

**METaverse**

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# Definition of metaverse

A massively scaled and interoperable network of real time rendered 3D virtual worlds that can be experienced synchronously.

## Virtual Worlds

For decades , the primary reason to build a virtual world was for a video game such as call of Duty or as a part of feature film. Such as those of Disney's pixar or for warner bros. Virtual worlds can have a single or many different creators.

- They can be professional or amateur for profit or not for profit.
- In virtual worlds some blockchain based game aspired to operate as close to autonomously as possible after launch.

## 3D

3D is necessary not just because it signals something new. Metaverse theorists argue that 3D environments are required in order to make possible that transition of human culture and labor from the physical world to the digital one. If this is indeed the case, we can imagine how or “3D internet” might finally disturb industries that have largely resisted digital disruption.

It is important to emphasize that while the metaverse should be understood as a 3D experience, this does not mean that everything inside the metaverse will be in 3D. Many people will play 2D games inside the metaverse, or use the metaverse to assess software and applications that they can experience using mobile -era devices and interfaces.

## Interoperable network

Central to the most vision of a metaverse is the user’s ability to take her virtual “content”. Such as avatar or a backpack from one virtual world to another. Where it might also be changed sold or remixed with other goods.

## Massively scale

Unpacking the employing of the term metaverse is helpful here. Stephenson's neologism comes from the Greek prefix "meta" and the stem "verse" a back information of the world "universe". In English meta roughly translates to beyond or which transcend the world that follow.

### ***According to Tim sweeney :***

"Believe that eventually every company will need to operate their own virtual worlds. Sweeney also said just as every company a few decades ago created a web page and then at same point every company created a facebook page."

## **Stephenson specific version**

15 million human control Avatar on “the street” Stephenson called “the Broadway”. The point is, there were 15 million total user of the internet in the real world. When Stephenson novel was published Stephenson novel has been sitted as the inspiration for various cryptocurrencies project and and cryptographic efforts to build decentralization computer network. And while the coin is the term “metaverse” he was far from the first to introduce the concept.

### ***According to Stanley G . weinbaum:***

In 1935 Stanley G. Winter short title PYG millions spectacles about invented of emergent real we are like Google's that produce a movie that gives one sight and sound you are in the story, you speak to the shadow and the shadow reply, and instead of being on the screen.

# **Difference between metaverse and web 3**

Both a metaverse and web 3 are “successor states” to the internet as we know it today. But their definition are quite different web 3 does not directly require any 3D, real time required or synchronous experiences, while the metaverse does not require decentralization, distributed database, blockchain or a relative shift of online power or value from platform to user.

Regardless, the principal of web 3 are like critical to establishing a thriving metaverse.

# **confusion and uncertainty**

The metaverse is indeed the new buzz world everywhere today. but then, on the other hand i think nobody has actually had first hand experienced in what it is.

But at Net east, we are technologically ready, we know how to accumulate the relevant know. How the relevant skillsets when the days come. So,I think when that day comes we are probably be one or the fastest runner in the metaverse space. In 1950, IBM's product planning department reportedly spent the entire year. "insiding that the market would not near the amount or to more than about 18 computer nationwide".

The 1990's saw major "proto-metaverse" games. But advanced continued that decades million of consumers took part in the first ISOmatic 3D (also know 2.5D) virtual world which gave the illusion of three dimensions space, but only allowed user to move across two axes.



# The next internet

The next internet virtual reality VR and augmented reality AR are not new concepts but will revolutionize the world within 5 years. AR enhances reality while VR helps us forget it.

Together, they open a world beyond reality, the internet, or the internet of things, a new industry, the internet of experiences, is emerging with the most recent investment in magic leap, the VR/AR industry is set to reach 150 billion dollar by 2020. As we are and AR technologies improves and more content become available for user, human experience is of technology will change forever.

In 2021 alone, over 16 trillion dollar was settled through blockchain/cryptocurrency networks, which too many experts or foundational enablers of the metaverse. Visa, as a point of contrast processed and estimated 10.5 trillion dollar. If the matter is ended a successor to the internet, it might seem or that iss pointers come from the video games industry after all, the arc of the internet thus for is quite different.