METAVERSE FACE

WHITEPAPER

VERSION 1.2

02.02.2022

CONTENTS

INTRODUCTION

METAVERSE

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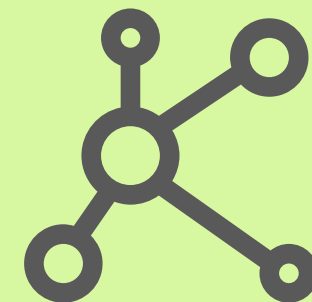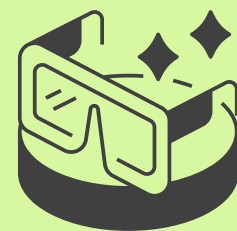
Current metaverse ambitions are centered on addressing technological limitations with modern virtual and augmented reality devices, as well as expanding the use of metaverse spaces to business, education, and retail applications. Numerous entertainment and social media companies have invested in metaverse-related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

Metaverse has been criticized as a method of building public relations using a purely speculative, "overexaggerated" 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.

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.
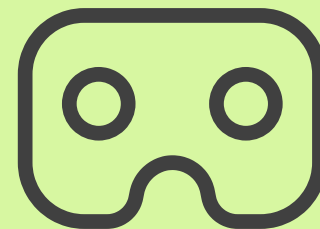
INTRODUCTION

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

he 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.

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]
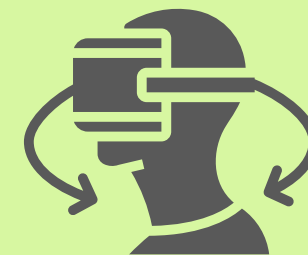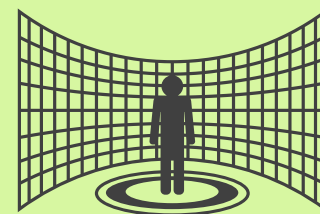
INTRODUCTION

GAME

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.

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 Fortnitein addition to a few early MUD games.

VIRTUAL REALITY

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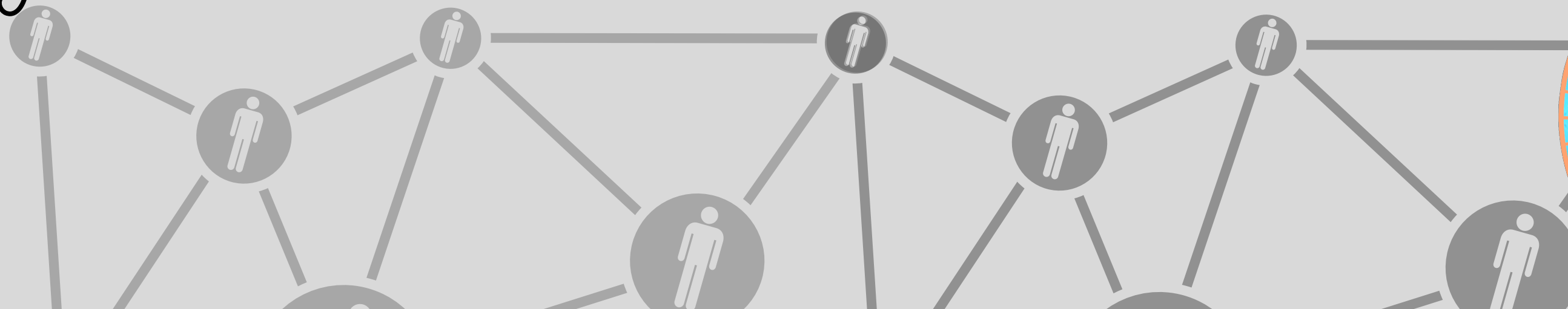
Much of the underlying virtual reality technology that Meta Platforms advertised remains to be developed. Microsoft acquired the VR company AltspaceVR in 2017,and is planning on integrating metaverse features into Microsoft Teams. Nike also foresees the Metaverse and begins to construct 'Nikeland' in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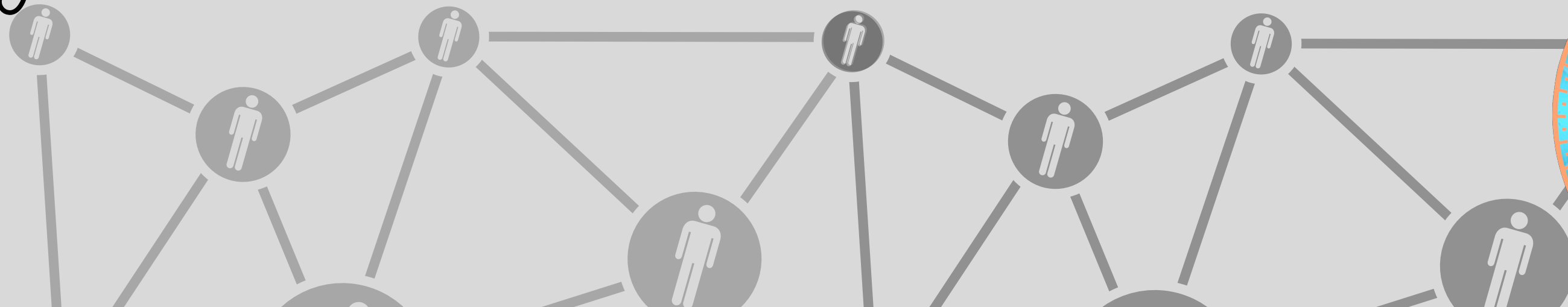
MARKET SURVEY

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 .

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 sped 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.
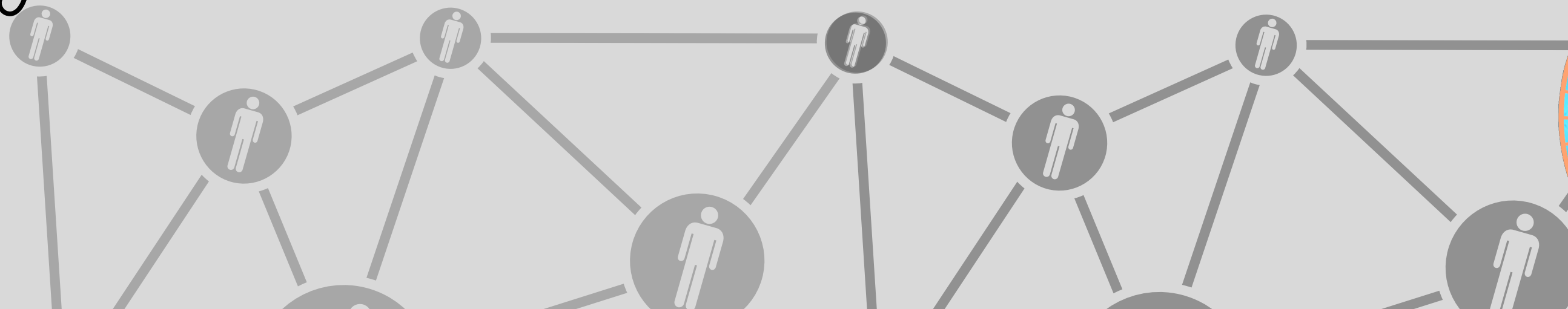
MARKET SURVEY

We will work non-stop about Affiliate Programs,
Influencer Marketing, Community Angels, and Alternative Reward
Systems .
Firstly We launched our website to introduce tokens, and we
wanted to Show people the targets, which provide token
information, set the roadmap.
METAVERSE FACE 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
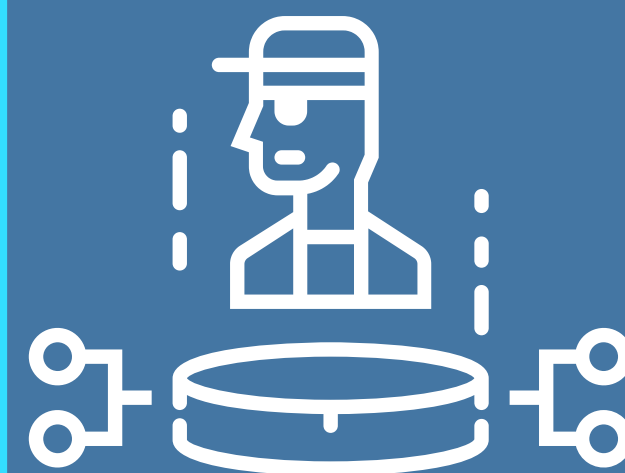in any attack.

WHAT IS METAVERSE FACE ?

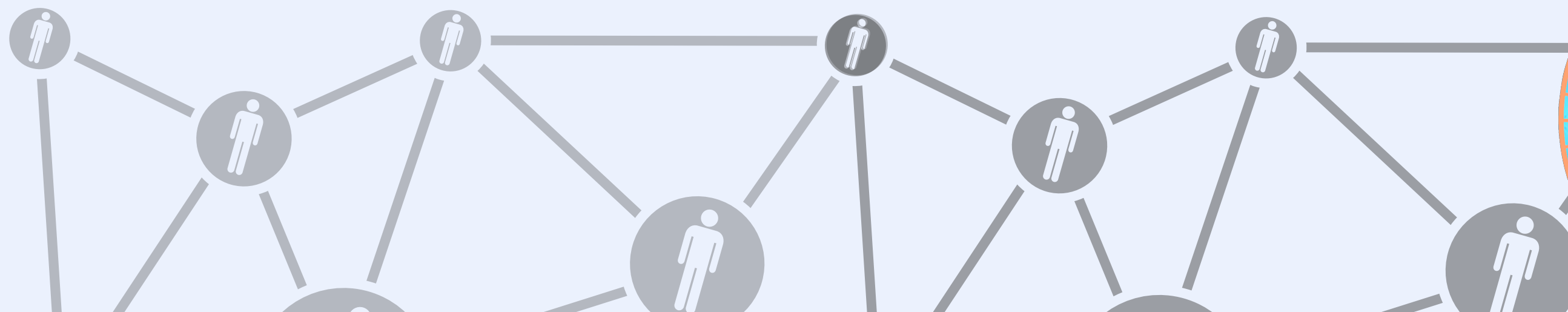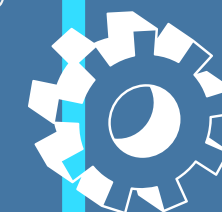## Decentralized blockchain platform providing Face Nft for Metaverse

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 , Liquidity is locked in pinksale . Now we just gotta fly. None of the characters you see on this site actually ever lived.

One of the biggest problems in the NFT world is to produce new things. You create a character and then just add a background color, a hat, an outfit and change the color to produce clones of the same thing.This is very simple.Even Roblox characters are more beautiful than dozens of nfts. The Metaverse planet is being built. People will want to use faces.People will want to use different character. While it is difficult to create even a new character, we produce a face, which is the same difficulty as a fingerprint. We set out to be the hundred vendors of the Metaverse. 2D characters can be instantly converted to 3D with programs such as blender. We have terrible potential and a good algorithm. There is no need for ambitious and big word. We don't sell dreams. We are just at the beginning of a change. We wanted to give confidence to the community by doing KYC. We may have imitations, but none of them have our potential and algorithm. You can't get anywhere by producing 4 characters and putting cats and dogs.
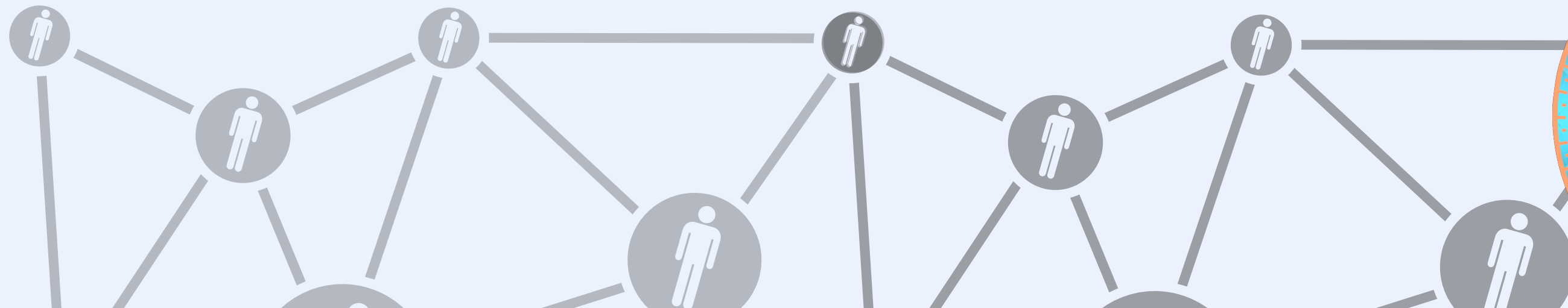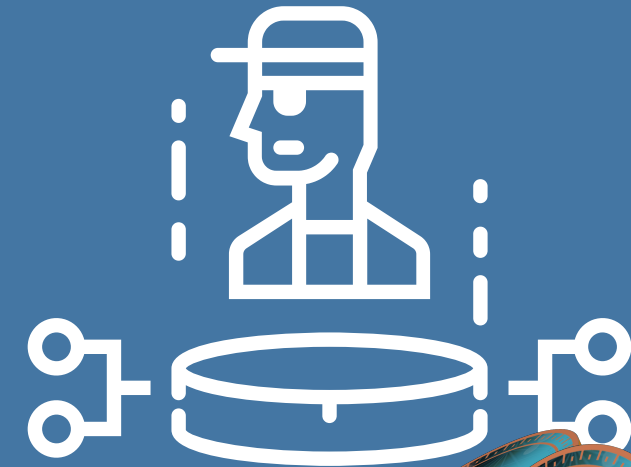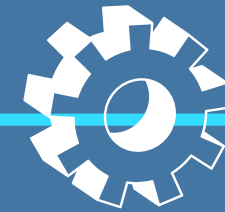
3D

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WHAT IS METAVERSE FACE ?

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.
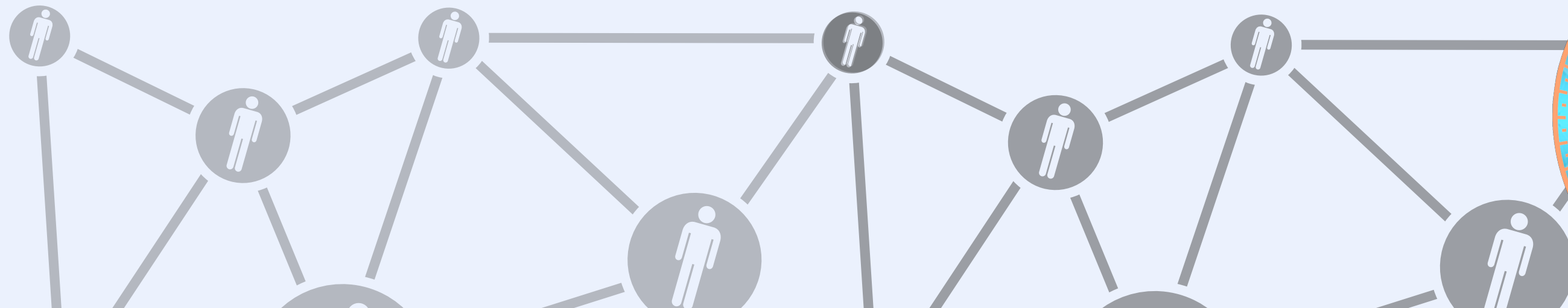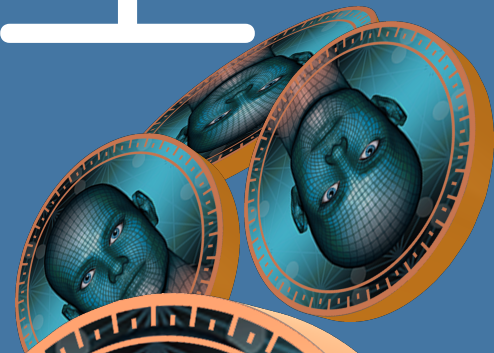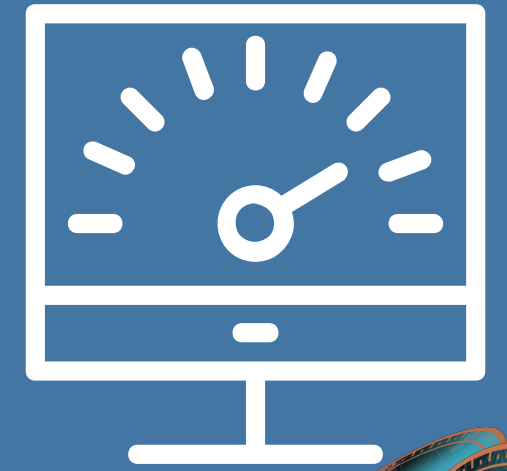
WHAT IS METAVERSE FACE ?

Why We Use BinanceChain Network ?

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 sending $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.
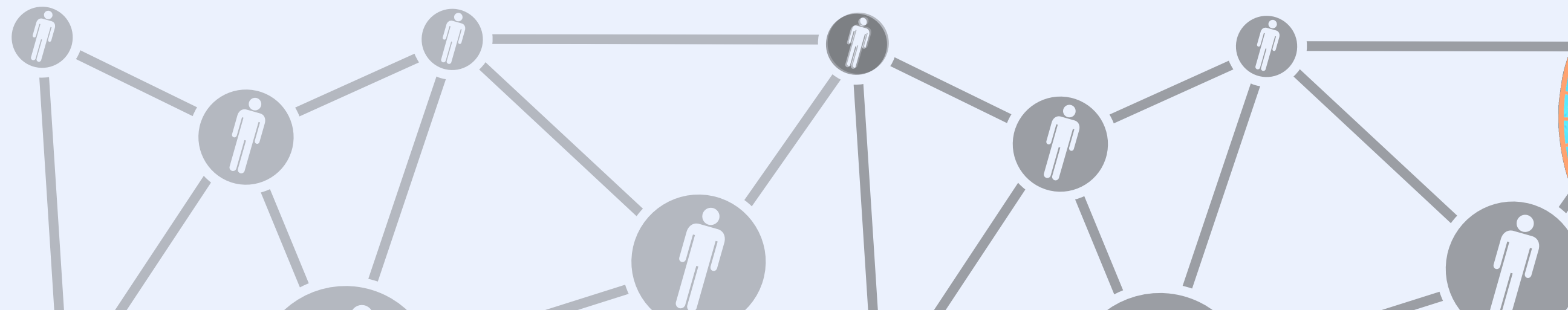
WHAT IS METAVERSE FACE ?

PROBLEM STATEMENT

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

WHAT IS METAVERSE FACE ?

OFFERED SOLUTION

We use a proprietary algorithm to generate face NFTs. An infinite number of faces can be produced each day if desired.
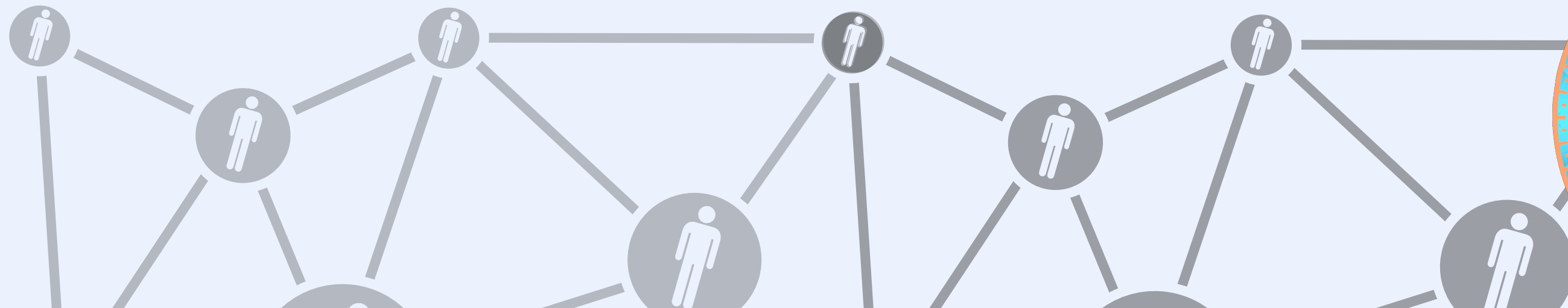
No system can stand alone. We will be integrated with many separate projects.

Makes everyone want to buy a virtual face. We will reinforce this in many partnerships.

A very nice and BSC NFT market where the received nfts are used in other games and platforms
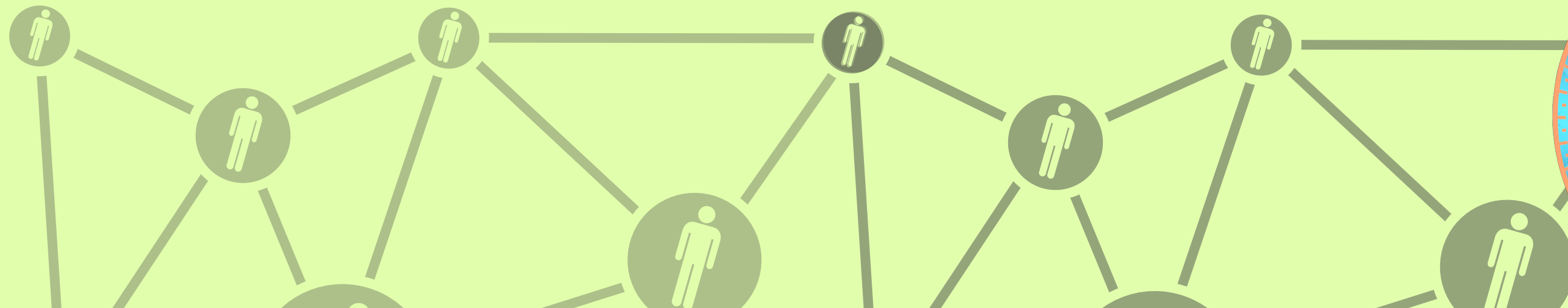
FINANCIAL STRATEGY

The longevity of the METAVERSE FACE 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 100 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 50 BNB Soft Cap 100 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 METAVERSE FACE tokens to buy NFT and mint.We believe that we can easily achieve these while there is a huge influx of metaverse .
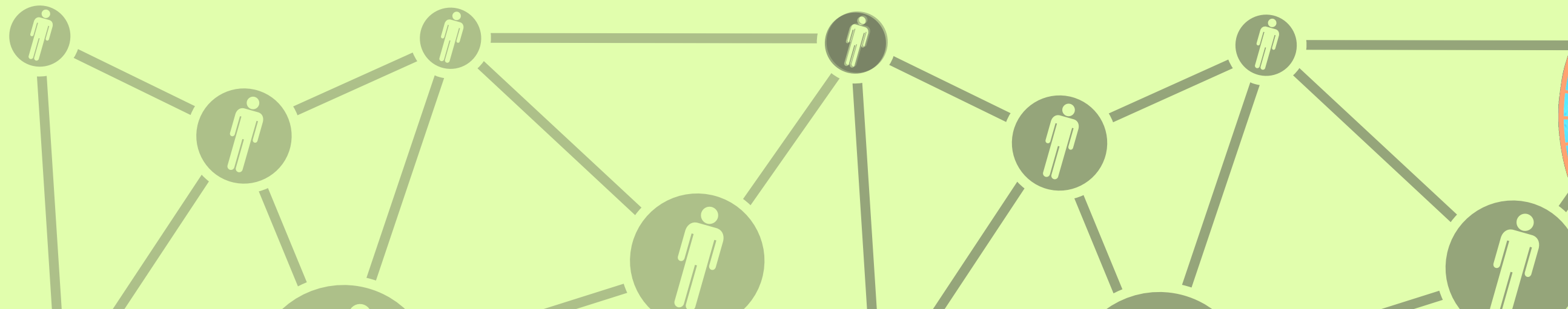
FINANCIAL STRATEGY

Metaface offers a unique service that however requires some form of partnership with other exhanges to make it work.Partnering with as many exchanges as possible will enable our users to have best exprerience while utilizing the platform.
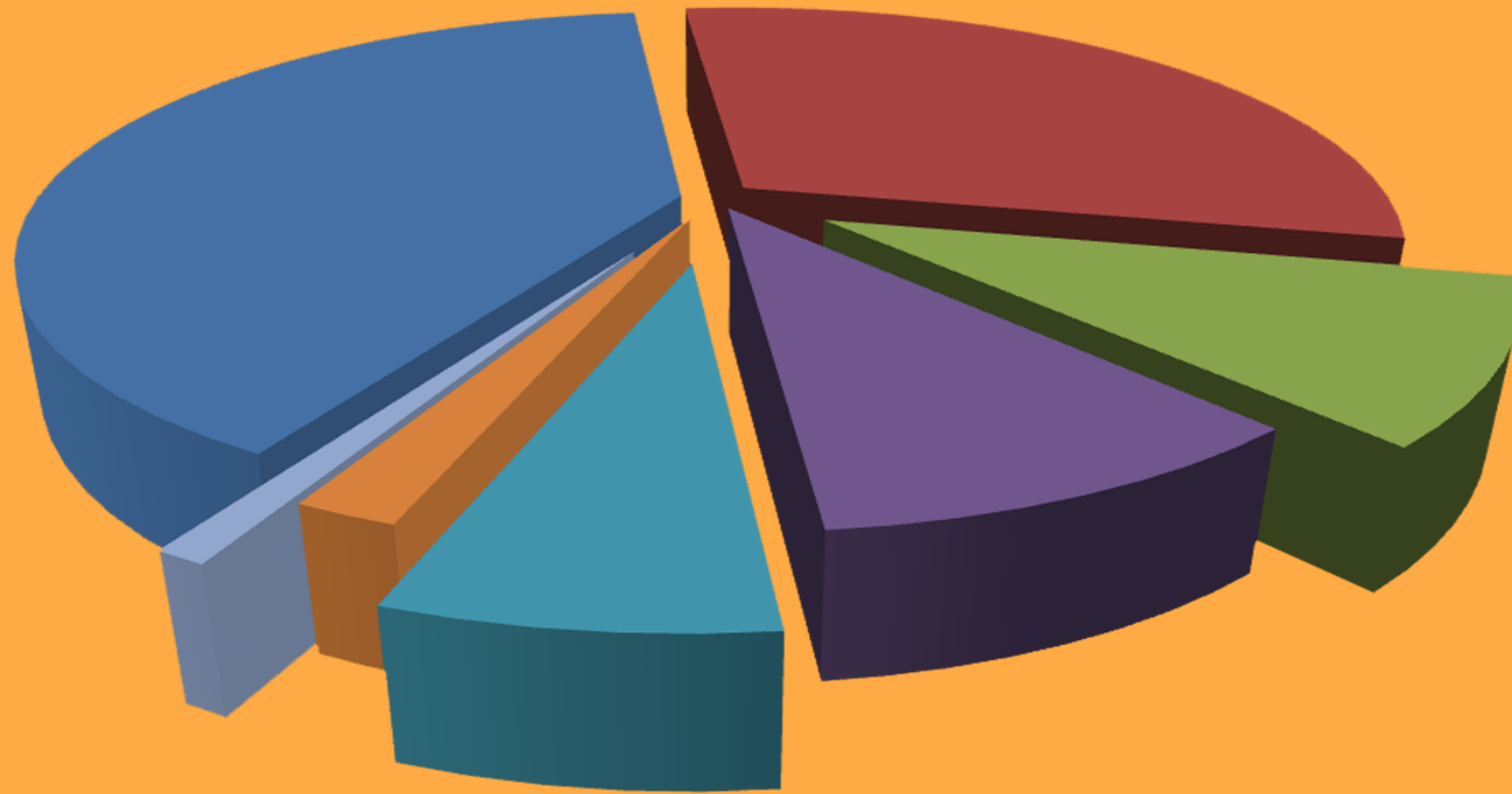
Without sealing partnership deals with other exchanges we cannot get authorization for collection and utiliztion of data on our platform.The fast platform works simply updating itself through data sprung out by other exchanger arround the world.

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

PARTNERSHIPS

MEXC

ZT Global

PancakeSwap

BitMart

TOKENOMICS

30% ----- Public Sale	
10% ----- Listing Service	
10% ----- Team	
40% ----- Pre Sale	
7% ----- Advertiser	
2% ----- Investor	
1% ----- Airdrop	

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TOKENOMICS

TOKEN NAME	:METAVERSE FACE
TOKEN SYMBOL	:MEFA
TOKEN DECIMAL	:9
CONTRACT ADRESS	:0x6ad0f087501eee603aeda0407c52864bc7f83322
TOTAL SUPPLY	:10,000,000,000 (CAN'T MINTED)
CIRCULATION SUPPLY	:7,840,000,000 MEFA
TEAM WALLET	:0x9FF6C0995372715351d44c2a9dEFCaD7177E2FF4/1,000,000,000 MEFA(LOCKED)
DEPLOYER	:715,000,000 MEFA (LOCKED)
AIRDROP WALLET	:(BURNED)
ADVERTISER WALLET	:SOME OF IT WAS USED THEN THE UNUSED PART(BURNED)
INVESTOR WALLET	:(BURNED)
LISTING WALLET	:(SENT TO EXCHANGE IN THE FORM OF LIQIUDITY)
TOKENS FOR PRESALE	:4,000,000,000 MEFA
TOKENS FOR FIRST LIQUIDITY	:2,250,000,000 MEFA
TOKENS LIQUIDITY EXCHANGES	:1,000,000,000 MEFA
TOTAL BURNED	:444,773,009 MEFA

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TOKENOMICS

LOCKED LIQUIDITY
Liquidity locked on Pinksale platform for 180 days

REFLECTION
RE-DISTRIBUTION TO HODLERS
4% of each transaction will be redistributed to all existing MEFA holders as a passive income, based on the number of tokens held by them.

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

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 .

AUTO ALLOCATION TO LIQUIDITY POOL
3% of each transaction will be allocated into the Liquidity pool on the PancakeSwap. Hence it will be helping to maintain the price flow on the transactions.
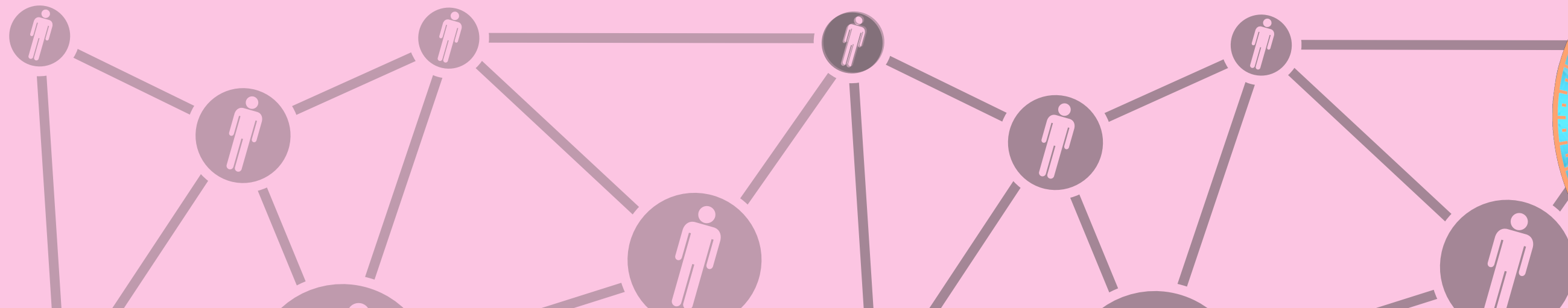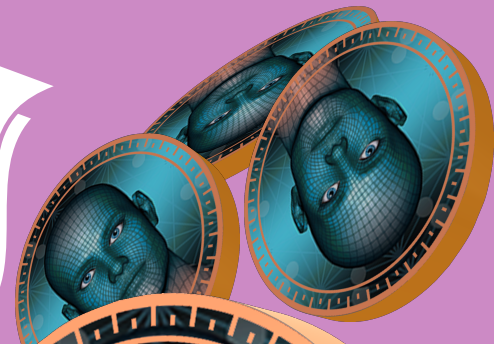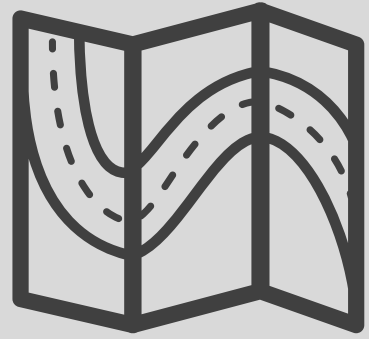
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KYC & AUDIT

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 every satrong 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 everyday. Our priority is community.No need for imaginary goals. We are sure we will succeed.
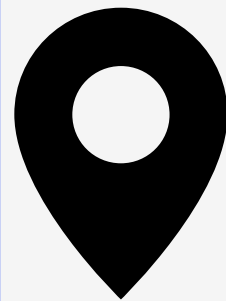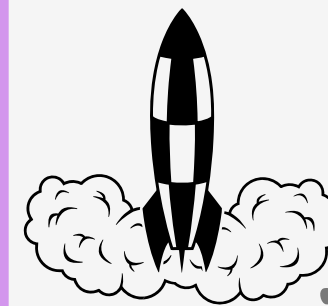
ROAD MAP

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 Excahnge

Q 1 2 0 2 2
New Website Launch (Face NFT Market)

New Partnership Agreement

Platform First Airdrop

Metaverse Integrrate NFT's to Metaverse

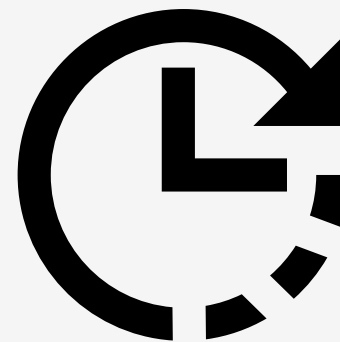New Platform Audit (Certik, Hacken or Solid Proof)

Q 2 2 0 2 2
Burn Token

Burn All LP (in Pancakeswap)

Ethereum Network Integrration

Game platform integration

Vr Meeting Solution

Q 3 2 0 2 2
Publish Vr Meeting Platform

Adding game developers to the team

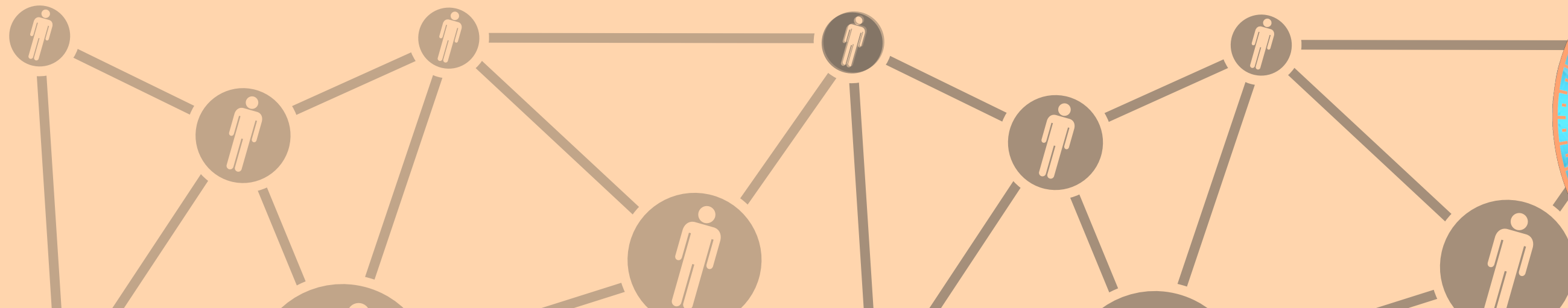Starting work on creating a virtual reality platform

Publish new Roadmap

RISKS AND MITIGATION

As with any product, its success is dependent on many external factors. The team behind 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.

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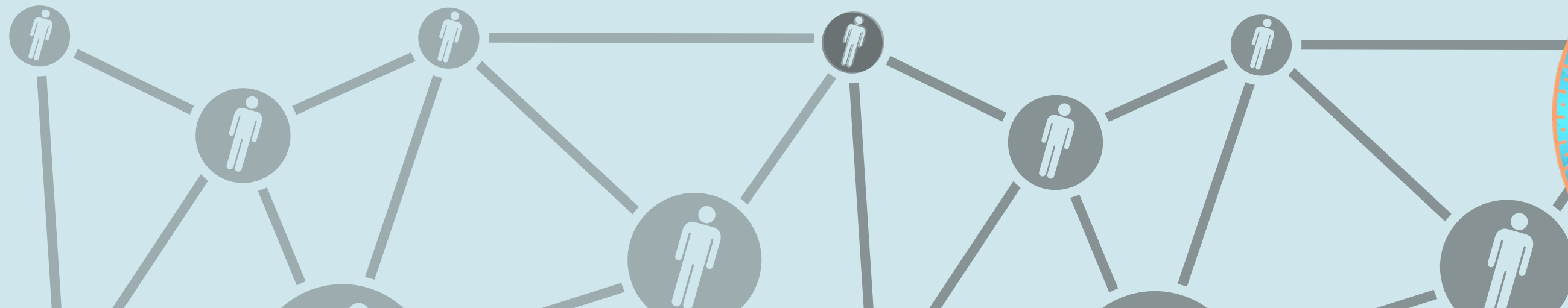
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YOUR ATTENTION

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https://reddit.com/user/Meta-Face

https://t.me/metafacenft