

<DEV>
MOUNTAIN
TECH FESTIVAL

Anatomy of

Metaverse



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MAREX

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<Metaverse>



<Metaverse>

</Metaverse>

TEROSOFT

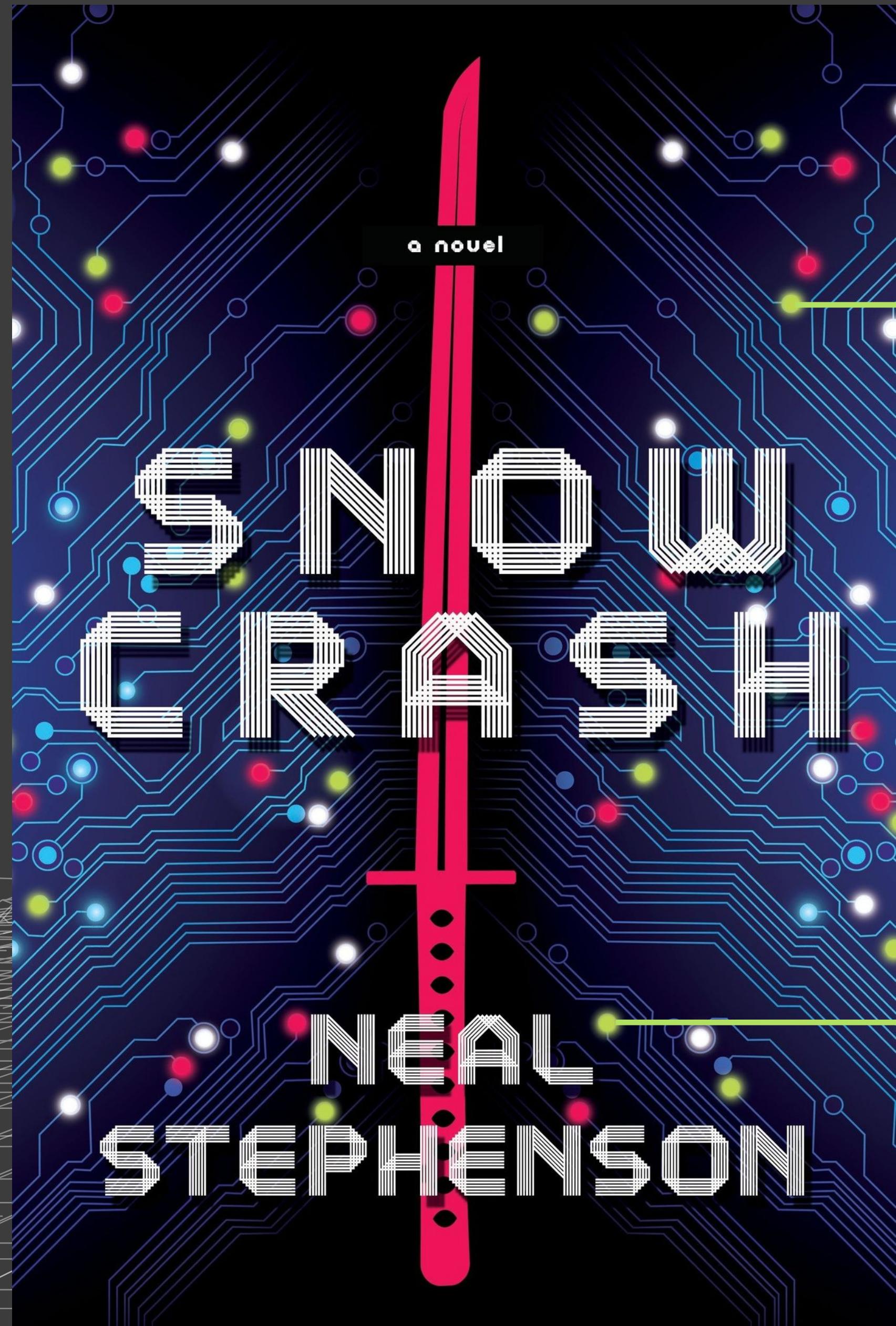


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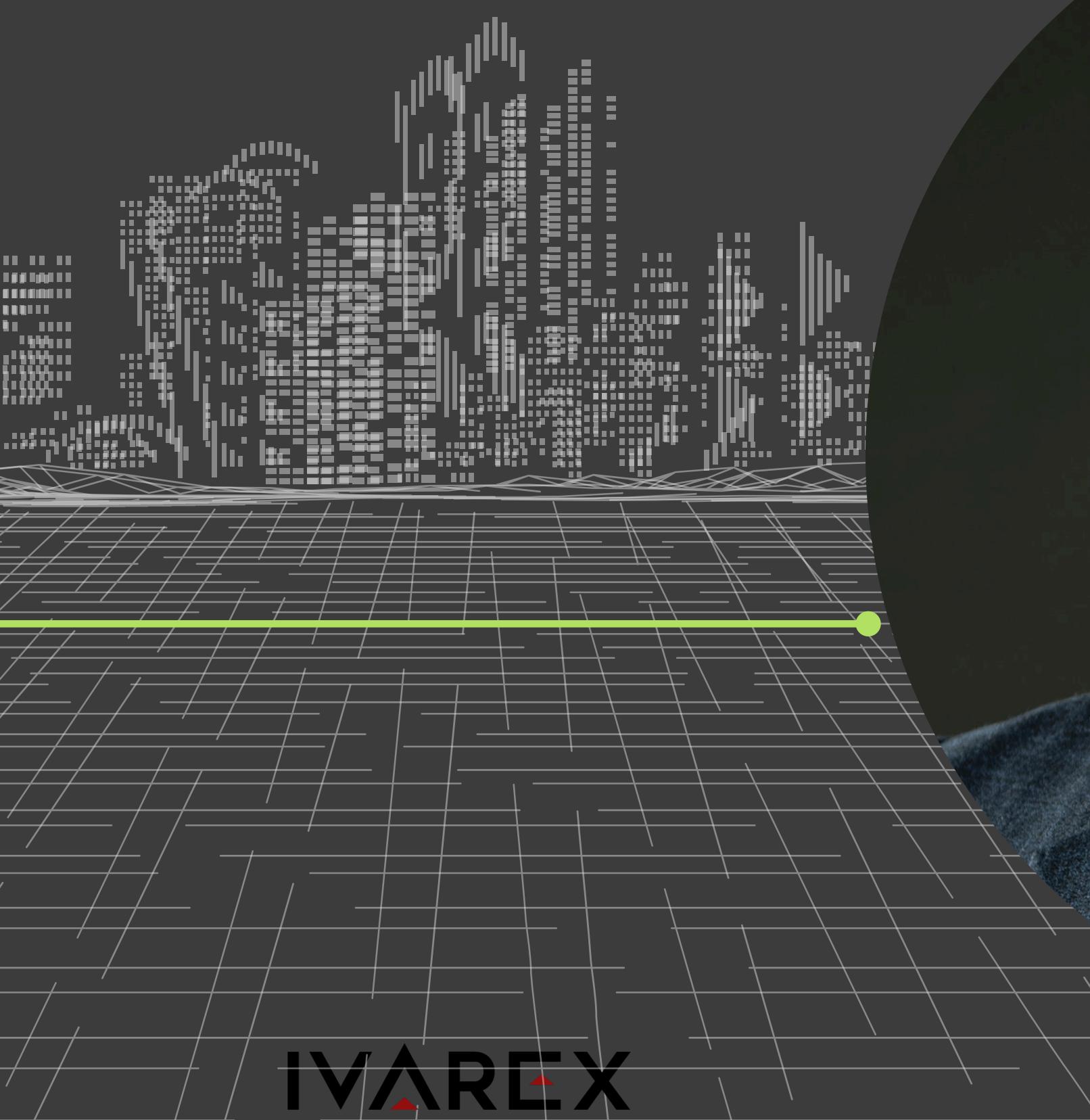


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1992 : Metaverse



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<Metaverse>



Heavex



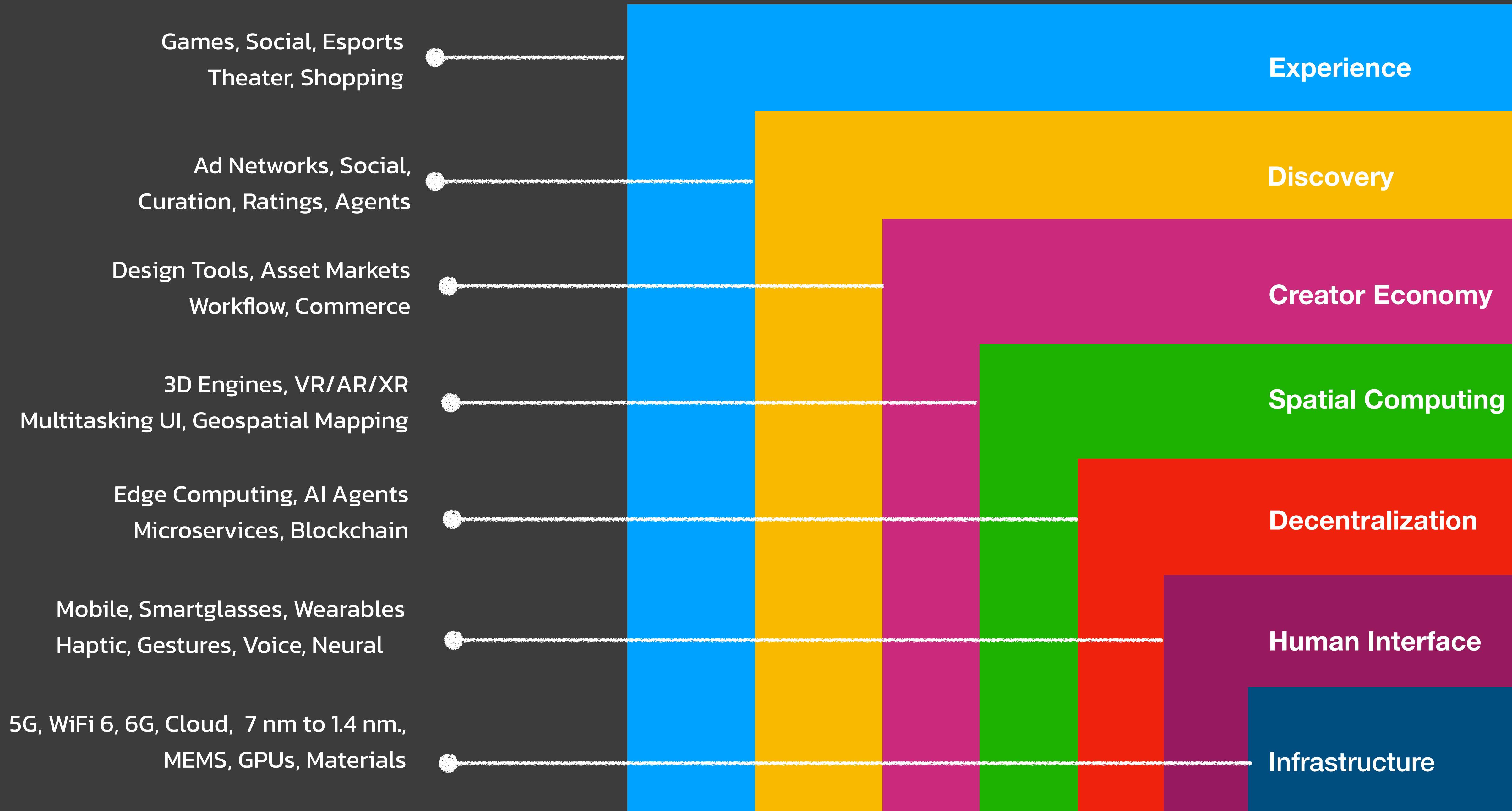
- Get together with friends
- Work
- Learn
- Play
- Shopping

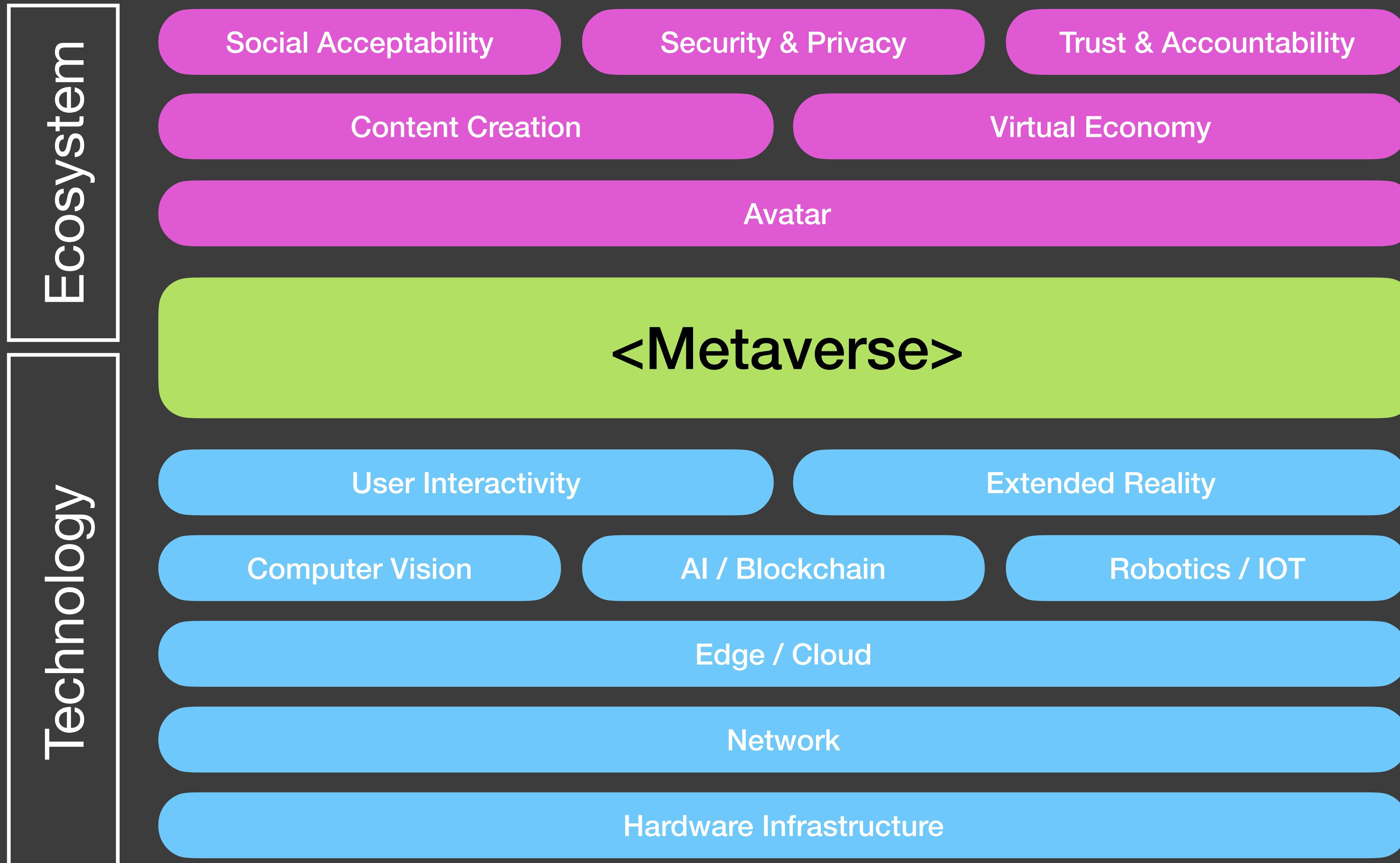
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6 เสาหลักของ Metaverse Ecosystem



1

Avatar

User Identity & Representation
(Physical Self vs Avatar)





2

Content Creation

Censorship, Authoring Tools, Acceptability of New

Contents Ownership of New Creation,

Virtual Brainstorming



3

Virtual Economy

Inter-world Asset Management, Low Carbon NFT

Transaction Economic Crisis & Decentralized Governance



4

Social Acceptability

User Addiction, Cybercrime, Green Metaverse,

User fairness Privacy Threats, User Diversity



5

Security & Privacy

Seamless Authentication, Identifying, Deep-face under
super realism, Fairness & Consensus for Data Trading



6

Security & Privacy

Trust between User & Avatar, Consistent Digital Identity

(Single vs Multiple), Cyberspace Accountability,

Trust Repair



8 เสาหลักของ Metaverse Technology

Network

Sub-ms Latency, Network capability Exposure,
Network Slicing, Application driven Protocol



2

Edge / Cloud

Last Mile Latency, Lightweight service platform

Edge & Cloud Orchestration,

Decentralized security protocols



3

Artificial Intelligence

AI-Driven user experience, Lightweight AI Model,

Automatic and Constant Conversation for Digital Twins



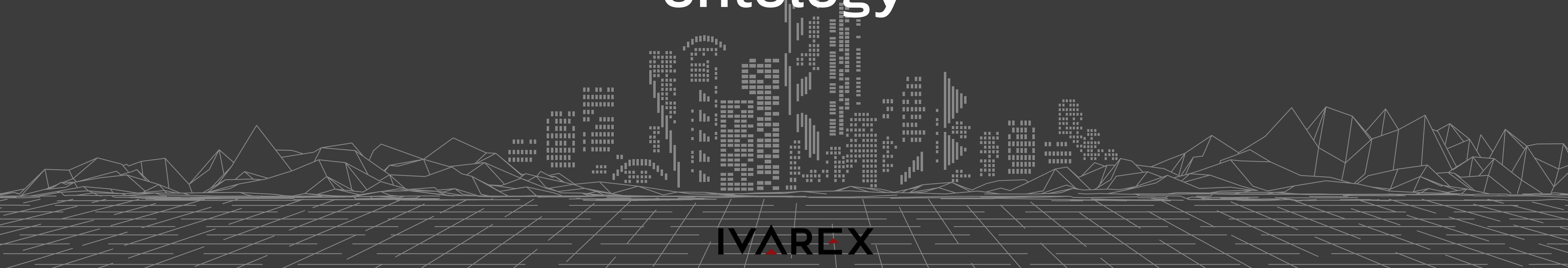
4

Computer Vision

All-round Scene Understanding, Human avatar,

Micro gestures, Expressions, Interconnected real virtual

ontology

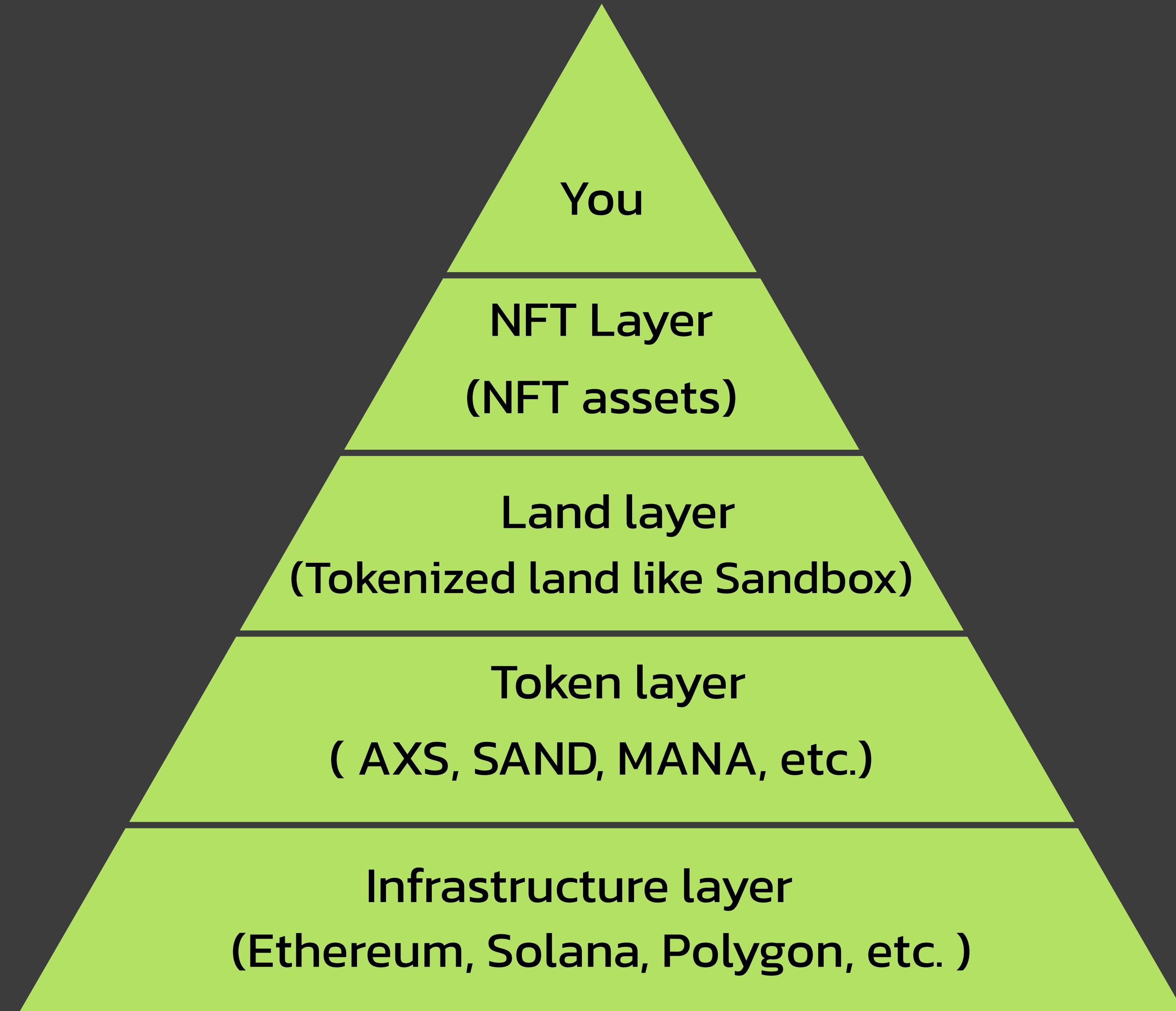


5

Blockchain

Realtime or Swift proof of work, Data Transparency
vs Data Privacy, Interoperability





6

Robotics / IOT

XR IOT Interaction, Avatar robot Interaction,

Immersive Connected Vehicle, Novel Social Robots



7

User Interactivity

Invisible Interfaces, Ubiquitous User Interaction

Alternative Feedback & User Cues, Telepresence



8

Extended Reality

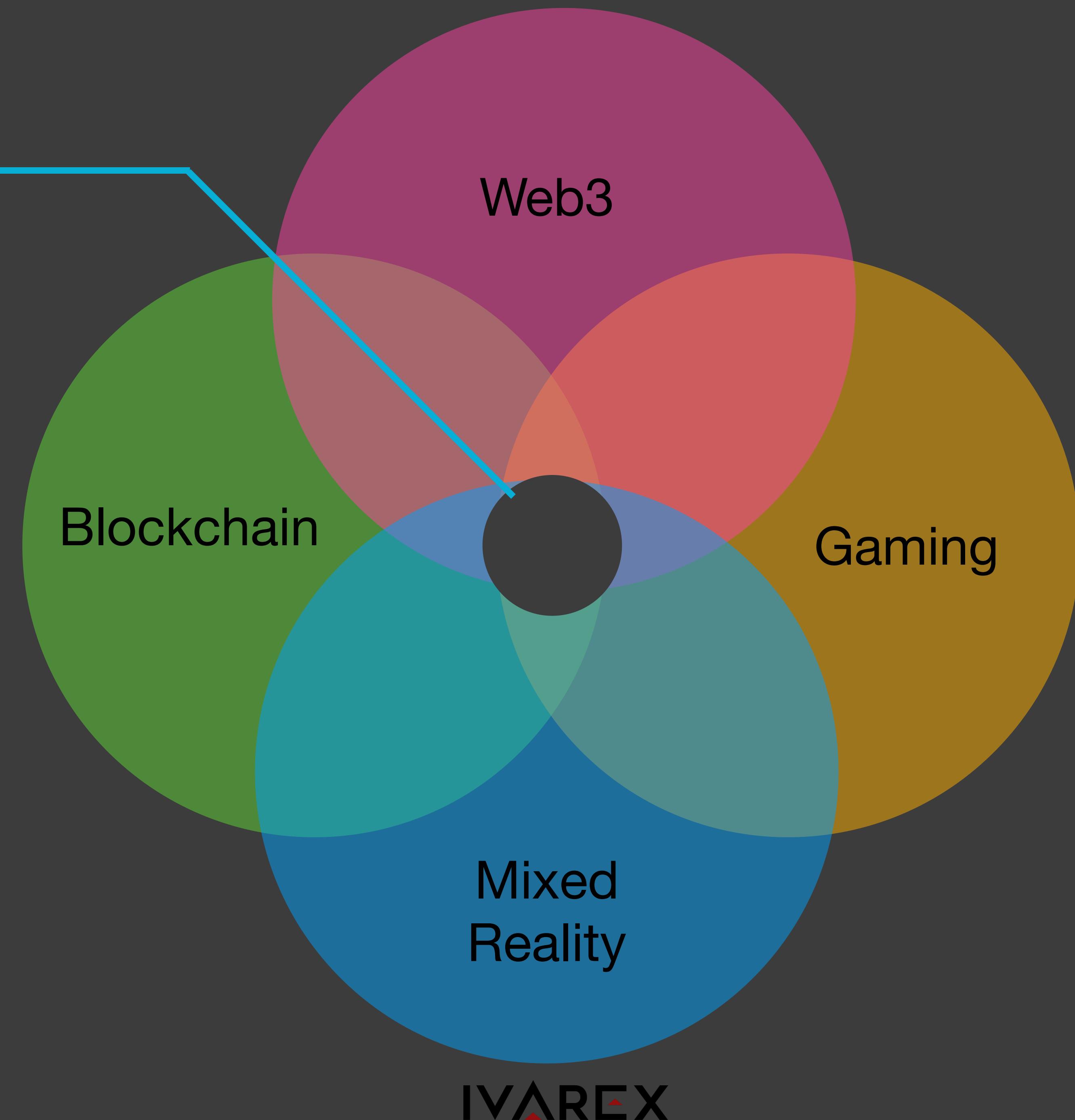
Full Integration of Virtual Real Environments,

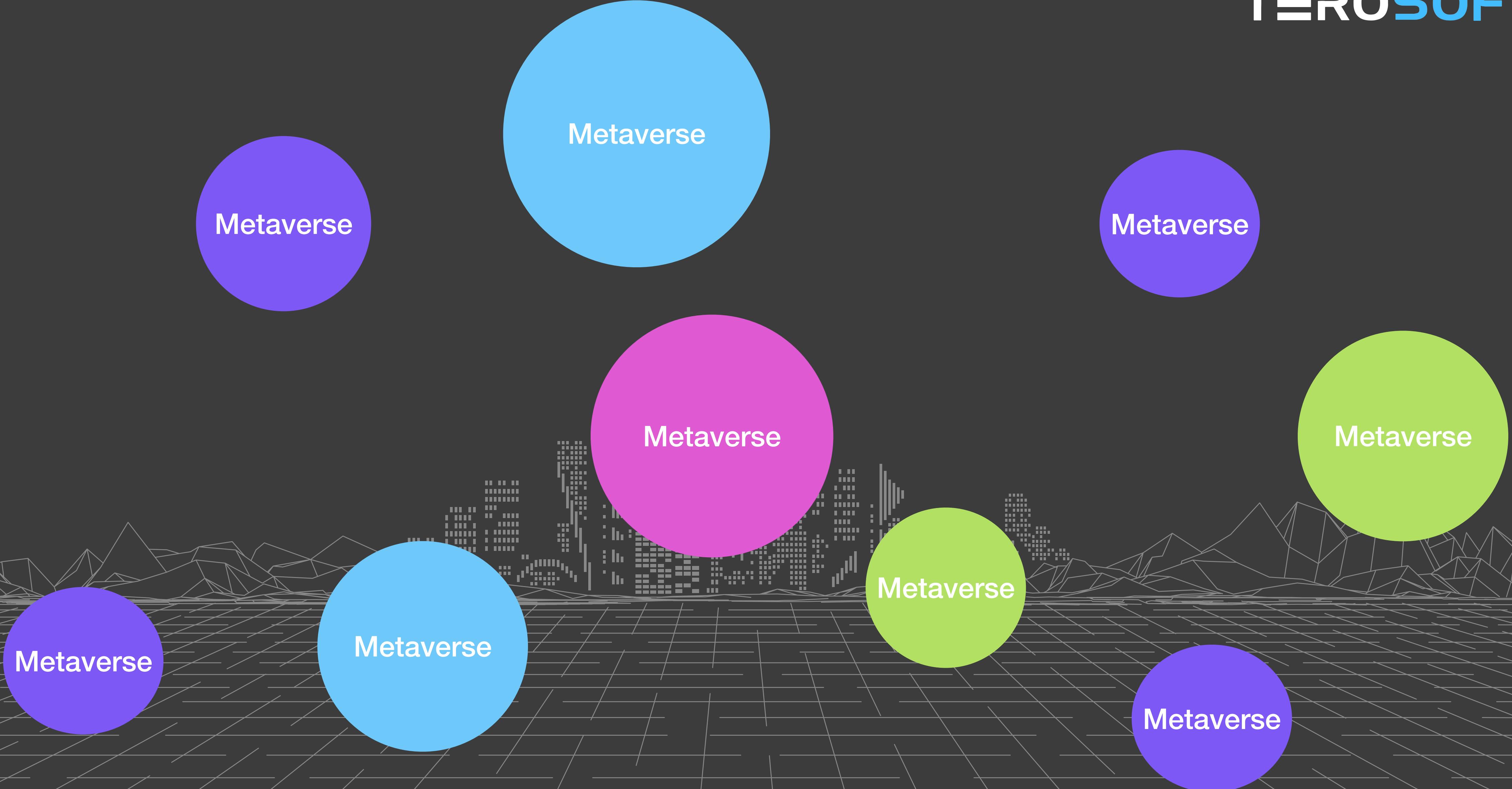
Super Realism, Multi Cyberspace User Collaborations

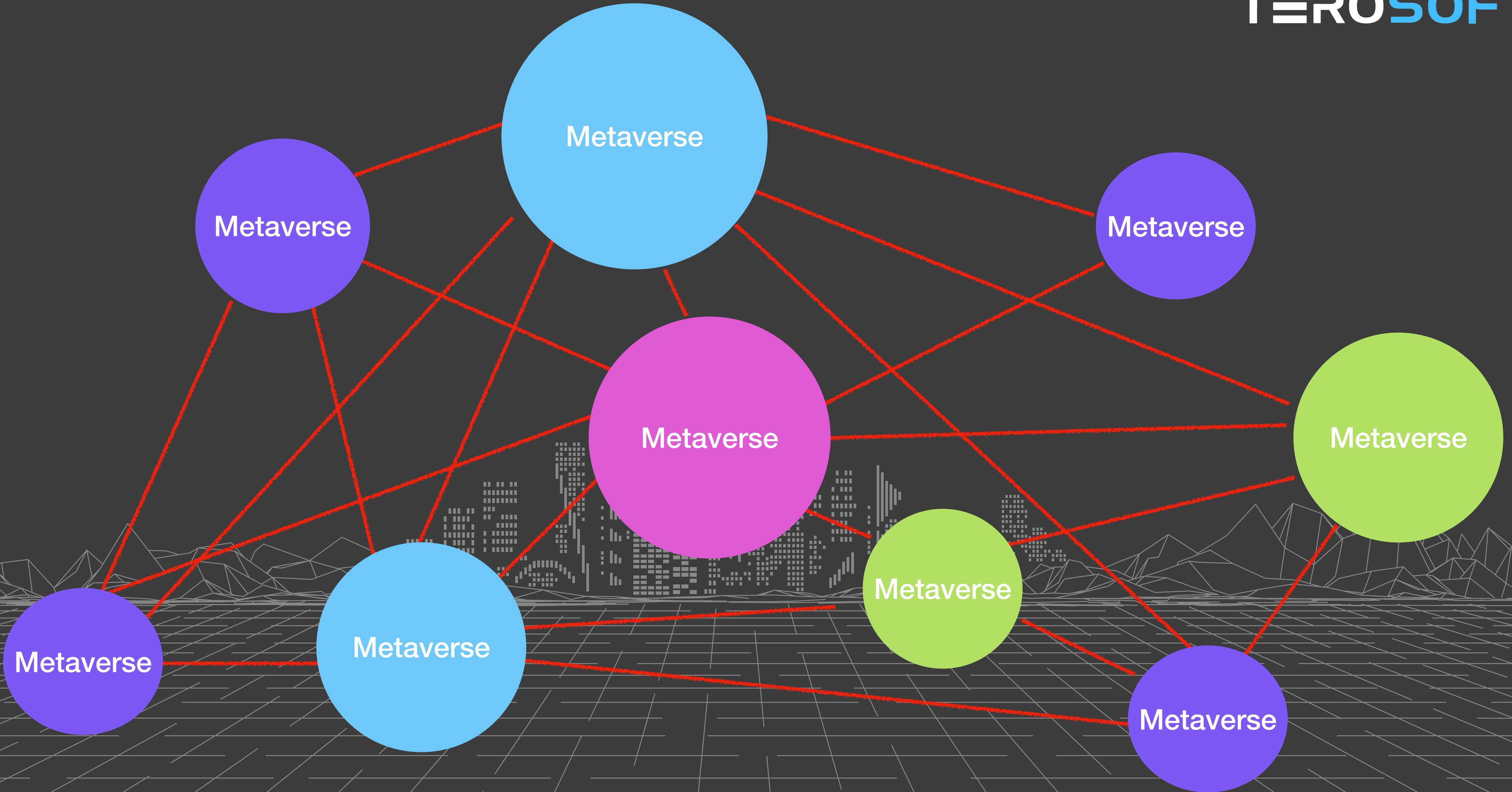
Fine & Accurate Registration



Metaverse







<Multiverse>



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