



Platform for 3D content creation and
distribution using Blockchain Technology

Mission

Afloat is building a decentralised platform for production and distribution of 3D assets enabled and powered by Blockchain and IPFS.

Entertainment Decentralising the 3D Entertainment industry

Technology Bridging 3D file format **Universal Scene Description** to **Blockchain** with **IPFS**

Platform Collaborating, managing and trading 3D assets. Ecosystem of **Creator**, **Project** and **Collector**

Market New market opportunity - Rethinking a **decentralised creator economy**

Problem Entertainment Industry

The challenges we see in the entertainment industry can be divided into the following categories:

Projects

Movies, Series
and Games

Many middlemen fees

Large corporations deciding the content we engage with

Visual Effects vendors are pushed into financial losses

Creators

3D Artists

Creators are not credited for their work and passion

3D assets being archived and potential revenue unrealised

Creators may encounter financial constraints in order to work on big projects

Collector

Audience

Audience engagement limited to content subscription or license

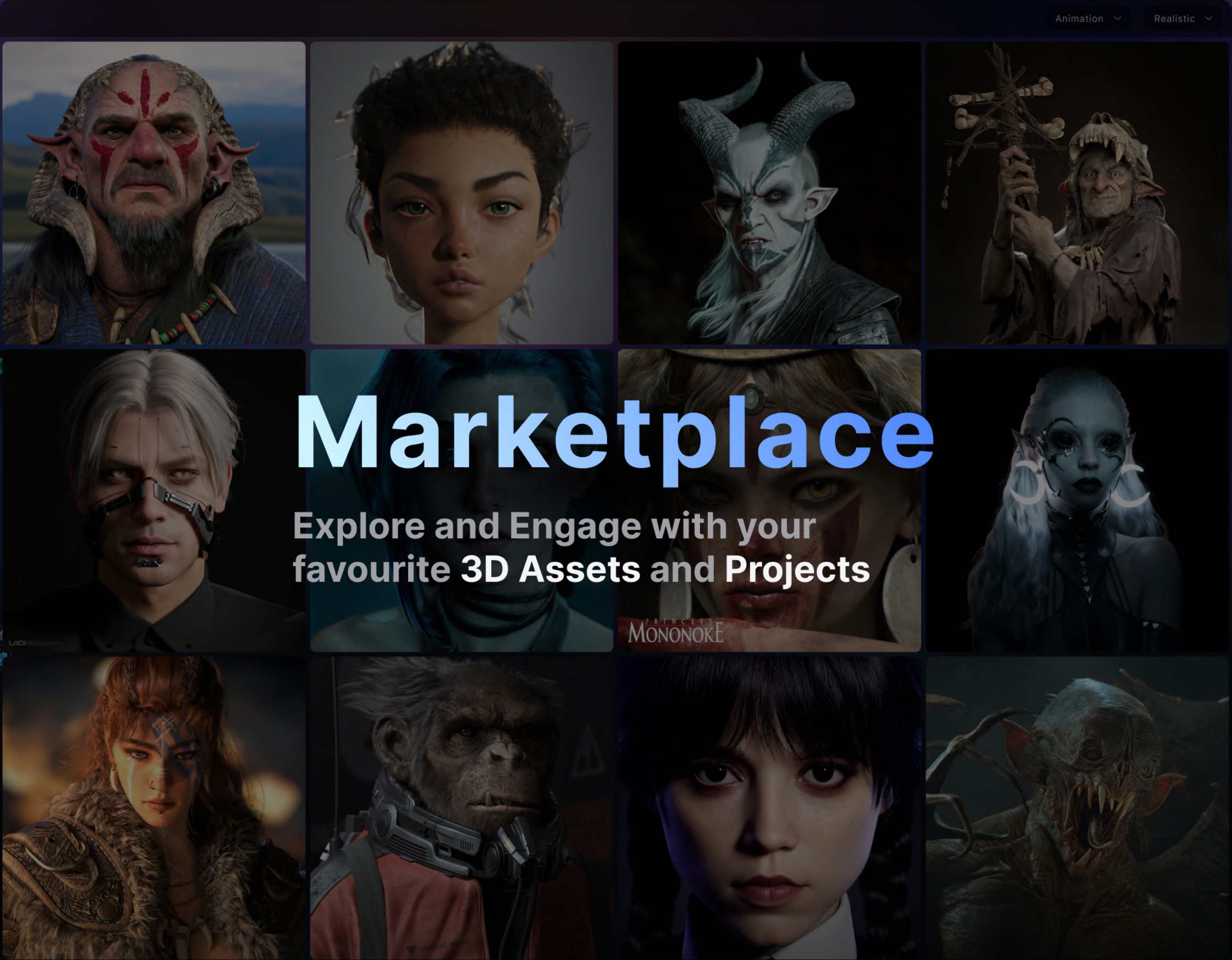
Content ownership is not possible today

Solution Decentralised Entertainment

Blockchain	3D assets can always be traced back to the creator and has ease of use in projects
Project	Tokenising Project gives them a market value and utility for their project
Creator	Project pay for the 3D Assets with their revenue. Ensures creators financial reward is aligned with the project's success
Collector	Audience can capitalise on their passion by engaging in the creations of the projects before they launch. Audience can own their favourite 3D asset and shares in projects



Product Platform

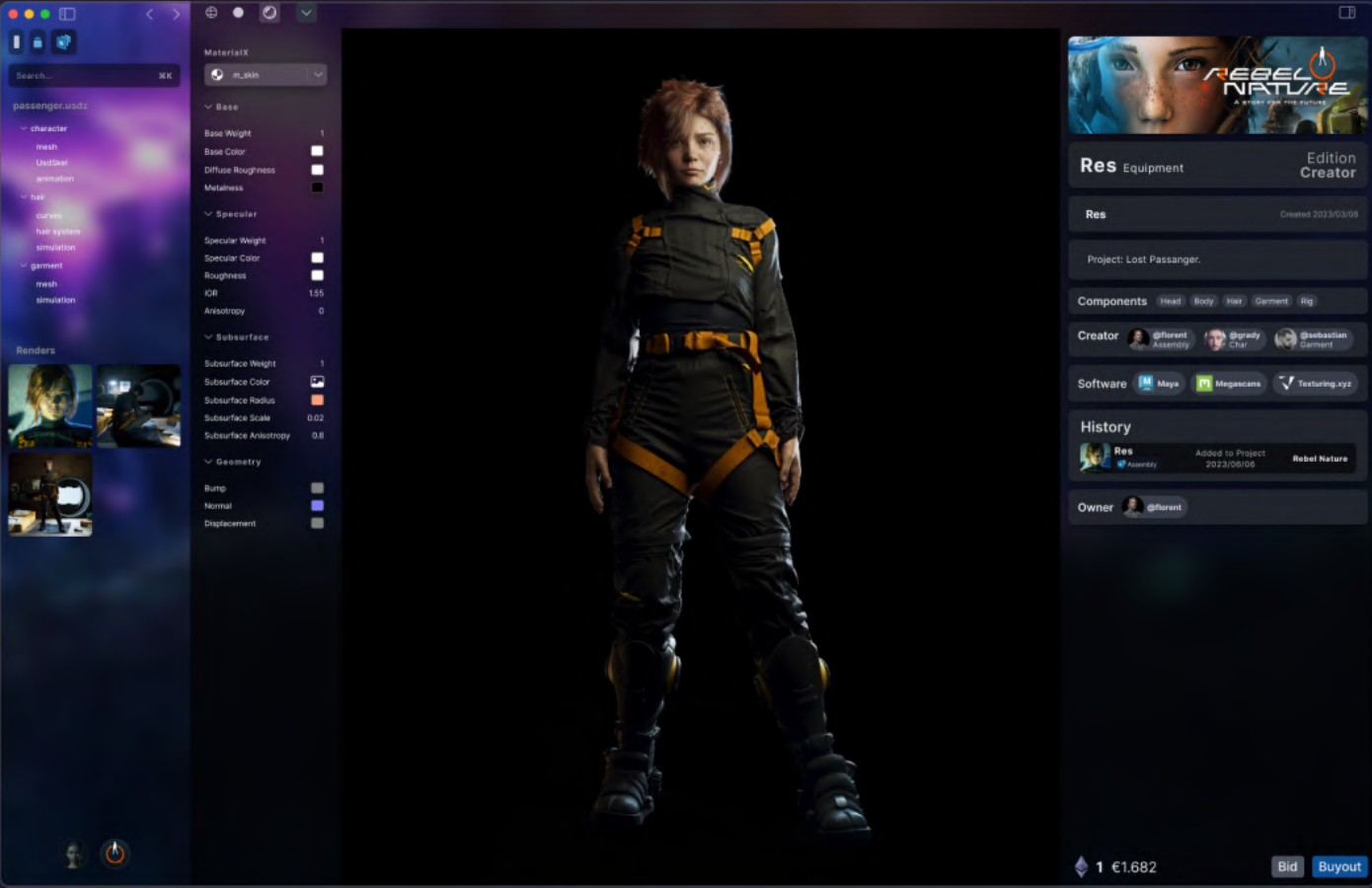


Marketplace

Explore and Engage with your favourite 3D Assets and Projects

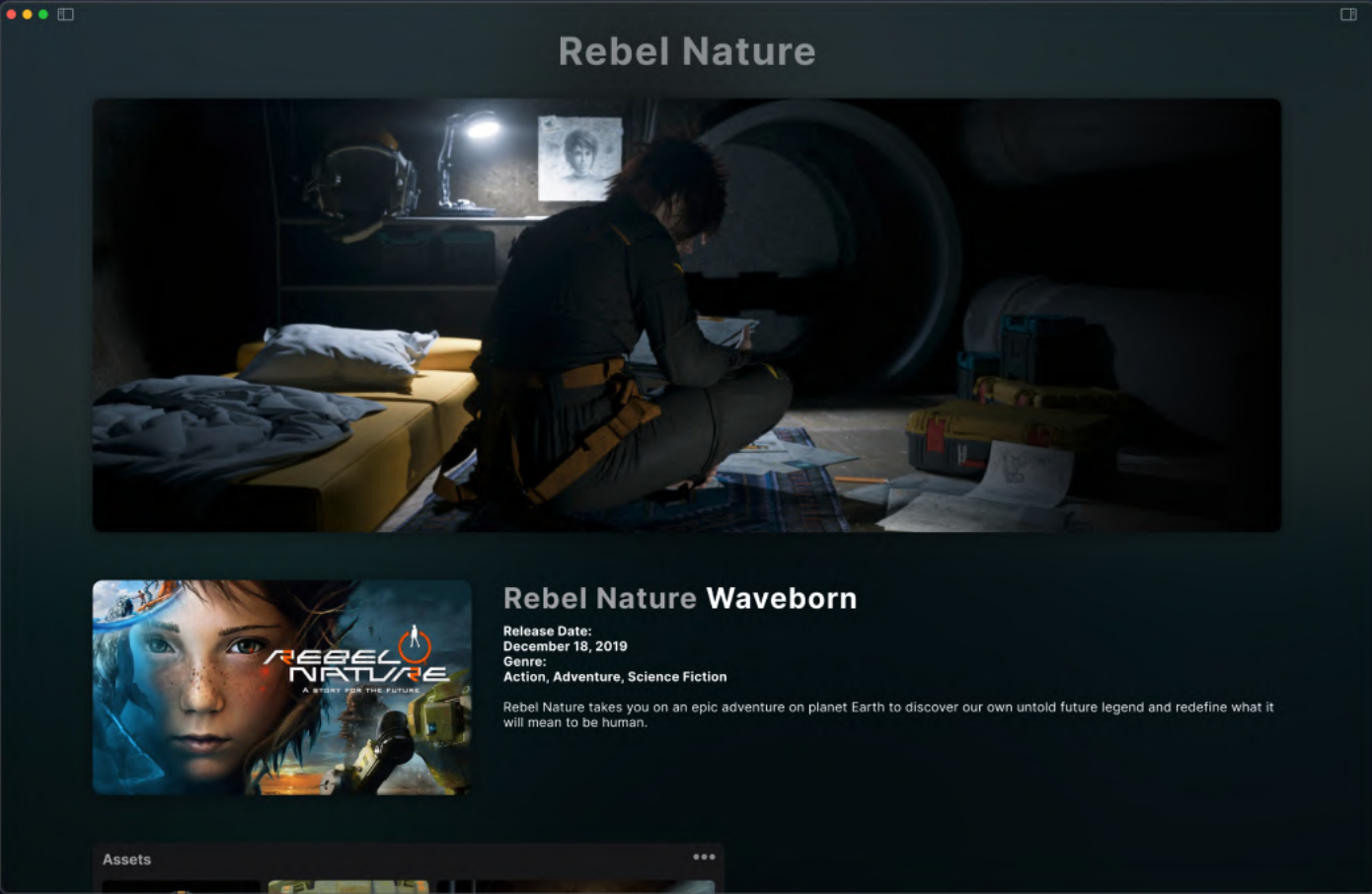
Creator

3D Asset View



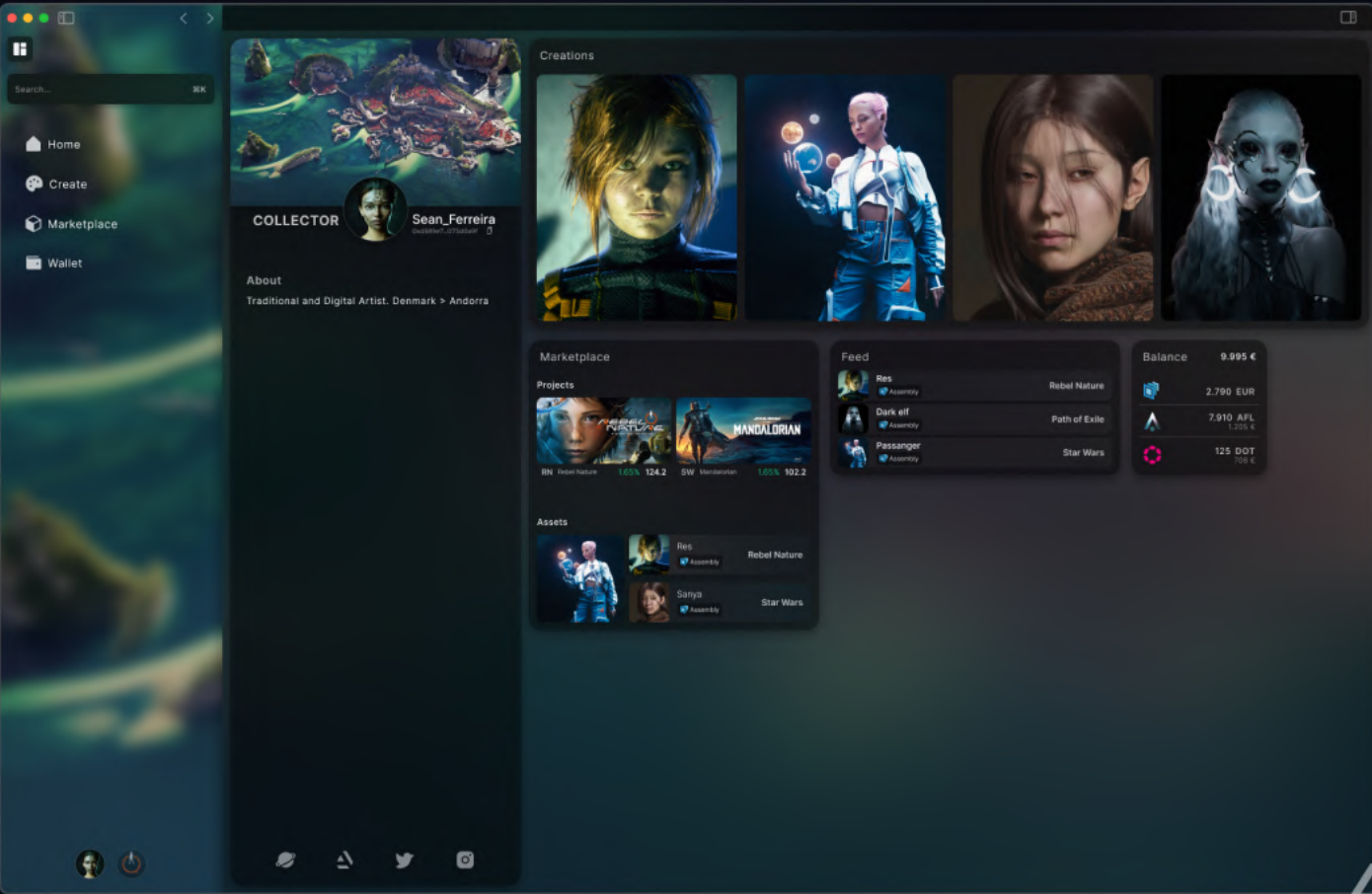
Project

Project View



Collector

Dashboard View



Product Life Cycle

Creators make 3D Assets



Project can use 3D Assets and pay with Revenue

Projects can engage their audience with used 3D Assets

Collector can own shares in Projects and own their favourite 3D Assets

Creator




Creators  @florent  @grady  @sebastian

Project



Rebel Nature Waveborn



 100 000 000 RN

Collector

Res



 1.25  @florent

Blockchain

3D asset distribution

afloat.network

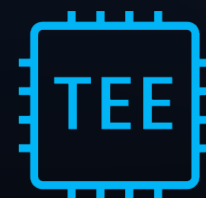
Substrate
Blockchain framework developed in Rust
By Parity Technologies



IPFS
InterPlanetary File System
Decentralised Storage Solution



TEE
Trusted Execution Environment
Node Security for Storing Data



Afloat network will be built with Substrate framework and has compatible with Chainlink

Pallet library that defines the execution and communication between the smart contracts in Afloat ecosystem

IPFS will be the decentralised storage solution for storing 3D assets (**USD** Universal Scene Description)

OpenUSD will imbed the metadata of the 3D assets into the smart contract.

TEE (Trusted Execution Environment) Will secure the node for storing data decentralised

Platform

3D content creation

afloat.app



Swift
High-level general-purpose programming language
Cross-platform logic



SwiftUI and Qt
OS native UI frameworks
MacOS, Windows, Linux, VisonOS, IOS and Android



USD, Hydra
Universal Scene Description and Hydra
Interchangeable 3D file-format developed by Pixar

The application will be developed with cross-platform in mind. Swift is our language of choice with interop C++ capabilities to support OpenUSD and Hydra.

Universal Scene Description is a framework for interchange of 3D computer graphics data. The framework focuses on collaboration, non-destructive editing, and enabling multiple views and opinions about graphics data. Hydra allows for multiple applications to interpret a USD file and create a shared understanding of the 3D scene description.

We will be using OS native UI frameworks that will make the application feel at home: SwiftUI, WinUI and Qt to target the following platforms: MacOS, Windows, Linux, VisionOS, IOS and Android.