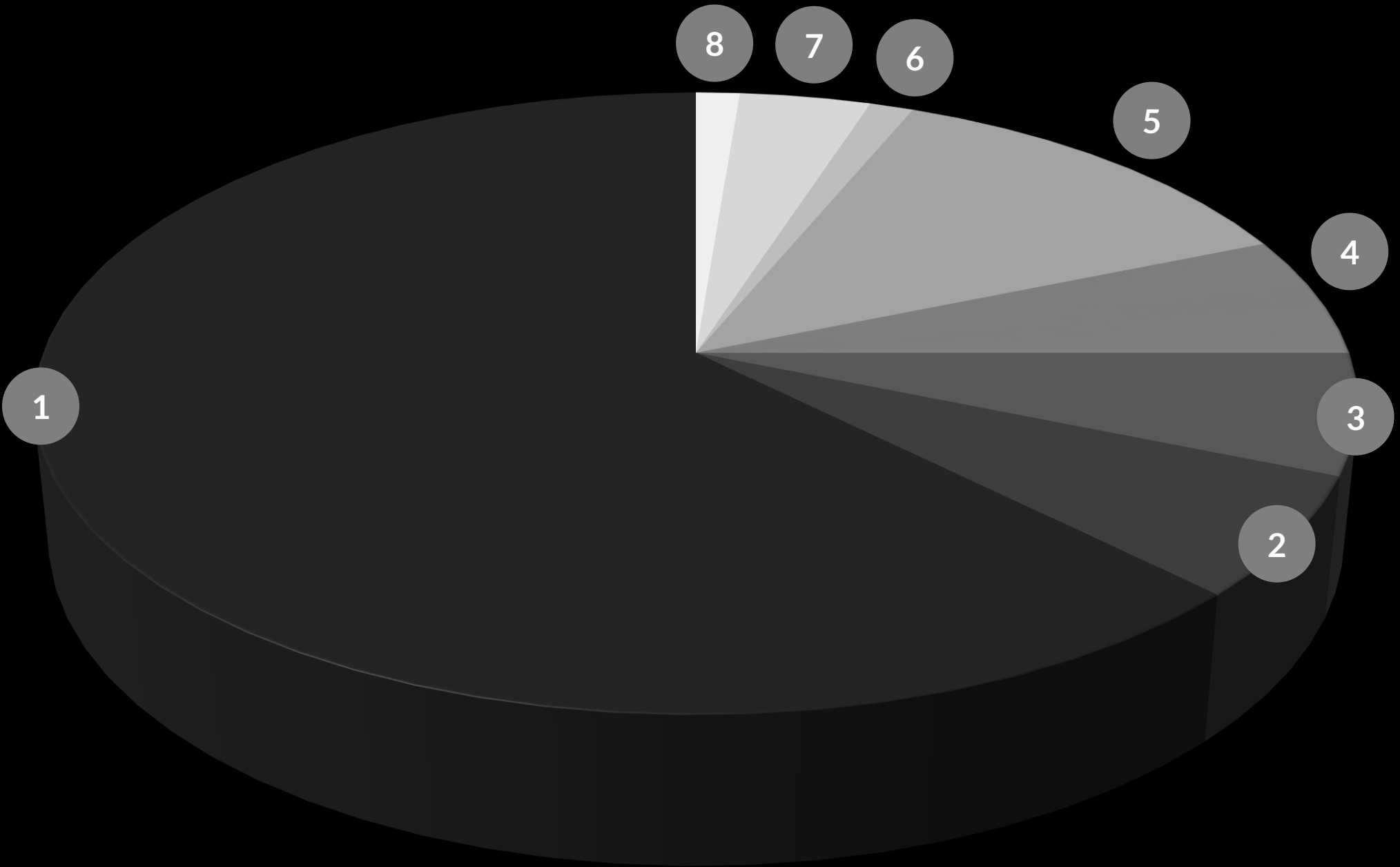
Foundation : 5% of the tokens will be released 3 months after the CEX listing. The remaining tokens will be released by linear in 24 monthly.

Private Round A: Valued at 20 million USD, unit price 0.01, fundraising ratio 5%, raised 1 million USD.

Vesting schedule: 5% of the tokens will be released after 3 months of listing on a Centralized Exchange (CEX). The remaining tokens will be linearly released over 30 months.

Private Round B: Valued at 30 million USD, unit price 0.015, fundraising ratio 10%, raised 3 million USD.

Vesting schedule: 5% of the tokens will be released after 3 months of token listing on a Centralized Exchange (CEX). The remaining tokens will be linearly released over 18 months.



COMPETITIVE ANALYSIS

	Light Cycle	Sandbox	Decentraland
Development Engine	Unreal Engine 5	Unity	Unity
Runtime Engine	Unreal Engine 5	WebGL	WebGL
Art Style	Hyper realistic	Voxel	Low Poly
Visual Quality	Hyper realistic	Low Rendering	Low Rendering
Web Browser	No Local Resource Usage, GPU not required, Starts with seconds	Local Resource Usage, High GPU required, Long Startup Time	Local Resource Usage, High GPU required, Long Startup Time
Scene Type	Open World	Segmented Enclosed	Open World
Creation Tool	LightCreator Native	VoxEdit Native	Builder Native
Digital Humans	Highly Realistic Simulation, High Customisation	Pixel Art	Cartoon Characters
AI Generated Tech	Supported	Supported	Not Supported
Single Object Polygons	< 10 million	< 1000	< 1000
Real-time Lighting	Supported	Not Supported	Not Supported
Weather System	Supported	Not Supported	Not Supported
Day-Night Cycle	Supported	Not Supported	Not Supported
Physics System	Real-time Physics Collision, Real-time fluid simulation, Real-time Particle System	Simple Collision System	Simple Collision System
Effects System	Real-time Shadows, Reflection, Global Illumination, Skinning Rendering, Parallax Mapping	Simple Particle System	Simple Particle System

PARTNERS

Hape® London

Hape was launched in January 2022 by Digimental Studio with a drop of 8,192 unique Hapes.

Hape operates at the forefront of Web3 innovation, uniting fashion, music and culture, and provides forward-thinking fashion and lifestyle brands a path and platform to enter the Web3 space through community and collaboration.

<https://hape.io/>



PARTNERS

Robbie Williams

Robbie Williams partners with LightCycle for his first Metaverse concert in a specially designed venue. His interactive avatar will deliver an unforgettable performance featuring his unique artwork and musical journey. Audiences can experience the charm of this musical genius up close and participate in exciting interactive sessions.



PARTNERS

Beefy Botham's Digital Collectibles

A new online cricket club has been established in partnership with Lord Ian Botham and the Caduceus Blockchain. This special club provides cricket fans with a one-of-a-kind chance to connect with one of the most exceptional cricket all-rounders in history and some of his associates.



PARTNERS

A New Era in Music & Virtual Arts

Collaboration with  SingularityNET

Meet Desdemona ("Desi")

AI Musician & Visionary - Desdemona (Desi), is an AI musician and poet created by David Hanson. She's on a mission to revolutionize the creative arts with AI.

Extending Desi into Light Cycle Metaverse

Digital Avatar:

Desi becomes a digital avatar in Light Cycle Metaverse.

Immersive Performances:

Desi hosts live concerts and immersive shows for fans and Light Cycle users.

Artist Hub:

Light Cycle establishes a creative space where artists can collaborate with Desi.

Revolutionizing Virtual Music:

Light Cycle and Desi reshape how musicians connect with audiences in the virtual realm.

Continuous Innovation:

Pushing boundaries in technology and entertainment.



Lead the future of Metaverse trends

Experts predict that by 2030, the global metaverse market will experience significant growth and is expected to reach a staggering value of 5 trillion USD. The Metaverse is a virtual digital world that merges elements of reality and fiction, offering limitless possibilities and experiences to its users. Thanks to its open ecosystem and cutting-edge technical support, LightCycle is poised to become the top platform for brands looking to enter the Metaverse.

WHY LIGHTCYCLE?

Value Growth And Token Incentive Mechanism

Developers can obtain Token rewards for creating NFTs and virtual items; users can not only obtain special rights and interactive functions by purchasing and holding NFTs of virtual goods but also reward tokens.

The rapid development of LightCycle has brought strong community momentum and a more interactive experience.

WHY LIGHTCYCLE?

Diversified Business Scenarios

LightCycle meets the needs of different industries and fields for high-quality metaverses through a full-process tool chain, and provides innovative, efficient, and personalised solutions for various areas such as construction, real estate retail, tourism, entertainment and education.

WHY LIGHTCYCLE?

Lower The Threshold For Users To Create Digital Art

With advanced computing resources and an optimized rendering engine, users can reduce their financial burden and avoid compatibility issues with their devices. Simplified tools and presets are available for both art creators and everyday users to easily create metaverse scenes without requiring programming or technical knowledge.

WHY LIGHTCYCLE?

Accelerate Development of Digital Human Virtual Scenes

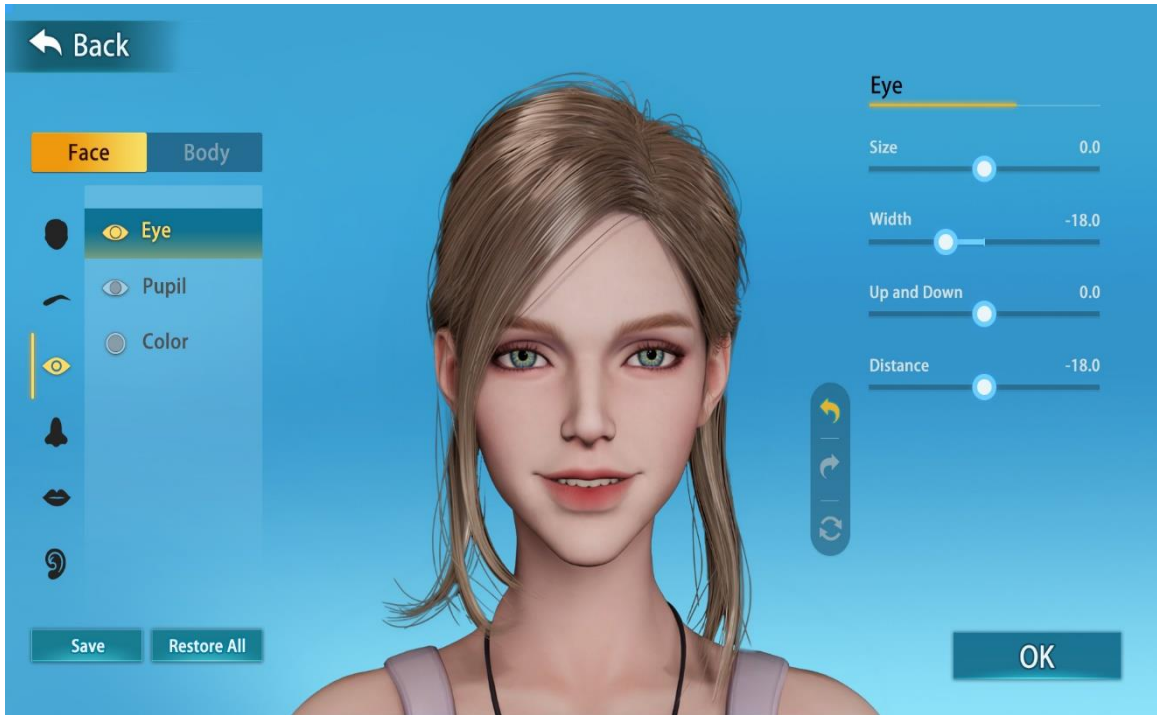
Integrating powerful AI technologies such as ChatGPT, SD, etc has realised super realistic and intelligent virtual digital human products accelerating the production of virtual scenes for brand merchants.

APPLICATION SCENARIOS



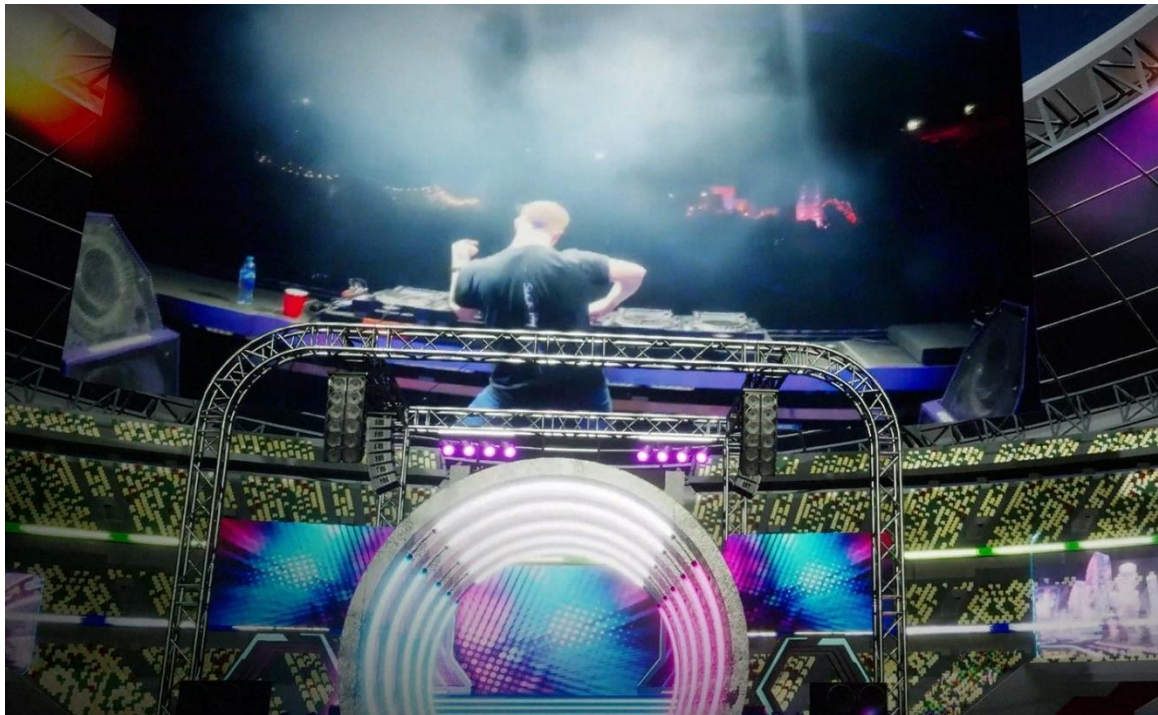
Games

Create your own games and publish them on Lightcycle without the hassle of promoting them. We'll bring the audience to you, thanks to our pre-existing user base.



Immersive Experience

You can craft your own script by requesting developers to tailor characters, interactive experiences, and content to your specifications. As a user, you can engage with the book's characters through a fully immersive experience while reading.



Entertainment

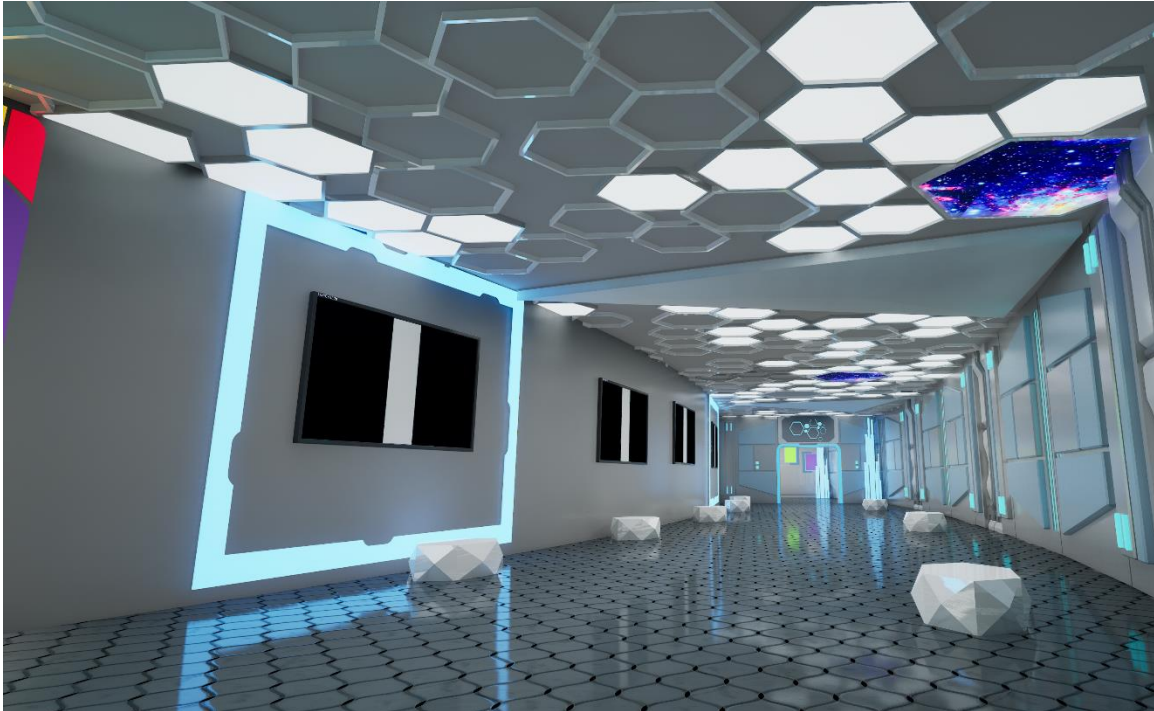
Imagine a digital space where you can enjoy virtual activities that go beyond what's possible in real life. It's a socialized space that can host large-scale concerts, digital art fairs and events, celebrations, exhibitions, lectures, and commemorative conferences.

APPLICATION SCENARIOS



Fan Economy

LightCycle offers a unique digital marketplace for KOLs, celebrities, and brands to connect with fans in an innovative way. It allows them to create and sell personalized digital assets, fostering deeper relationships with their followers.



Multifunctional ADS

Advertising in the metaverse can boost your brand's visibility and reach. It's an innovative way to connect with potential customers and stand out in a crowded market. Consider exploring this strategy to establish a stronger foothold in your industry.



AI Free Social Interaction

Our cutting-edge AI technology allows you to effortlessly maintain connections with others, regardless of your online status. Stay in touch with ease and convenience.

ROADMAP

Q4 2022

- 1. Successfully finish the login and sign-up process, as well as the setup of the server.
- 2. Produce the Avatar as per the desired specifications.
- 3. Create the Avatar portal and wayfinder system per the required functionality.
- 4. Ensure seamless essential game operation and camera perspectives.
- 5. Finalize the design of the World Map and central Urban Area as per the desired aesthetic and usability.
- 6. Construct the 3D Pavilion interior as per the planned design.

Q2 2023

- 1. Open LightCycle customisable theme venues.
- 2. Enable user collaboration in LightCycle general venues.
- 3. Launch LightCycle v1.0.
- 4. Complete the central city area.
- 5. Complete the R&D of the LightCycle world map.
- 6. Complete the pre-set Avatar clothing and hair system

Q4 2023

- 1. Finish the second research and development phase for the map editor.
- 2. Introduce a weather system, day/night cycle, and shadow system.
- 3. Finalize the exhibition system.
- 4. Launch the Avatar dressing system.
- 5. Release the NFT backpack system.
- 6. Open the first phase of the land auction.
- 7. Launch the land leasing system.
- 8. Allow players to create, upload, and sell asset models to expand the assets library.
- 9. Enable users to create houses and decorate their spaces using the world editor.

Q3 2022

- 1. Release the LighCycle 3D Metaverse Platform overall plan.
- 2. Launch the planning of the virtual world centre area's map.
- 3. Launch the conceptual design of the NFT Art Pavilion and Brand Pavilion.

Q1 2023

- 1. Lunch digital assets trading system.
- 2. Complete LighCycle v.1 closed beta.
- 3. New website, whitepaper, and roadmap release

Q3 2023

- 1. Complete the R&D of conference reservation, virtual concert and exhibition systems.
- 2. Complete the R&D phase 1 of the map and model editor.
- 3. Complete the resource model library.
- 4. Launch the Digital Assets Editor.
- 5. Complete the building of LightCycle Commercial Street.
- 6. Launch LightCycle V2.0

THE TEAM

Our team has over ten years of collective industry experience building Blockchain and Web3 projects, including NFT project with the largest Discord server - Hape[®], and an Edge Rendering and mining project Vertex Network.

THE TEAM



SARA EZEN
CEO



DAVID PARRISH
Co-founder



BOBBY
Co-founder



MATT
Co-founder



KATIE
COO

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