Bevo

Digital Art backed by Real Art™
A new way to invest in art and artists around the world.
BEP-20 Token powered by the Binance Smartchain

Section 1
Our mission

"The goal of BEVO token is to become the de facto art token on the Binance Smart Chain."

BEVO Digital NFT Art Token
BEVO Token is a BEP-20 token created on the Binance Smart Chain. It is a cryptocurrency asset with its value backed by a 7 Year Liquidity Lock and **real** art from **real** artists all around the world. BEVO Token was created by a group of digital artists, painters, sculptors, photographers, poets, writers, and fine art houses with a singular goal to digitalize traditional art and revolutionize the art trading world forever.

"BEVO Token will be the first digital Token to be backed by tangible physical assets in the world."

BevO | DIGITAL ART COLLECTION

The BEVO Digital Art Token will power the BEVO Art Gallery. It will form the currency that would be used to buy, sell, or trade art digitalized as Non-Fungible Tokens (NFTs) on the BEVO Art Gallery.

This revolutionary online Art House will host the largest exhibition of artists from every culture on the planet.

THE PREMIERE VIRTUAL ART EXHIBITION

During the launch phase, artists will be invited to submit a virtual exhibition video of their art on social media channels. These submissions will be curated by our team and featured on our social media platforms. Following the launch each piece will be paired with a NFT minted on the Binance Smart Chain. These early submissions will form the first pieces of art that would be minted using the BEVO Verification and Minting Standard v1.0. These pieces will also form part of history as the first tokenized art pieces to be pegged to a digital token. These NFTs will be listed for sale on the launch page of the BEVO Art Gallery in Q3 of 2021. The BEVO dAPP will create a a truly frictionless way to trade physical art pieces and is poised to disrupt the current model of trading for good.

LAUNCH ROADMAP

The initial launch period will last **2 months** from listing on PancakeSwap. Key milestones have been identified for the success and widespread adoption of BEVO Token.

The BEVO Art Gallery dAPP will initially contain BEVO original pieces that are curated by the BEVO Curation Team. During the launch phase, artists from around the world will be invited to submit pieces for curation that would be sold on the BEVO Art Gallery.

The following RoadMap is to be used as a guide for the project launch. Specific dates will be announced on our social media channels and the BEVO Blog on our website.

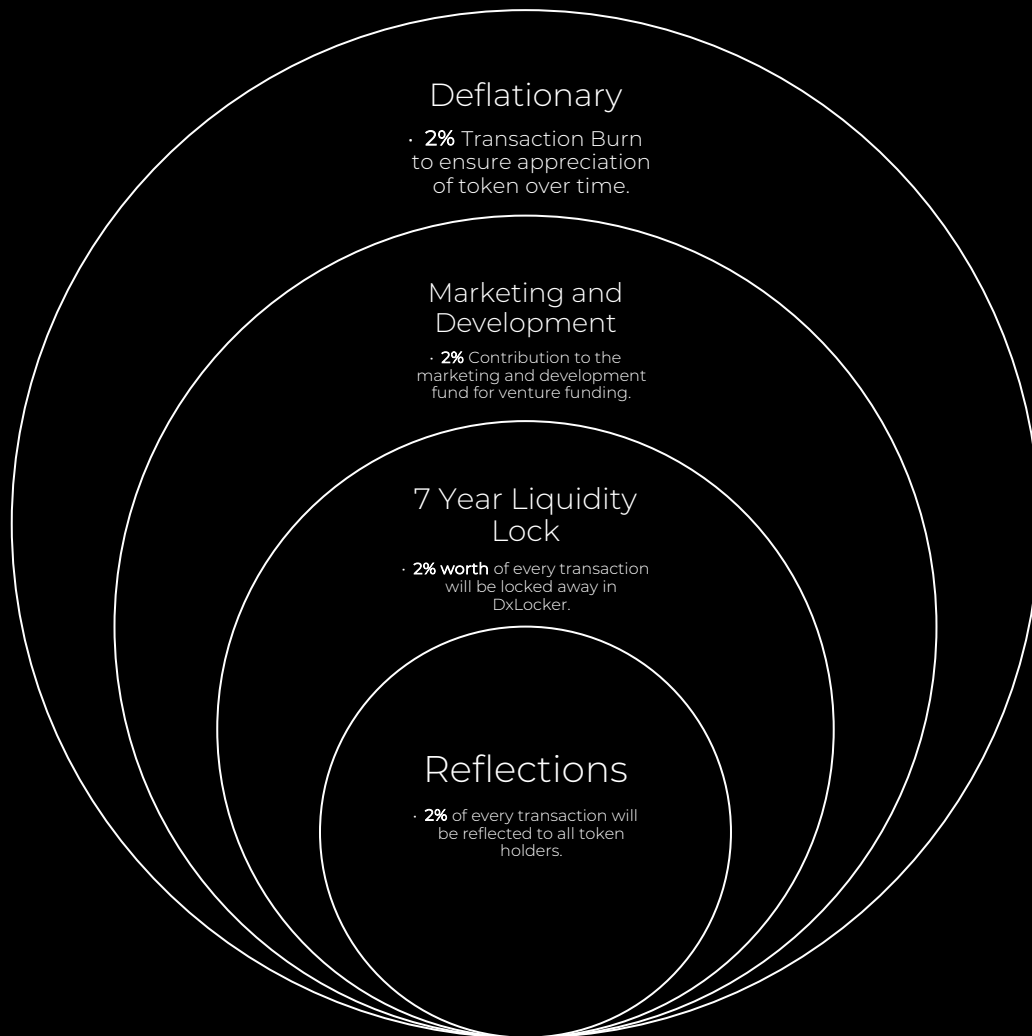| Goal	Timeframe
o Team Recruitment: ▪ The development team will consist of 6 core developers with specific skill sets that are of strategic directional interest for the company. Two of the main developers are doxed and the rest will be introduced when we produce our marketing video after launch. You can follow us on the official Discord and Telegram Channels to read our stories.	Estimated time of completion: Before Launch
o Community Recruitment and Onboarding: ▪ It is vital for our Discord and Telegram to have active and friendly moderators across multiple time zones. Our selection will include a strong team of moderators from	Estimated time of completion: Before Launch

timezones across the globe to always be interacting and informing the community.	
⇒ Presale Marketing Campaign: o Coverage of DxLaunch Presale: ▪ YouTubers and ads on Facebook, Instagram and TikTok ▪ Telegram Marketing ▪ Reddit Marketing	Estimated completion time: Before Launch
o Announcement of DxSale Link: ▪ Announcement of the link will be made on all social media accounts.	Estimated completion time: At 2000 Members on Telegram
o Liquidity Pool Lock: ▪ Liquidity Pool will be locked for 7 years through DxLocker. ▪ Locking Liquidity is essential to preserving the value of artwork pegged to BEVO token. 150,000,000 (150 Million) BEVO tokens will be locked away.	Estimated completion time: On Launch
o Manual Burn 1	Estimated completion time: On Launch on Pancakeswap.
o Marketing Campaigns on investment channels. ▪ Poocoin	Estimated completion time: Within 72hrs of Launch on Pancakeswap.

▪ YouTube ▪ TikTok	
○ Community Listings: ▪ We'll be applying for listing on CoinMarketCap, CoinGecko & Blockfolio. CoinMarketCap, Coin Gecko and Blockfolio. It's extremely important to gain a wider audience of investors and develop community trust.	Estimated completion date: 2 Weeks from Launch
○ Exhibition Art Collection Marketing Campaigns on all social channels. ▪ The initial launch exhibition will feature digital photographs from artists from countries around the world which would be collected through bevodigital.art and our social media accounts. Digital artwork collected from the community will be minted into physical copies for the soft launch of the BEVO Art Gallery at the end of Q3 of 2021. These pieces will be the first pieces to in history to be valued in BEVO Tokens. and will also make the BEVO Token, the first Token In history to be backed my Real Art and tangible physical assets.	Estimated completion date: 2 Weeks from Launch
○ Registration of *********** |protected| domain.	The |protected| domain is an extremely important early acquisition to have completed before the

	launch of the BEVO dAPP.
Manual Burn 2	Estimated time of completion: Before Contract Audit or TBD by community.
o Contract Audit - 2 separate audits (names TBA) will be conducted by reputable online auditors who would evaluate our smart contract.	Estimated time of completion: Within 3 weeks of launching on Pancake Swap.
o Exchange Listings: ▪ Tokens will be locked away in DxLocker with the specific purpose to expedite all our exchange listings. We have identified BitMart and WhiteBit to be the first exchanges that would be approached.	Estimated time of completion: within 6 Weeks of launching on Pancake Swap. DxLocker AirDrop Fund: est. lock 6 Weeks from listing on Pancakeswap.
INITIATION OF PHASE 2 [WITHIN 8 WEEKS]	

Tokenomics

The BEVO Token employs powerful tokenomics that are designed to create value for both investors and artists. The BEVO Token has a very low transaction fee structure of 8% that is designed to optimize early adoption and long-term capital preservation through holding incentivization and selling pressure.

Deflationary

· **2%** Transaction Burn to ensure appreciation of token over time.

Marketing and Development

· **2%** Contribution to the marketing and development fund for venture funding.

7 Year Liquidity Lock

· **2% worth** of every transaction will be locked away in DxLocker.

Reflections

· **2%** of every transaction will be reflected to all token holders.

Deflationary

The BEVO Token is deflationary and has a fixed supply. Every transaction performed on the smart contract will incur a 2% burn. In addition to that we will conduct 2 manual burns.

Deflationary pressure serves a couple purposes:
- This will bolster the price of BEVO Token and ensure that its value appreciates over time bringing value to Investors and incentivizes long-term holding.
- Anti-Inflation: No new tokens can be minted preventing the possibility of diluting the market cap and dumping.

Manual Burn 1 - After DxLaunch.
There will only be 2 manual burns. The first will be conducted upon launch of the token shortly following the end of the PreSale.

Manual Burn 2 - To be vested by our community.
The second manual burn will be conducted within 6 weeks of listing on PancakeSwap.

The aim of the manual burns is to reduce the total circulating supply by 20-30%* before listing on our first major exchange.

Automatic Transaction Burns - After listing on PancakeSwap.
Every transaction conducted will Incur a burn fee of 2%. As time passes by, tokens will become scarcer and scarcer. Soon enough, the entire liquidity pool will be controlled solely by our community of artists and investors - the way It should be.

7 Year
Liquidity
Lock

50% of the Marketing and Development Fund (or 2% of every transaction) will contribute to our 7-Year Liquidity Lock. The goal of BEVO Token is to become the de facto art token on the Binance Smart Chain. Our token's value is also bonded to physical and digital art pieces. This makes the BEVO Token a store of asset wealth. For this reason, we are locking away liquidity for 7 Years to secure token value under any market condition. This ensures that over time both our asset vault and NFTs will only increase in value over time.

All future projects will be funded directly by the transaction fees generated from trading BEVO. Investors will be rewarded through consistent token value appreciation due to deflation and our artists will be protected by consistent capital appreciation through an ever-increasing store of locked liquidity and deflationary pressure.

Marketing and Development Fund

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4% of all transactions will be contribute to the to the marketing and development fund for project development and future ventures. As you grow, we will grow along with you. We are going to be fully transparent about how funds are allocated. This wallet will have a full transaction listing on our website to account for each spend. 50% or 1/2 of the M&D Fund (2% of each transaction) will be locked away in our 7- Year Liquidity Locker.

Funds will be used for:
1. Onboarding of artists and acquisition of precious art.
2. Advertisements: Facebook, Instagram, YouTube and TikTok.
3. Commercial Filming and Production - including explainer videos for broadcasting.
4. Social Media Influencer Recruiting.
5. Development of the BEVO NFT Art Gallery dAPP.
6. Establishment of the first BEVO Art Vault in Miami, FL.
7. Recruitment of Art Collectors and Art Houses.
8. Establishment of 3 BEVO Art Houses in New York, London and Paris.
9. Contributions to the BEVO "Save the Arts" Scholarship and Development Fund.
10. Creation of the BEVO YouTube Channel.

The BEVO Team recognizes that for widespread adoption of BEVO Token we will require a targeted marketing strategy that will reach a large cross-section of people.

Air Drops for Exchange Listings

This wallet will contain 5% of all minted Tokens that will be Locked by DxLocker for exchange listings. We will have a community vote on which exchanges we will approach and when we should do so. The team has identified the following exchanges to be in our strategic interest:

WhiteBit
BitMart

Allocations

Token Allocations:

Total Supply: 5,000,000,000 BEVO Tokens
At launch, 5 Billion BEVO Tokens will be created. This is a fixed supply token.

Initial Supply: 5,000,000,000 (5 Billion)
Manual Burn 1: 20% or 1 Billion Tokens (On Launch on Pancakeswap)
Circulating Supply: 3,000,000,000 (3 Billion)

Tokens for AirDrops and Exchange Listing Lock [3 Months] / Manual Burn 2: 10% or 500 Million Tokens (TBD by community vote).

Initial Launch Liquidity Lock [7 Years]: 5% 100,000,000 (150 Million).

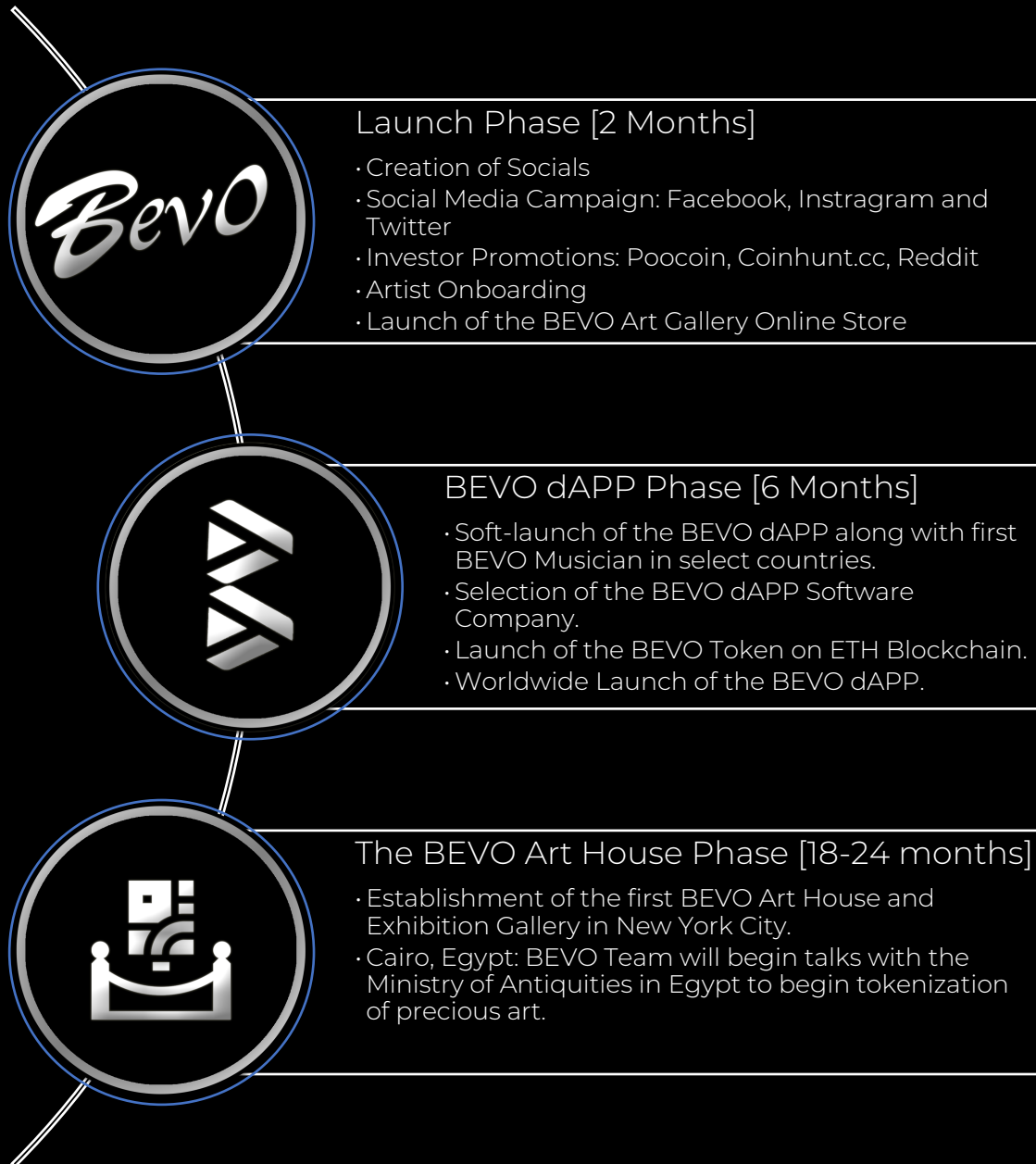Initial Marketing and Development Reserve: 10% (See above for details).

Presale Allocations:

Number of Tokens: 3,000,000,000 BEVO Tokens [60%]
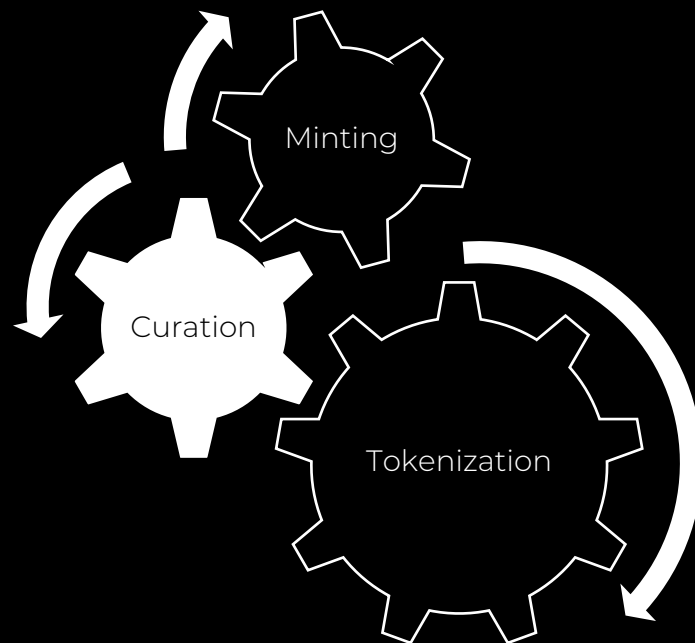
PancakeSwap Liquidity: **80%** or 240,000,000 (240 Million)
Presale Incentive: 25% more tokens.

2 YEAR PHASE MAP

Launch Phase [2 Months]

· Creation of Socials
· Social Media Campaign: Facebook, Instragram and Twitter
· Investor Promotions: Poocoin, Coinhunt.cc, Reddit
· Artist Onboarding
· Launch of the BEVO Art Gallery Online Store

BEVO dAPP Phase [6 Months]

· Soft-launch of the BEVO dAPP along with first BEVO Musician in select countries.
· Selection of the BEVO dAPP Software Company.
· Launch of the BEVO Token on ETH Blockchain.
· Worldwide Launch of the BEVO dAPP.

The BEVO Art House Phase [18-24 months]

· Establishment of the first BEVO Art House and Exhibition Gallery in New York City.
· Cairo, Egypt: BEVO Team will begin talks with the Ministry of Antiquities in Egypt to begin tokenization of precious art.

THE BEVO Art Minting and Verification Standard v1.0

Level 1 (Digital Art): Digital Artwork, Photographs, Videos, Written Works and Music.

Not all artworks will require physical shipment to a BEVO Arthouse or authorized Art Collector but will however, require digital verification of location and ownership if it is to be sold on the BEVO Art Gallery.

- Tokenization

For most digital art, tokenization will require simple uploading of the media following a digital signature which will verify ownership.

- Minting

Digital art will be minted using the ERC-721 or ERC-1155 token standard. This process is done instantly and will be available on the BEVO Art Gallery alongside digital artwork from BEVO Artists all around the world.

- Listing

Digital art will be minted and listed almost instantly.

Level 2 (Traditional Art): Printed Work, Paintings, Sculptures, Fine Art.

- Tokenization

We are tokenizing traditional art and bringing the entire market online. Artists will be able to tokenize their work through our marketplace by creating a digital NFTs which is the value representation and proof of ownership of that artwork. The NFT's value is bound to physical asset. This means that owner of that NFT also owns the physical asset and no other arrangement can exist.

- Curation

Works of art submitted to the BEVO Art Gallery for listing will go through a vetting procedure that will ensure that each piece is owned by the submitter and they possess the exclusive rights to that work of art before listing. Vetting will include:
1. Personal Identification
2. Ownership Certification

3. Copyright Verification

- ## Minting

Once the artwork ownership is verified and authenticated, the artwork will be minted using in an ERC-721 token. Support for ERC-1155 will be added later.

These NFTs can be bought, sold or traded on the BEVO Art Gallery. This creates a digital representation of their work and creates a frictionless way to trade their art utilizing smart chain technology.

- ## Asset Vault and Art Housing

Physical works of art will be housed in the BEVO Art Houses around the world. The first of which will be established in New York City, NY. These art houses will provide the security and storage for valuable works of art. They will also from time-to-time host displays for viewings of physical artwork traded within the BEVO Art Gallery.

Level 3: Extraordinary Works of Art

Further procedures on non-portable artwork or artwork that cannot be housed will be released in verification revision 1.1 of the BEVO Verification and Minting Standard.