What If The Web Were 3D And Multiuser?

(Hint: It Would Be The Metaverse...)

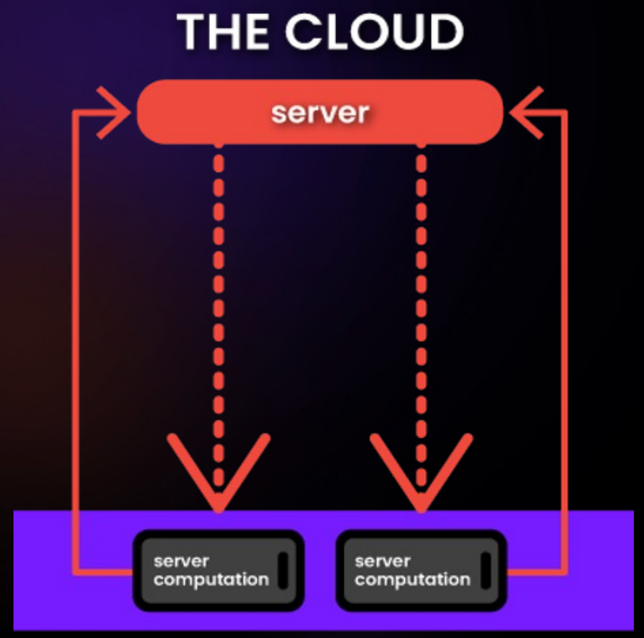
CROQUET

We all know the Web will be immersive and multiuser.

Its the evolution of the Web to the Metaverse.

In 195,000,000 active websites.

Traditional architectures fail for the synchronized, low latency, multiuser experiences required in the Metaverse

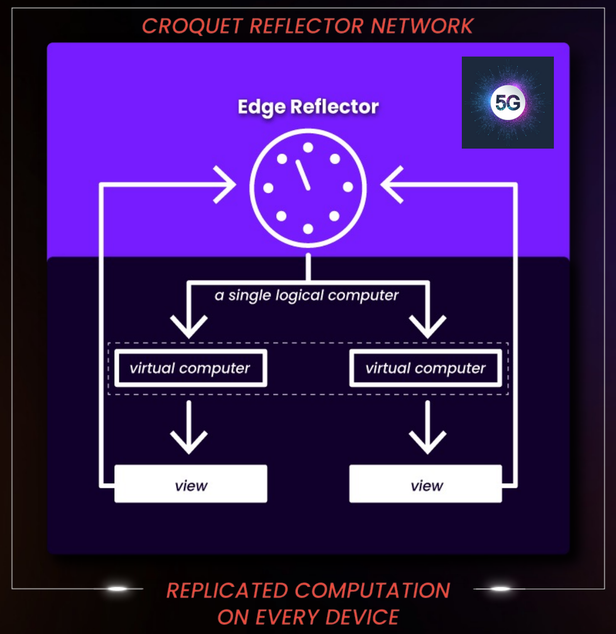


MAKE ANY BROWSER A METAVERSE BROWSER

"In the future, I think you'll see something more like a metaverse browser that points to the right standard, and you can visit any metaverse experience. You'll have metaverse servers that different companies operate."

Tim Sweeney, CEO Epic
Financial Times Interview May 25, 2022

Replicated Computation Architecture



Stateless Software Micro Server Deployed On Edge or 5G MEC

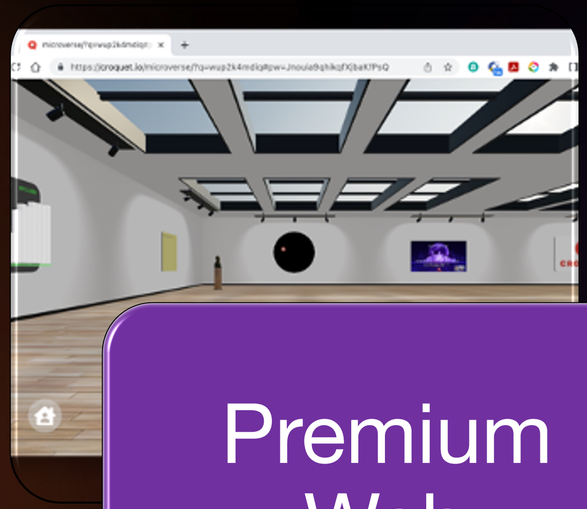
Cross platform to any device

powered by CROQUET

IMMERSIVE WORLDS IN EVERY WEBSITE

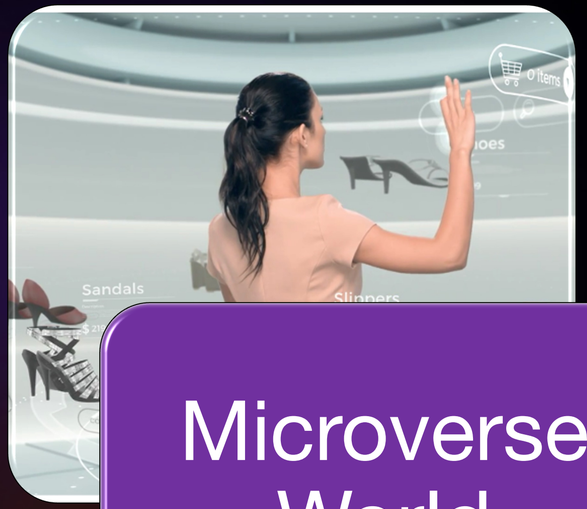
Basic Web Showcase
(Free: Low Code)

- Free For Any Website
- Self Service Distribution
- Up In 15 Minutes
- WordPress Plugin and Website Builder Channels



Premium Web Showcase
(Fee: Low Code)

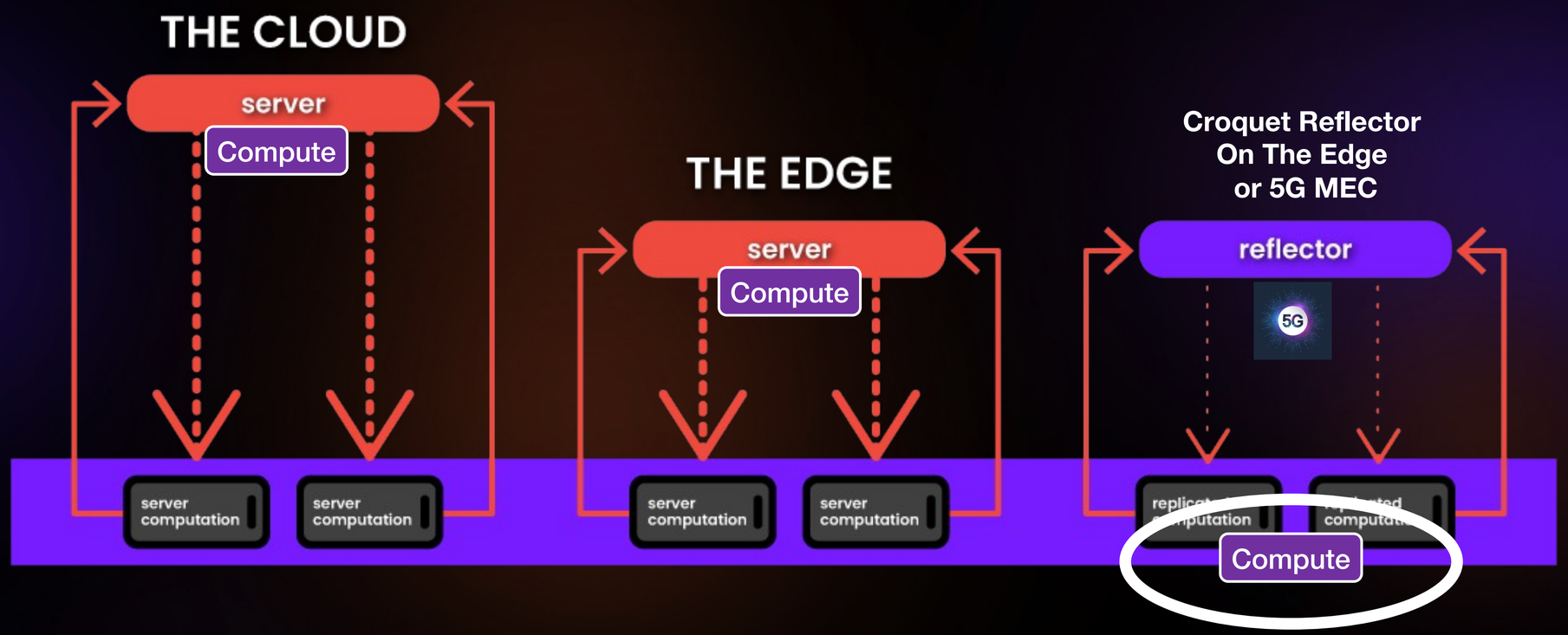
- Additional Formats, Features and Palettes
- License + Usage Fees
- Highly Customizable
- Croquet Ecosystem



Microverse World Builder
(Developer Edition)

- Developer Programable
- Completely Customizable
- Many Additional Features
- Portals for Interoperability
- Create The Metaverse

CROQUET CHANGED THE COMPUTE ARCHITECTURE



CROQUET OS:
Compute On The
User Device

FREE METAVERSE “WEB SHOWCASE”

Make Every Website Immersive and Multi-User/Player

Capabilities Gallery With Presentations, Spatial Audio Chat And Video

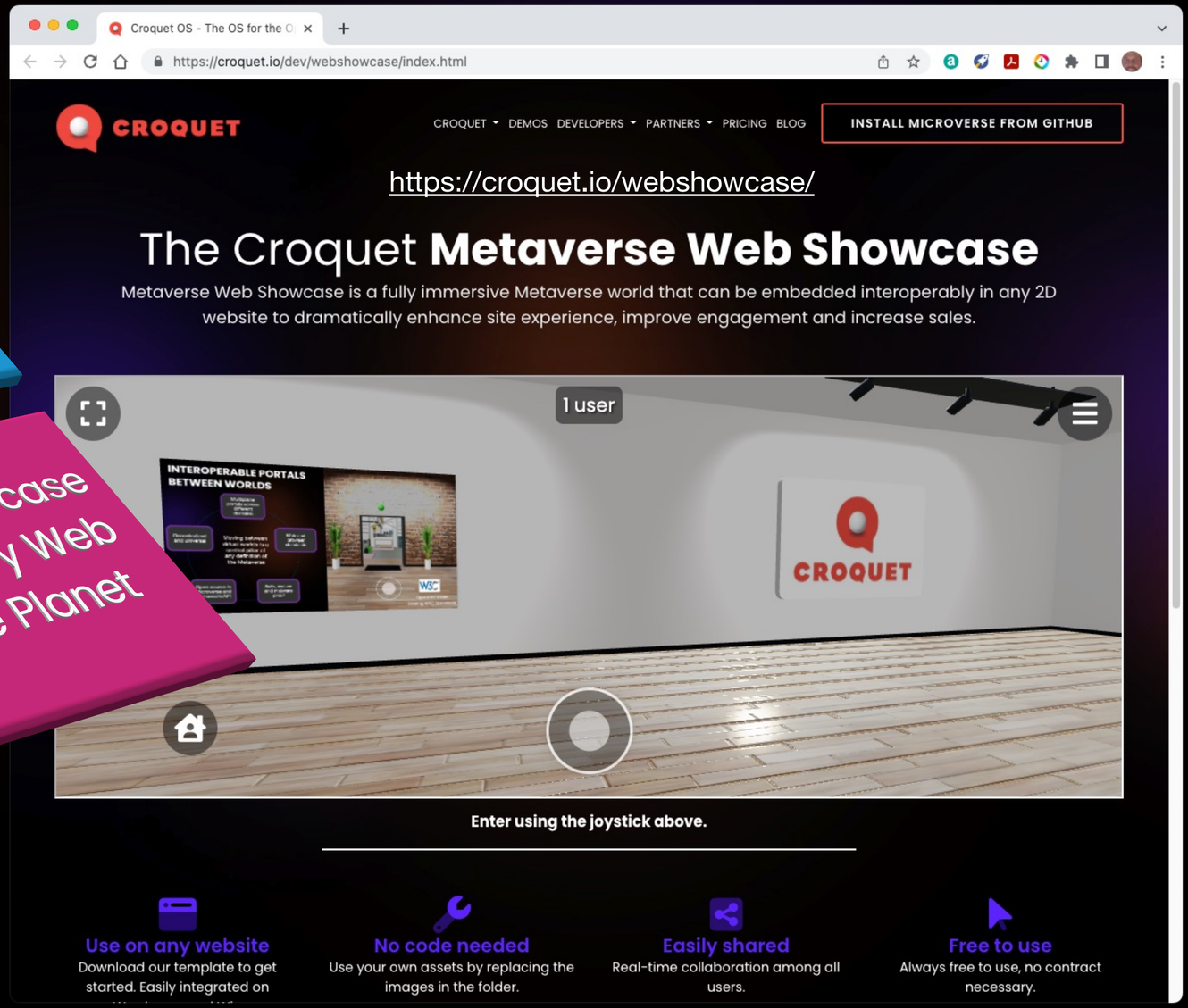
Interoperable Between 2D Site And 3D World

Simple Code Snippet Makes The Metaverse Embeddable In Any Website

Low Code Customizable For Any Business

Free 3D Multiuser Metaverse Gallery For Any Web Site

Metaverse Showcase Worlds In Every Web Site On The Planet



WEB SHOWCASE GET CODE (IT'S FREE)

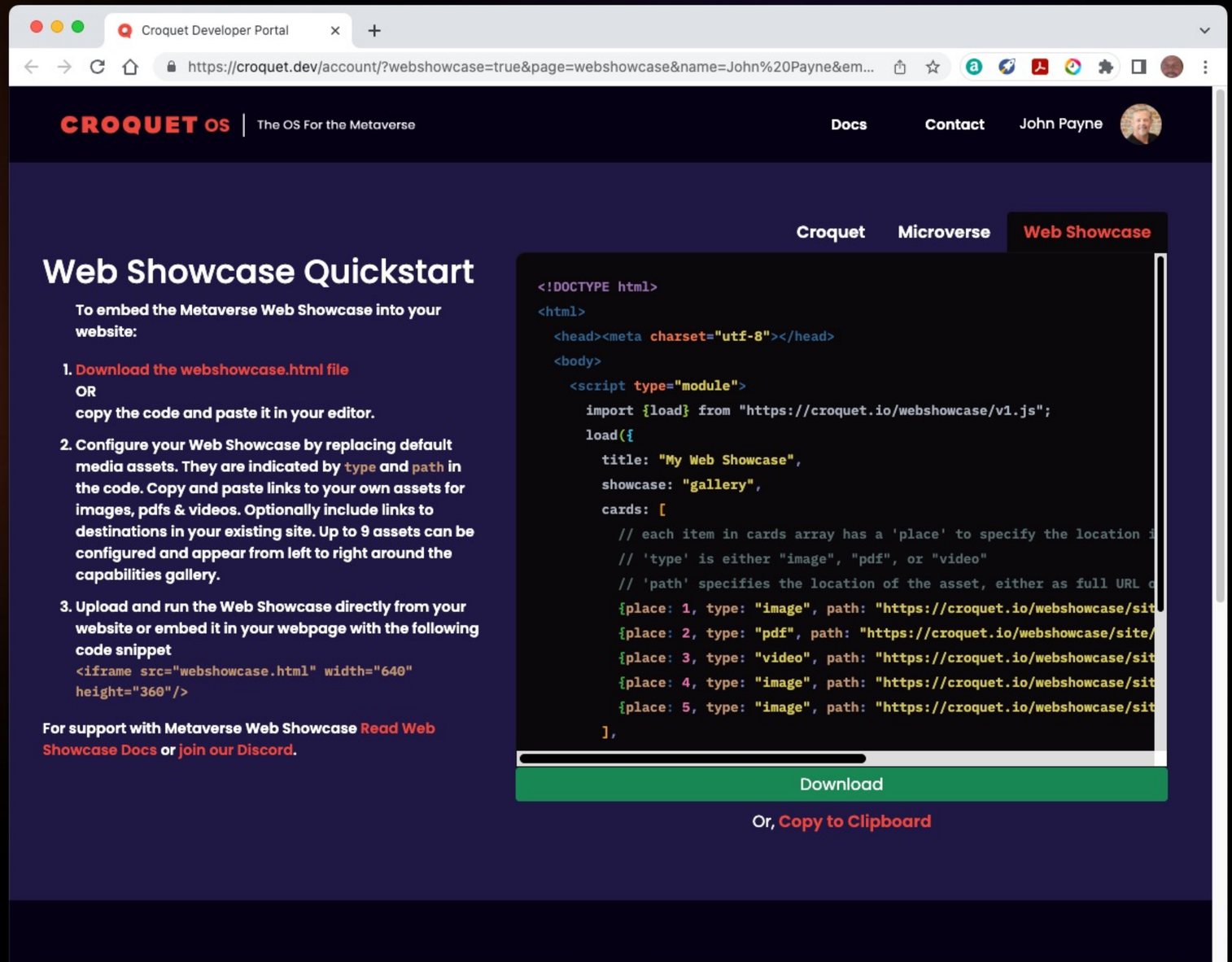
Metaverse Web Showcase is a fully immersive Metaverse world that can be embedded interoperably in any 2D website to dramatically enhance site experience, improve engagement and increase sales.

Enter your email
We will send you a link to get your Web Showcase code.

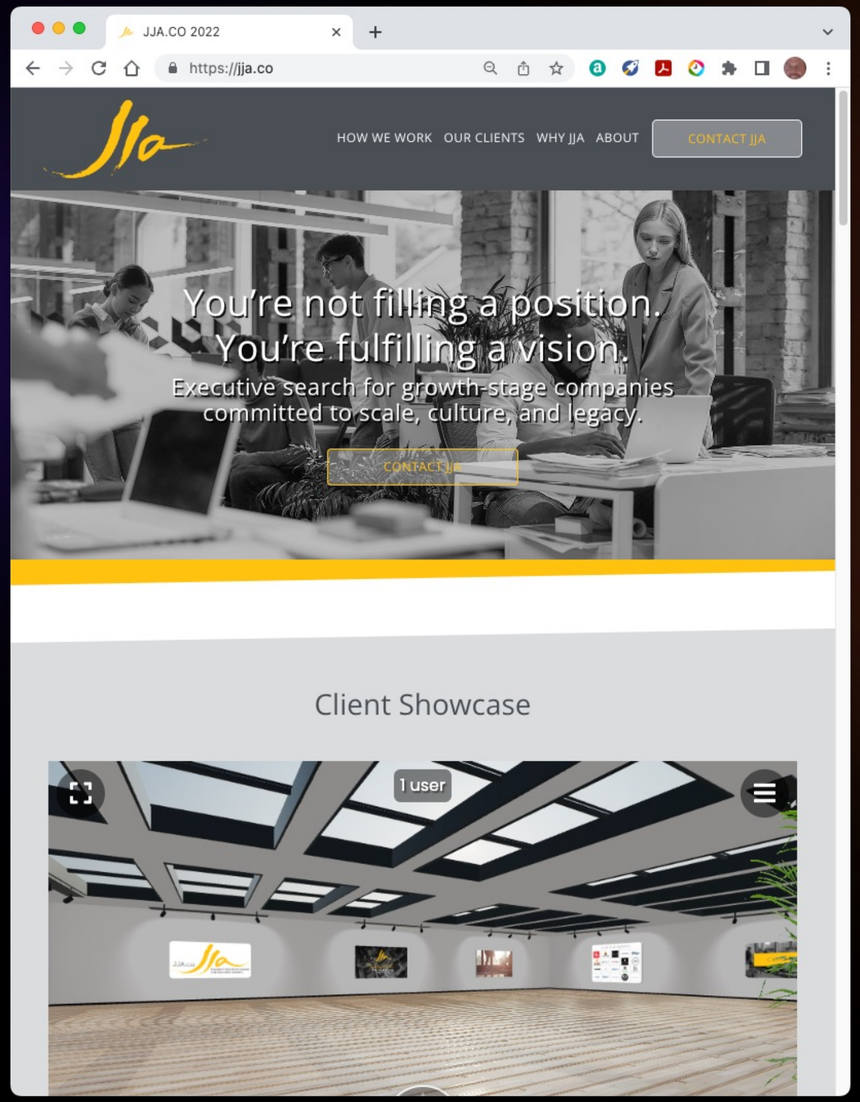
</> Get Code
Click on the link to get your Web Showcase code.

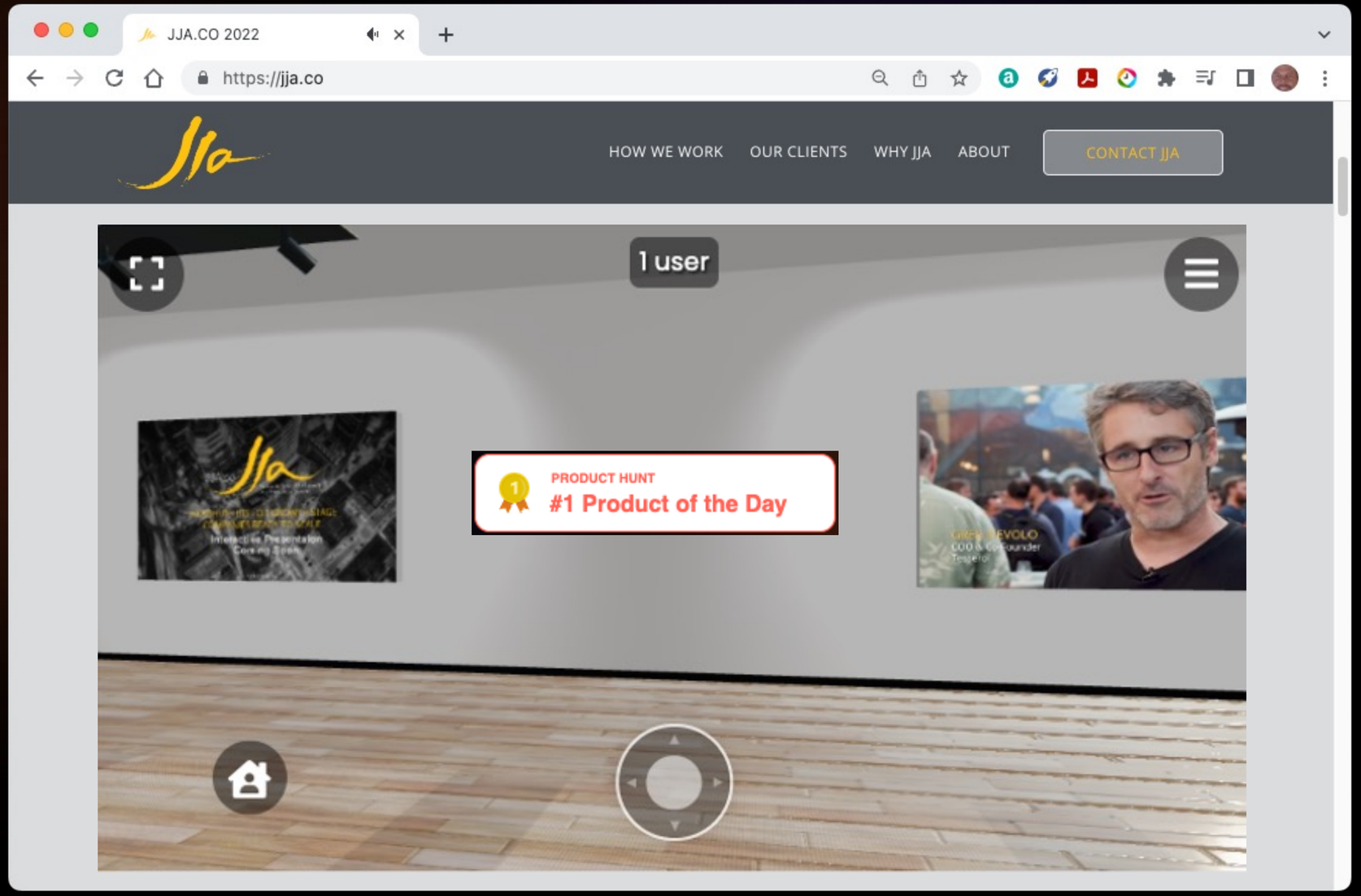
Customize
You can add up to nine documents, images, videos or link assets.

Embed
Add the customized code snippet to add a 3D Metaverse world to any website. Read docs to learn more.



METAVERSE “WEB SHOWCASE” SITE





MICROVERSE WORLD BUILDER powered by CROQUET

GUTENBERG PRESS FOR PUBLISHING OPEN METAVERSE WORLDS

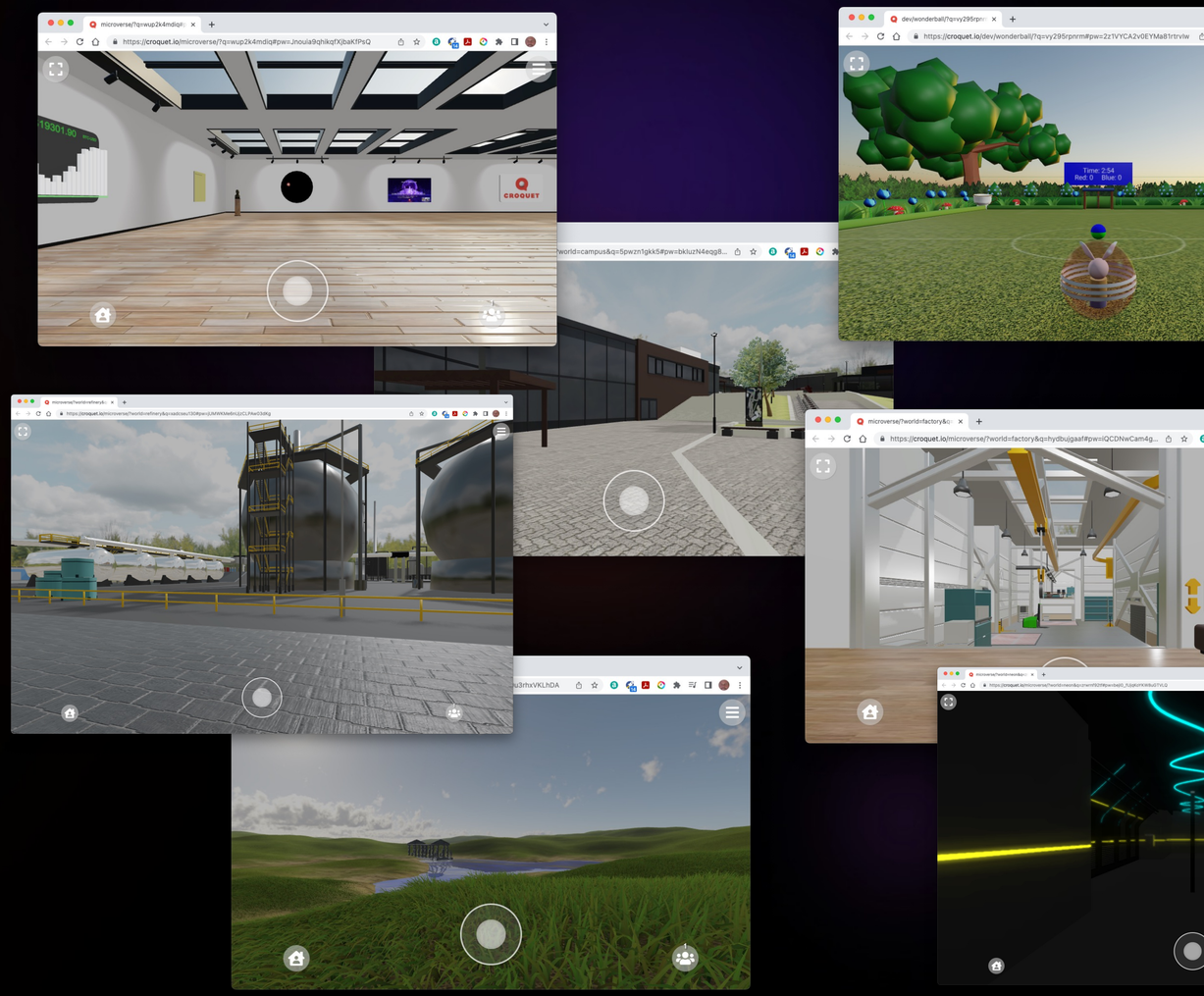
Create Open Metaverse Worlds Instantly → Natively Multiuser & Ultra Low Latency → Anyone Can Join Using Any Device

↓

Avoid the Proprietary Platforms → Publish to any Web Server → Retain Economic & IP Rights

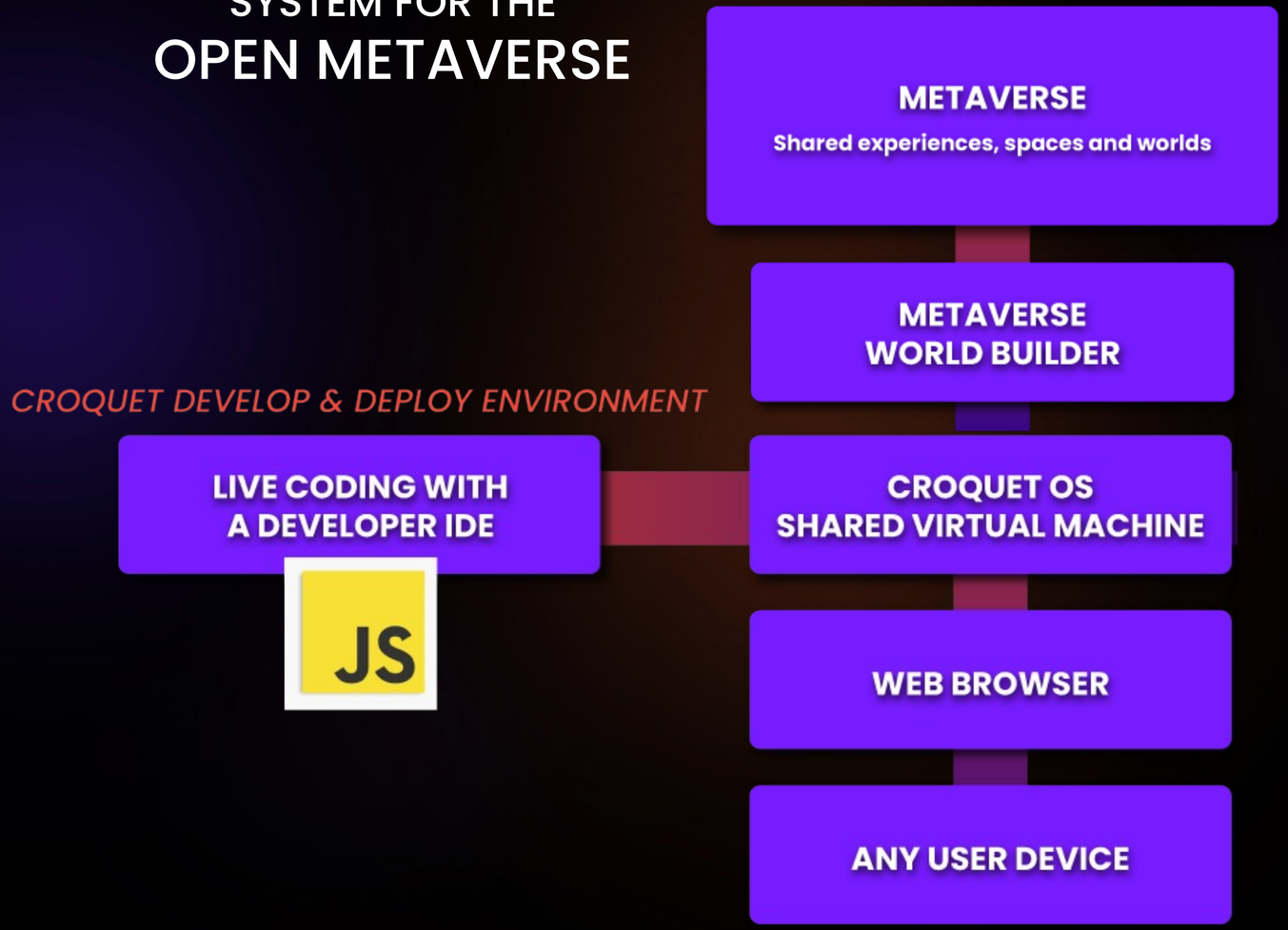
↓

Like Movable Type, Enabling Open Metaverse Development → Built on open web and browser standards → Interoperable to the Open Metaverse



CROQUET OS

THE BROWSER-BASED OPERATING SYSTEM FOR THE OPEN METAVERSE



- New Compute Architecture For The Metaverse
- Multiuser 3D Worlds Published Anywhere
- Portals Interoperable Everywhere
- Sub ~10 ms Latency / Ultra low bandwidth
- Open Web Standards Based
- Cross Platform To Any Device With A Browser
- Public or Private Networks
- Maintain Economic / IP Rights
- Billions Of Independent Spaces And Worlds
- Together They Make Up The Metaverse

Why the Web?

The web has evolved to be the most powerful computing platform in the world. It is not just the natural choice for enabling the Metaverse, it is guaranteed that it will become the de facto winner.

The web is everywhere

It runs on every device that has a screen. PCs, Macs, tables, phones and XR. Browsers are already everywhere.

It has the largest developer community

There are over 17 million JavaScript developers in the world today

It is friction free

The web works so well because you can go to any site at any time. You can access virtually any site from any device.

It is dynamic – alive

You can actually modify a JavaScript program while your web page is running - changing its behavior to meet your needs.

Built entirely on standards

The web is made up of a collection of very well defined and architected standards that enable developers to leverage billions of dollars of investment to create powerful and interoperable worlds.

Totally open and free

The web is by far the largest open source project in the world. Nothing else comes close. The code for almost every page is immediately available by viewing source. An uncountable number of frameworks enable developers to easily and quickly construct powerful applications with a minimal amount of effort and time.

Portals are real and dynamic

Another huge win that will only make sense on the web are portals. Portals will transform the metaverse in the same way links transformed the web. The web-based metaverse enables any world to be connected to any other world in the metaverse. Just as every phone in the world can call any other phone – the web-based metaverse ensures that anyone anywhere will be able to dynamically connect and share with anyone else at any time.

Performance is amazing - and getting even better

There have been billions of dollars invested in making the browser the beast it is today. Javascript has matured to be extremely fast and powerful. WebGL provides native 3D rendering using the same GPU as AAA games. WebGPU is waiting in the wings and provides as much as a 10x improvement in performance over WebGL. WebAssembly provides near native performance using traditional compiled languages like Rust.

CROQUET OS

Croquet has built a new browser-based operating system for the Metaverse that runs on any device. Croquet OS has unique capabilities that are essential for addressing the requirements of the collaborative Metaverse.

Bit identical simulation

The Croquet OS provides a kernel that enables bit identical shared simulations between users. This is essential in expanding the concept of WYSIWYG (What you see is what you get). With Croquet - What you see is what I see. You see what I do and the results of that action. Simultaneously, I see you and your actions.

Automatically saved kernel state

State of the shared kernel is automatically saved on a regular basis, along with all events that were used to construct this state. A new user can join the world and this shared kernel state plays back any event messages to synchronize them with other users in the session. If all the users leave the session and later rejoin, they will pick up exactly where they left off.

Extremely low latency

The Croquet OS is a true Internet operating system. There is a local client that is built on the Croquet VM, but the VM is in turn fully integrated with the world-wide Croquet Reflector Network. This Croquet client virtual machine and the Croquet Reflector Network are what make up the Croquet OS.

Global Synchronization Service

The key element of the Croquet OS is that bit-identical time is an essential feature. A shared simulation requires not just that external events are propagated between the instances of the shared VM, but these events have an associated time stamp provided by the Croquet Reflector. This ensures that events occur and are processed at the same virtual time for all participants in a session.

Secure event/message distribution

Every event generated by a user is encrypted and then forwarded to a reflector. Only the participants in the same Croquet session are able to access and execute these messages. Even the Croquet Reflector cannot read them - it can only add a timestamp and redistribute it.

UNIQUE FOUNDING TEAM AND TECHNICAL ADVISORS

World Class Founding Team

David A. Smith, CTO/Founder

Co-founder Red Storm Entertainment, Chief Innovation Officer & Senior Fellow at Lockheed Martin. Invented 3D portals and co-invented the core tech behind Croquet.

Brian Upton, Chief Creative Officer

Design lead Red Storm Entertainment (created Rainbow Six & Ghost Recon) and Senior Designer at Sony PlayStation.

Yoshiki Ohshima, PhD. Chief Scientist

Live interactive systems. Language designer.
HARC (Y Combinator Research)

Aran Lunzer, PhD. System Visioneer

Human-computer interaction expert.
Mediaverse architect.

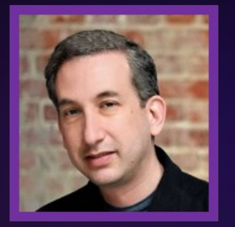
Vanessa Freudenberg, PhD. Eng.

HARC (Y Combinator Research) 'SqueakJS A Modern and Practical Smalltalk That Runs in Any Browser'
Croquet System architect.

Technical Advisors Who Created The Industry

Alan Kay

Father of the Personal Computer, Mentor to Steve Jobs, Xerox PARC, Apple, Disney, HP, Atari, Stanford, UCLA, MIT



Avi Bar-Zeev

Spatial Computing Pioneer (AR/VR/MR/XR) for 30+ years HoloLens inventor, Google Earth inventor, Apple AR Lens Project

Dan Ingalls

Xerox PARC, Apple, Disney, HP, Sun
Demoed the Xerox Alto to Steve Jobs Harvard, Stanford

Ken Perlin

Perlin Noise (Academy Award), real-time interactive character animation, computer-user interfaces, Harvard, NYU

Tony Parisi

Metaverse and virtual reality pioneer. Co-creator of 3D graphics standards, including VRML, X3D and glTF

David P. Reed

Co-creator of the TCP/IP protocol and designer of UDP. Co-author of the “end-to-end principle”, the basis of the Internet.