



# METAFACE WHITEPAPER

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# INTRODUCTION

## Metaface



### Metaverse-1

The metaverse (a portmanteau of "meta-" and "universe") is a hypothesized iteration of the internet, supporting persistent online 3-D virtual environments through conventional personal computing, as well as virtual and augmented reality headsets. Metaverses, in some limited form, are already present on platforms like VRChat or video games like Second Life.[1]



### Metaverse-2

Current metaverse ambitions are centered on addressing technological limitations with modern virtual and augmented reality devices, as well as expanding the use of metaverse spaces to business, education, and retail applications. Numerous entertainment and social media companies have invested in metaverse-related research and development. [1]



### Metaverse-3

Metaverse has been criticized as a method of building public relations using a purely speculative, "over-exaggerated" concept based on current technology. Information privacy and user dependency are concerns in the metadatabase arising from the current challenges facing the social media and video game industries as a whole. However, this theorem is completely untrue and was put forward by anti-innovationists. Be on the side of the opposition. [1]



### Elements

The metaverse is described as a means of manufacturing immersive digital spaces for a range of human activity. To achieve this, some iterations of the metaverse involve integration between virtual and physical spaces and virtual economies. Additional qualities include digital persistence and synchronicity in order to better establish a sense of presence in a realistic environment, along with implementing existing social media elements such as avatar identity, content creation, and social acceptability. [1]



# INTRODUCTION

## The world's first virtual face metaverse platform



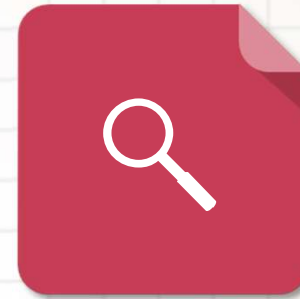
### Game-1

Several components of metaverse technologies have already been developed within modern internet-enabled video games. The 2003 video game Second Life is often described as the first metaverse, as it incorporated many aspects of social media into a persistent virtual world. Social functions are often an integral feature in many massively multiplayer online games. [1]



### Game-2

Technology journalist Clive Thompson has argued that the emergent, social-based gameplay of Minecraft represents an advanced implementation of the metaverse. Other claims of developing a metaverse have been made for the games Active Worlds, Roblox, Decentraland, and Fortnite in addition to a few early MUD games. [1]



### Virtual Reality-1

Metaverse development has often focused on bettering virtual reality technologies due to benefits in establishing immersion in virtual environments. In 2019, the social network company Facebook launched a social VR world called Facebook Horizon. Facebook would later be renamed "Meta Platforms" in 2021. Its chairman Mark Zuckerberg declared a company commitment to developing a metaverse ecosystem. [1]



### Virtual Reality-2

Much of the underlying virtual reality technology that Meta Platforms advertised remains to be developed. Microsoft acquired the VR company AltspaceVR in 2017, and is planning on integrating metaverse features into Microsoft Teams. Nike also foresees the Metaverse and begins to construct 'Nikeland' in 2021 on Roblox, an online video game based virtual environment. [1]



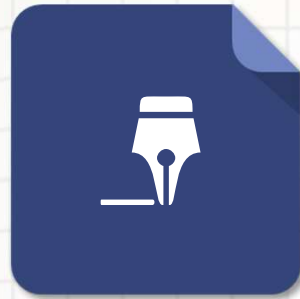
# INTRODUCTION

## Decentralized blockchain platform providing Face Nft for Metaverse



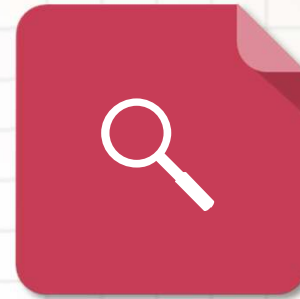
### Potential Implementations

Concept art of virtual office space called Nth Floor. Some developers have proposed using metaverse technology for improvements in work productivity. Within the education sector, metaverse technologies have been proposed as a way to allow for interactive environments for learning. The metaverse could also host virtual reality home tours in the real estate sector. Cryptocurrencies and NFT adaptations. The great potential of this business is revealed at this point.



### Technology-1

The contrast between students' illusion and experience of nature-metaverse and reality. The metaverse is a proposed expansion to existing internet technologies. Access points for the metaverse include general-purpose computers and smartphones, in addition to augmented reality (AR), mixed reality, virtual reality (VR), and virtual world technologies. Business and commercial interest in metaverse-related research and technology include Facebook, which bought VR company Oculus in 2014, and has announced plans to build a 3-D social space to connect varying services. [1]



### Technology-2

The metaverse's dependency on VR technology places limitations on its development and wide-scale adoption. Limitations stemming from the balance between cost and design include the lack of high quality graphics and a lack of mobility. Lightweight wireless headsets lack image quality, which is optimized for bulky, wired VR goggle systems. In 2021, the South Korean government announced the creation of a national metaverse alliance with the goal to build a unified national VR and AR



### Facebook

In July 2021 the founder and CEO of Facebook, Mark Zuckerberg, said in an interview that his controversial social media giant will undergo a major transformation over the next few years. Facebook, Zuckerberg said, 'will effectively transition from people seeing us as primarily being a social media company to being a metaverse company.' [2]



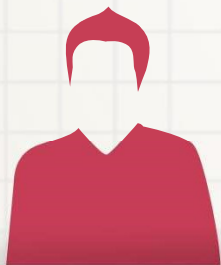
## Our Inspiration Source

Thank You For It.

### FACEBOOK

,on the other hand,  
has been a guide for  
us both as a name and  
for the metaverse  
world it pioneered.

 Meta

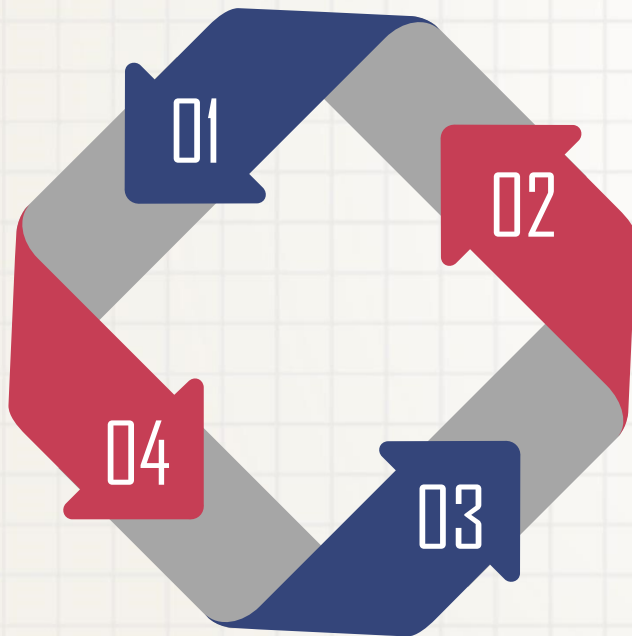


The changing faces in **GAME OF THRONES**  
inspired us.

# METAVVERSE FACE NFT

# MARKET SURVEY

OUR BIGGEST  
GOAL IS  
CONTINUOUSLY  
FINDING NEW  
MARKETS AND  
PARTNERSHIPS!



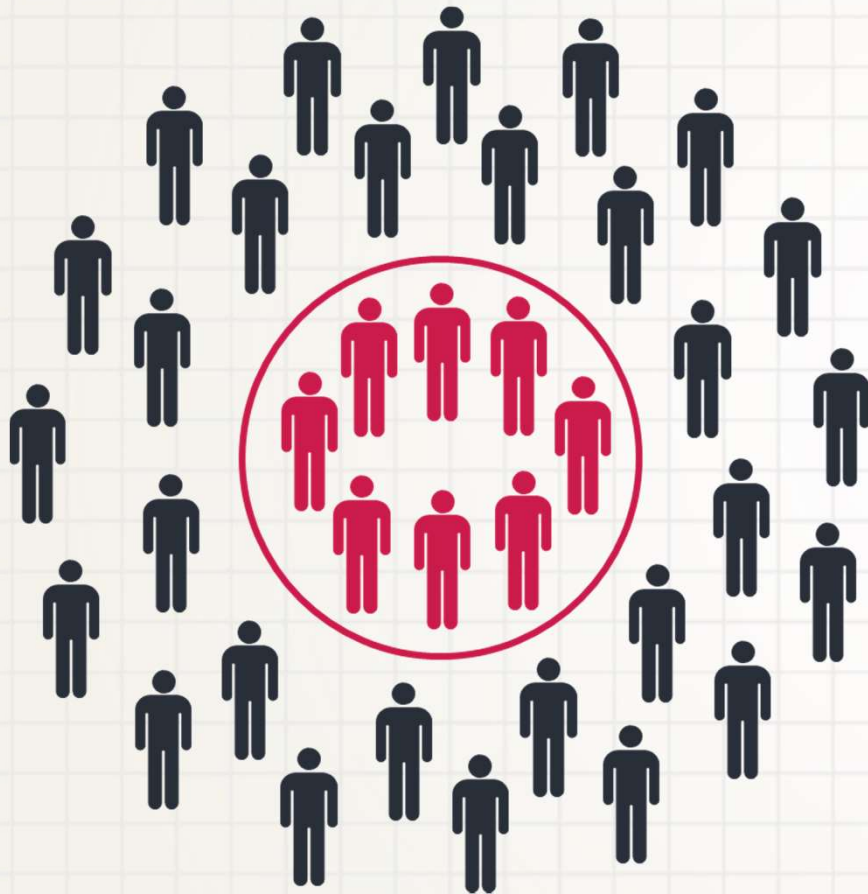
The global metaverse market size reached USD 47.69 Billion in 2020 and is expected to register a revenue CAGR of 43.3 % during the forecast period . Rising focus on converging digital and physical worlds using the Internet , increasing traction and popularity of Mixed Reality ( MR ) , and the COVID - 19 outbreak and pandemic and subsequent developments and outcomes of the situation are among other major factors expected to continue to drive global metaverse market revenue growth .

A metaverse is a 3D immersive environment shared by multiple users , in which participants can interact with each other via avatars . Use of metaverse to purchase digital assets using cryptocurrencies is gaining steady traction globally . Individuals currently engage with others digitally through websites and chatting apps or on social media platforms like Facebook . The concept behind the metaverse is the introduction of newer online environments whereby interactions between people would be highly multidimensional , wherein they can immerse more interactively with digital content instead of just viewing information .

The concept has gained robust traction , and on 29 October 2021 , Facebook Inc. announced that the company would henceforth ( 29 October 2021 ) be known as Meta Platforms Inc. , or ' Meta ' for short . The company would be committed to developing the immersive digital world known as the metaverse .[3]



# MARKET SURVEY



The COVID-19 pandemic was quite instrumental driving increasing interest in the metaverse concept. Individuals began working remotely and students shifted to attending classes virtually, and demand and need for convenient approaches or channels for making online interaction more realistic emerged. The COVID-19 pandemic has speeded up the emergence of virtual communities as major lifestyle areas for locked-down users, including interactive gaming landscapes as well as increasing adoption of mixed reality. Latest advancements in digital social experiences would set the context for the next stage of post-COVID digital activity, the advent of metaverse, which is being used effectively as a real-time virtual world to open up and leverage major potential for brand engagement.

Certain users only perceive the metaverse as gaming environments wherein users create and control an avatar that can move around and engage with other gamers. Metaverse platforms with blockchain technology enable users to create, own, and trade decentralized digital assets and virtual lands with cryptocurrencies and Non-Fungible Tokens (NFTS). Increasing demand for and deployment of blockchain technology-driven metaverse platforms for trading digital assets is expected to support market revenue growth to a significant extent going ahead. [3]





# MARKET SURVEY



We will work non-stop about Affiliate Programs, Influencer Marketing, Community Angels, and Alternative Reward Systems .

Firstly

First of all, we launched our website to introduce tokens, and we wanted to Show people the targets, which provide token information, set the roadmap.

METAFACE works with smart contracts on the Binance chain network(BEP20). All transactions record in smart contracts. Mefa doesn't use database. Also your money will not be damaged in any attack.



# What is META FACE ?

A token on BSC



Decentralized blockchain platform providing Face Nft for Metaverse .A new virtual world is being created. Metaface aims to provide you with virtual world character face NFTs, each with different features. If you want, you can have your own face designed as a character. We aim to establish an upper market with the aim of partnering with many games and virtual reality platforms. Team KYC has been done , Liquid is locked in pinksale . Now we just gotta fly. None of the characters you see on this site actually ever lived.

NFT and the metaverse market are growing massively. We were inspired by the changing of faces in game of thrones movie. And we set out with the aim of adapting this to the real world.

Currently, the total value of the crypto market has exceeded 3 trillion. dollars, but in the next few years, we predict that these numbers will increase by 2 times, ie 6, 12, 24 times every year. Be with this change.



# Why We Use Binance Chain Network ?

It is best and fast.

It takes a lot of time to build a blockchain from scratch. It slows us down to the goal we want to achieve and requires a lot of manpower. However, the Binance Smart Chain has solved these problems.

We know what is good. BSC Network is excellent, fast, low commission, very good explorer, very strong transparency. Users don't need to pay fee \$ 30 for send \$ 20.

BSC's superior speed and much lower transaction fees let us implement the idea to maximize the feedback loop of earning, staking. We believe the BNB network is the future of cryptocurrencies. For these reasons, we chose to be at BSC. This situation saved us from time and labor.





# PROBLEM STATEMENT

On NFT and Metaverse World



The problem of most NFT projects is their lack of use case and not having a sustainable economic system.

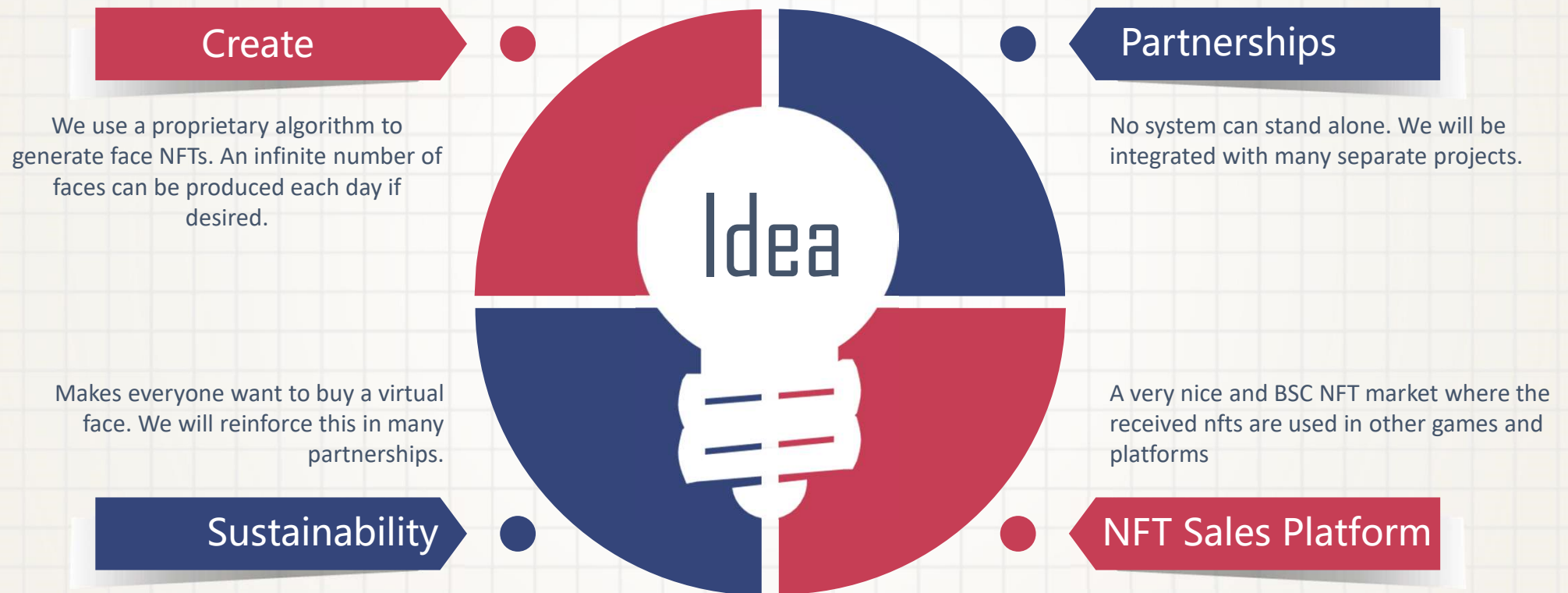
It is quite difficult to create virtual characters and faces

Marketing and integration issues

The growth of the metaverse world very fast and without integration



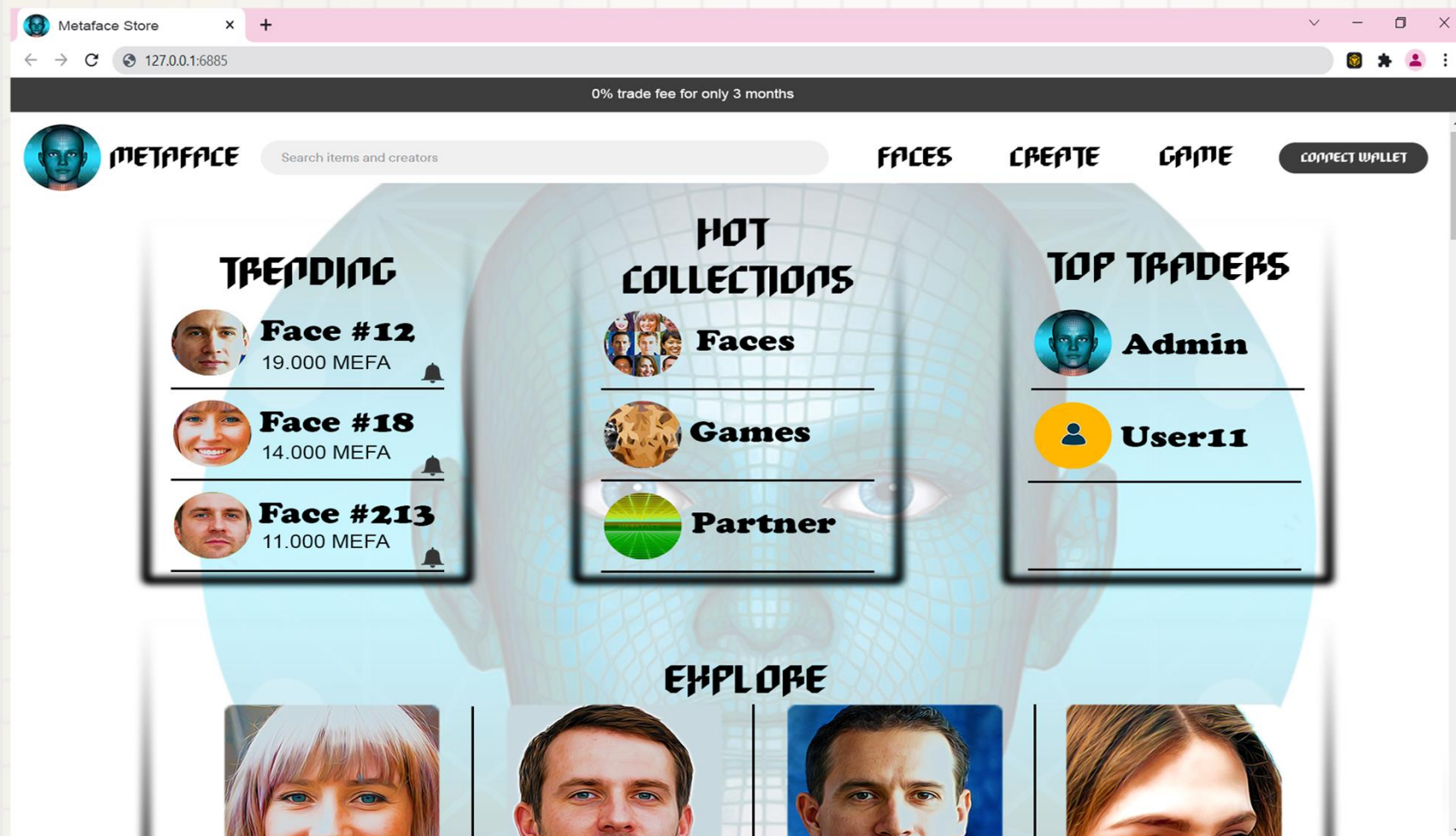
# OFFERED SOLUTION





# FACE NFT MARKETPLACE

It's under construction. We aim to publish it after the pre-sale.



The publishable version is actually operational. So our engines are running. We are only waiting for the visual decorations and cyber security measures parts.

We will be one of the most beautiful NFT markets of the BSC network. And everyone will want to have a virtual face someday. And each with different features.



## FINANCIAL STRATEGY

Those who buy metaface tokens with pre-sale so We don't want him to have to work again.

The longevity of the METAFACE platform solely rests on the ability to ensure adequate financing that will power the platform's goals and visions

Our first funding source will be 1000 BNB pre-sale. In this process, we allocated a budget of approximately 10 thousand dollars for twitter advertisement. Advertising is power and we have to announce our project. Pre-sale 500 BNB Soft Cap 1000 BNB hard cap. And this will be fully transferred to liquidity. Also, liquidity will be locked in pinksale for 180 days. There was also KYC verification.

After the initial liquidity and advertising budgets phase has been successfully completed. Our second source of funding is found in our token distribution. We will work tirelessly to be listed on different exchanges. For this, 1 percent development wallet and listing wallets will be used. In addition, people will need to have METAFACE tokens to buy NFT and mint. We believe that we can easily achieve these while there is a huge influx of metaverse .







# STRATEGIC PARTNERSHIP

Metaface offers a unique service that however requires some form of partnership with other exchanges to make it work. Partnering with as many exchanges as possible will enable our users to have best experience while utilizing the platform.

Without sealing partnership deals with other exchanges we cannot get authorization for collection and utilization of data on our platform. The fast platform works simply updating itself through data sprung out by other exchanger around the world.

This has been allocated for interconnection development within our budget. We hope to seal these deals through memorandums of understanding to avoid spending fortunes on just partnerships alone.

Platforms to apply for first listing:

- PinkSale
- Pancakeswap
- Coinmarketcap
- Coinbase
- Livecoinwatch
- Worldcoinindex
- Coinsniper
- Coinranking
- Coincodex





# MARKET STRATEGY



Our team acknowledges the fact that it is not enough to create a phenomenal platform with so many features and functions. It is also up to us to ensure that potential investors have a chance to review our model and invest accordingly. This will be done in series of ways



## 1. Social Media Presence

In our world today, social media tends to make up more of our personal lives than reality itself. Meaning that we cannot reach out to all our potential investors through physical means, but rather through social media. We will be engaging our potential users through this further to involve themselves in means related projects for personal profit-oriented reasons. We will get access to such persons by ensuring that on platforms that are crypto-locked

## 2. Strategic Community Posts

The crypto community is a large community that has an outrageous number of members. These members are always searching for new and better opportunities to engage our potential users through this further to involve themselves in crypto-locked

## 3. Pancakeswap Push

One of the strongest members of the BSC network, has a huge transaction volume. Users know how to use this platform. Individuals now tend to associate innovative projects that succeed with Pancakeswap as their foundation, as secure, futuristic and people-oriented

## 4. Videos And Texts Contents

We have professional writers and video creators at our disposal and we intend to utilize them to ensure that potential users are fed the right content in a simple and presentable manner. The major emphasis is on user engagement. If users or potential users are constantly bombarded with information concerning the Mefa platform, the popularity index will have a great impact on the overall success of the platform

## 5. Ad Campaign

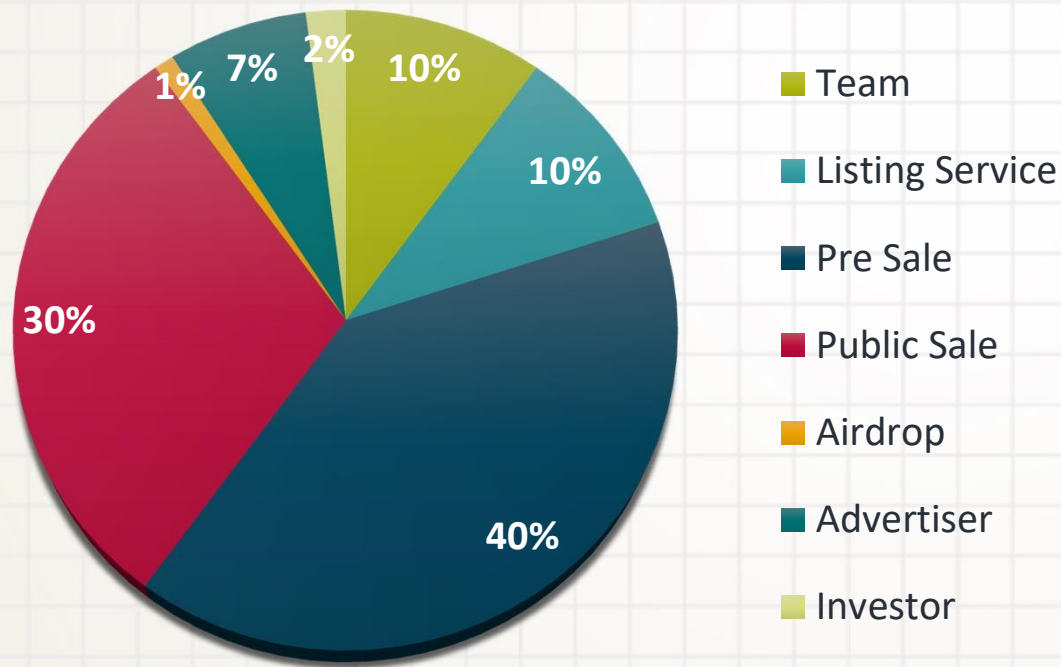
We intend to use social media and every other supported means to run an intensive ad campaign. This ad campaign is intended to be continuous throughout the first few months of our involvement in the market space right after our token sales

TOKEN NAME : META FACE

TOKEN SYMBOL : MEFA

MAX SUPPLY : 1,000,000,000,000 (Can't minted)

## TOKEN DISTRIBUTION



CONTRACT ADDRESS (BSC) : WILL PUBLISH AFTER PRESALE ANNOUNCEMENT !



01

### LOCKED LIQUIDITY

Liquidity locked on **Pinksale** platform for 180 days

02

### KYC VERIFIED

What Does it Mean For You?

The KYC process aims to rid our platform of scams and rugpulls by acting as a deterrent for dubious devs. If any of the KYCed project's team members scams investors: We will reveal their identities. We will make this information public for those wanting to file criminal charges. **KYC verified in PinkSale .**

03

### REFLECTION

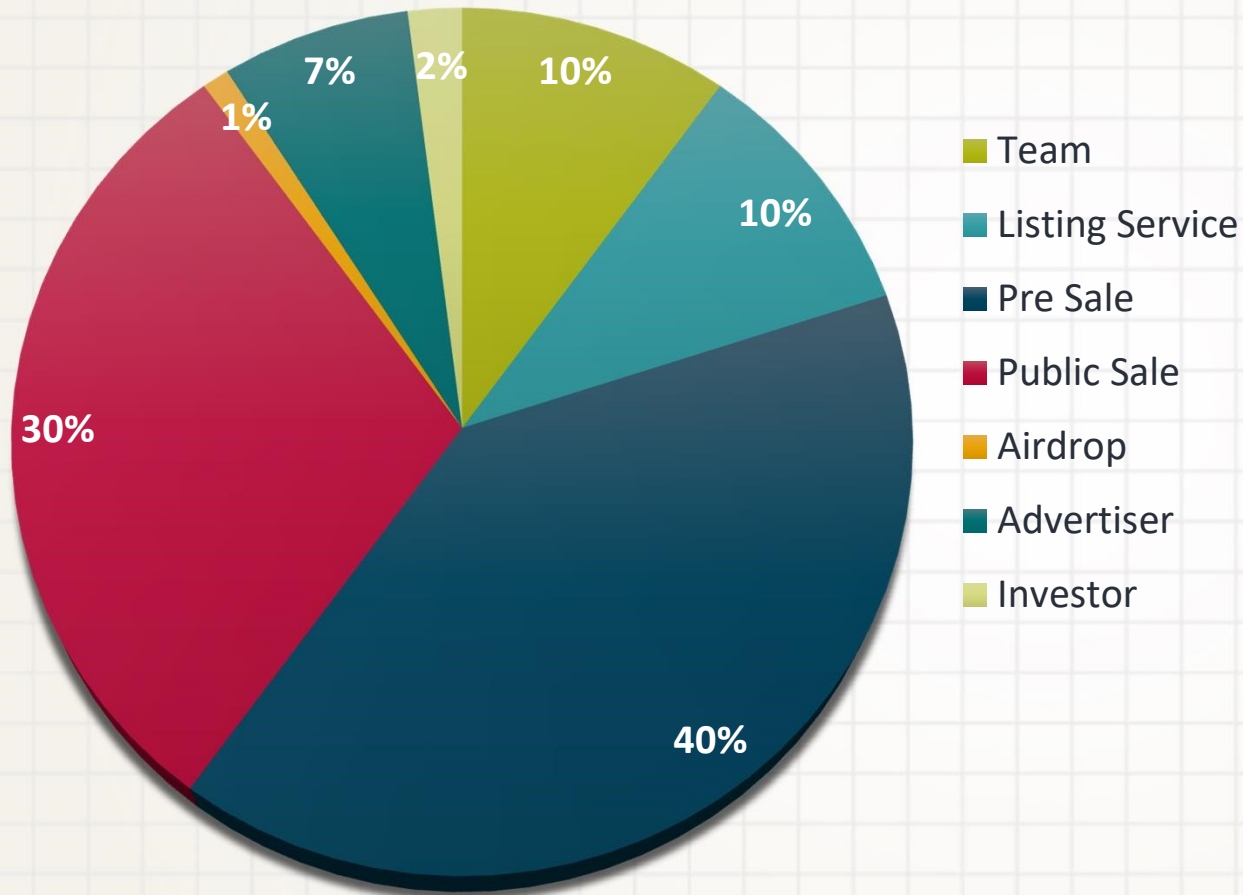
**RE-DISTRIBUTION TO HODLERS** 5% of each transaction will be redistributed to all existing MEFA holders as a passive income, based on the number of tokens held by them.

04

### AUTO ALLOCATION TO LIQUIDITY POOL

5% of each transaction will be allocated into the Liquidity pool on the PancakeSwap. Hence it will be helping to maintain the price flow on transactions.

# TOKEN DISTRIBUTION



05

## MASSIVE MARKETING

Development Goals. 1% of each transaction will be assigned to the development wallet. It will be used for the future development of the project.



06

## AUDIT

The audit process continues at **techrate.org**. This is important for us and our investors.

07

## SLIPPAGE

%11

08

## SLIPPAGE

Token distribution will not change. All wallet addresses will be shared with the community.

# KYC & AUDIT

## About Us



We shared all our identity information with the listing platforms(Pink Sale). Some members of our team still work in very high level institutions so must be anonymous. One of the biggest problems of crypto projects is anonymity. Its crypto structure is decentralized so it expects you to remain anonymous. Otherwise it will be centralized. However, this raises a lot of rugpull situations. And criminals cannot be traced. We also attach great importance to contract audit transactions and locked liquidity. Therefore, we have successfully completed both the KYC process(PINKSALE) and the Audit process(TECHRATE).

Our team is highly experienced in its field. We got a very good energy. We have friends in many countries around the world with whom we are in contact. We also have Social media ,listing consultants. We will receive professional support for every area where we are not professional.

We think, we have a very strong project. All source code will be published on github. We just want to announce our project to people. In addition, we continue our active correspondence with many companies. We trust connections. We strive to be better every day. Our priority is community. No need for imaginary goals. we are sure we will succeed.







# ROADMAP

**November**

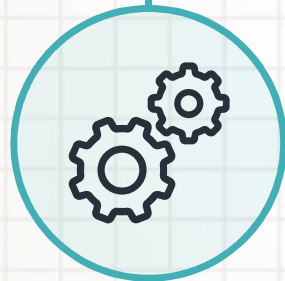
**2021**



- \*Creation of the idea
- \*Social Media
- \*Website
- \*KYC
- \*Audit

**December**

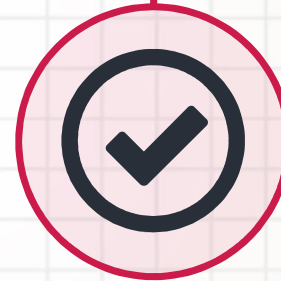
**2021**



- \*Starting Pre-Sale
- \*Locked Liquidity
- \*Airdrop
- \*Listed by Pancakeswap
- \*Listed by Coingecko
- \*Listed by Coinmarketcap
- \*Listed by Other Listing Platform
- \*Listed on 2st Exchange

**January**

**2022**



- \*New Web Site Launch (Face NFT Market)
- \*New Partnership Agreement
- \*Platform First Airdrop
- Metaverse Integrate NFTs to Metaverse
- \*New Platform Hacken , Certik Audit

**Q1 Phase**

**2022**



- \*Listed on 2st Exchange
- \*Ethereum Network integration
- \*Game platform integration
- \*Publish New Roadmap



# SOCIAL MEDIA



TWITTER

[https://twitter.com/Human\\_meta\\_face](https://twitter.com/Human_meta_face)

GITHUB

<https://github.com/MetaFaceNft>

REDDIT

<https://www.reddit.com/user/Meta-Face>

FACEBOOK

<https://www.facebook.com/profile.php?id=100075381701354>

TELEGRAM

<https://t.me/metafacenft>

**[www.meta-face.space](http://www.meta-face.space)**

Our DM boxes are open. You can always ask questions. About another contact, to share information, or to say how are you :)



# Risks and Mitigation & References

As with any product, its success is dependent on many external factors. The team behind Fastcyber believes that by identifying possible upcoming risks, the success chances can be increased. There are several risks that we wanted to address - and how we intend to minimize them in response to varying market circumstances

## Disclaimer

**Important notes** The present document is dedicated for marketing purposes only, meaning it is not intended to be legally binding and is delivered “as is”. Nothing in this document shall be deemed to constitute a prospectus of any sort, or an invitation, or a solicitation for investment, nor does it in any way pertain to an offering, invitation, or solicitation of an offer to purchase any security, ownership right, stake, share, future revenue, company participation, or other equivalent rights in any jurisdiction. Information in this document also does not constitute a recommendation by any person to purchase tokens, currencies, or any other cryptographic assets; neither the Issuer has authorized any person to provide any recommendations of such kind.

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## References

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- 5-<https://en.wikipedia.org/wiki/Metaverse>



# THANKS FOR YOUR ATTENTION

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● META FACE TOKEN

● WHITEPAPER VER 1.0