

Virtual World base on Polkadot & Substrate



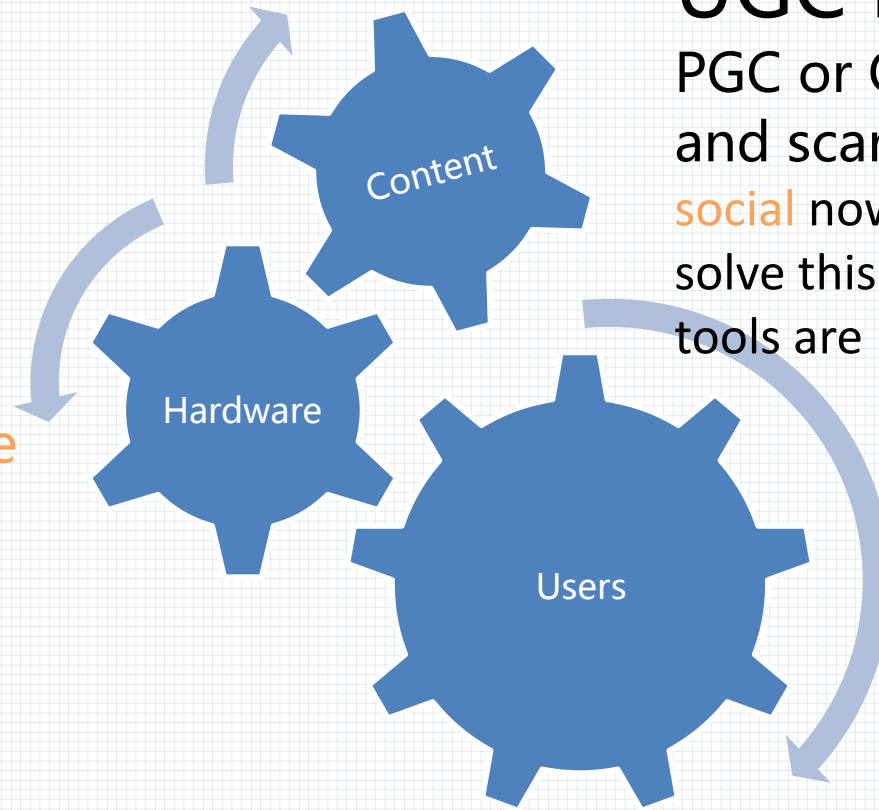
The future is coming...

State of VR : coming in 10 years

Hardware Developing

Wireless , Self
Orientation , Large
Endurance .

Then , VR will be
redefined.



UGC is Coming

PGC or OGC is expensive
and scarce , so VR is not
social now . UGC is the key to
solve this problem . Efficient
tools are needed.

Users are Scarced

VR is limited by many factors, such
as high price hardware , space limit ,
lack of content . The product lacks
stickiness . After the freshness has
passed, it will be put on the shelf

Customer Demand : VR is not fit now.

Now (2020)



What is immutable ?

Future (2030)



Unrelated with
Hardware

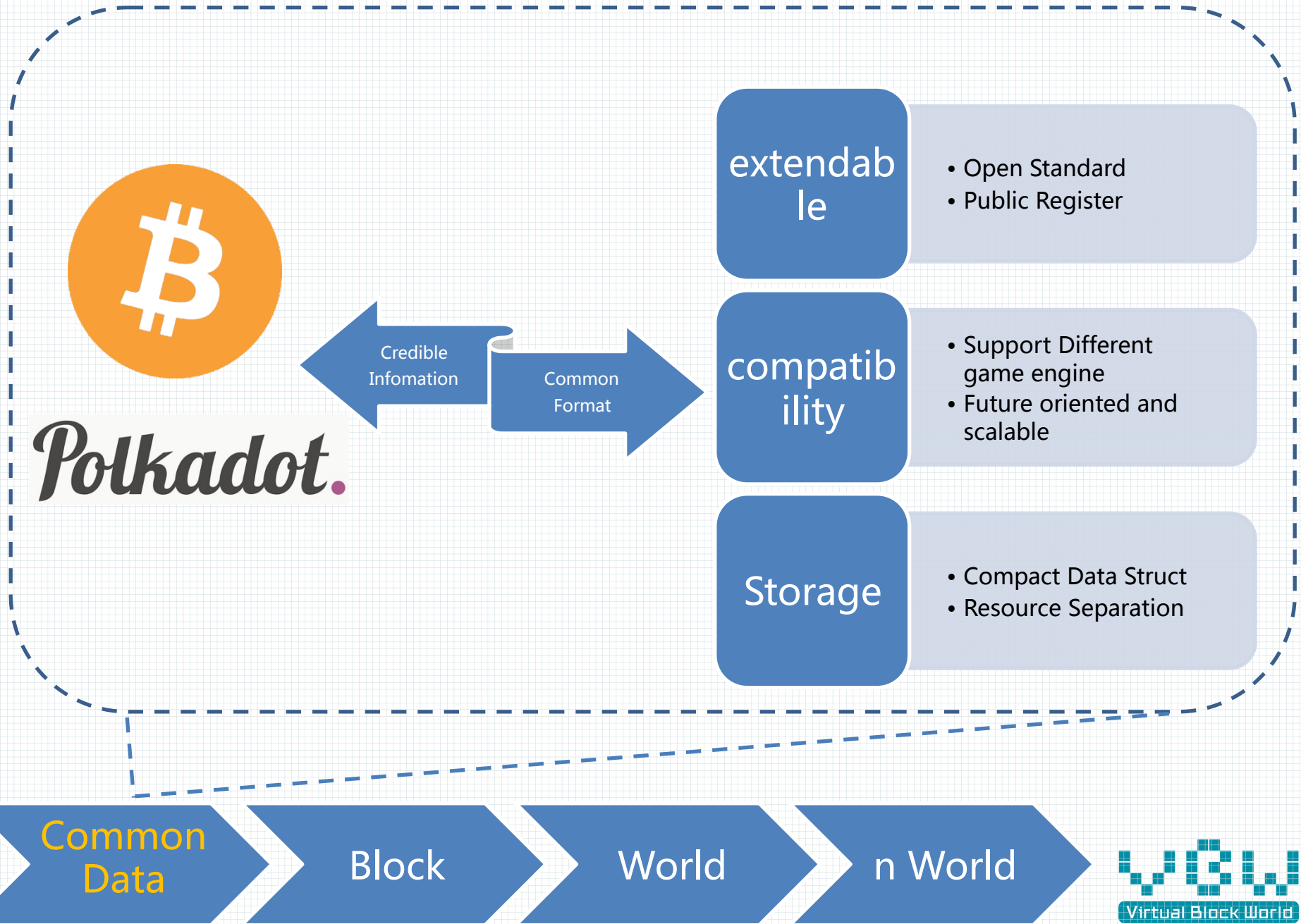
Related with
Time

Credible
Information

Solution : stable data , developing hardware

Data First Glass After

How : Credible Information & Common Format



How : Format Sample

stop

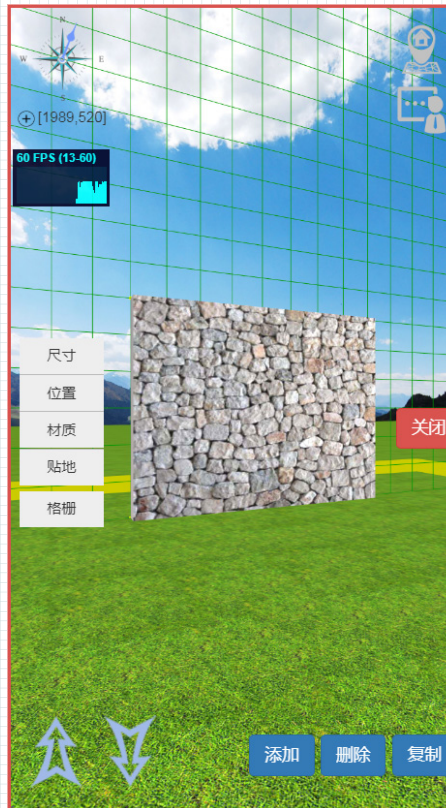
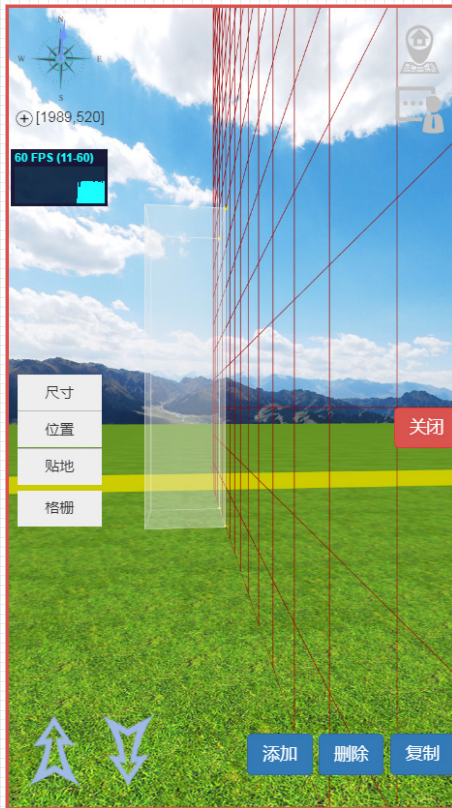
- [[1,1,4],[8.1,14,2],[0,0,0,],1]
- [size,offset,rotation,type]

wall

- [[4,0.2,3],[11,14,1.5],[0,0,0,],123,[]]
- [size,offset,rotation,texture,config]

importer

- [[5,1.2,3],[7,15,1.5],[0,0,0,],[1,1,1,],145,[]]
- [size,offset,rotation,scale,module,config]



Basic Module : brick of VBW , Effective, Cross Platform

Autobuild : Chord System

Automatic

- Only full states of chord needed
- Auto connect space , easy to adjust

Scalable

- Chord is combined by basic modules
- Not developed module supported

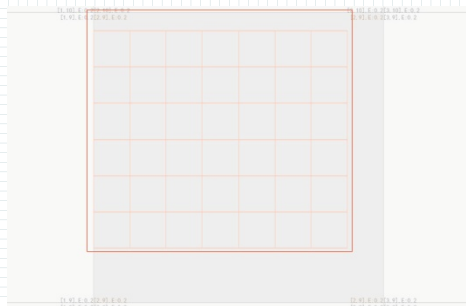
High-quality

- Texture supported , high-quality 3D module supported
- Space state is seperated from module

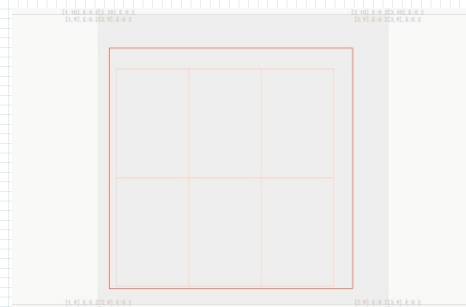
Autobuild : Operation

Step 1

Select Autobuild Area



Block quantum



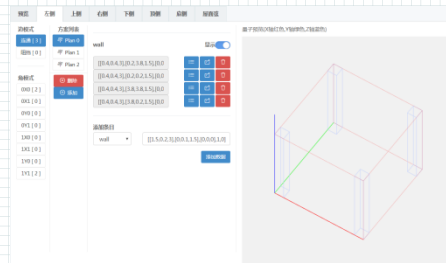
Square quantum

Step 2

Select Chord Template



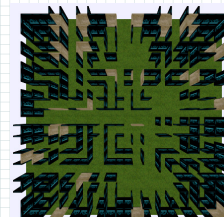
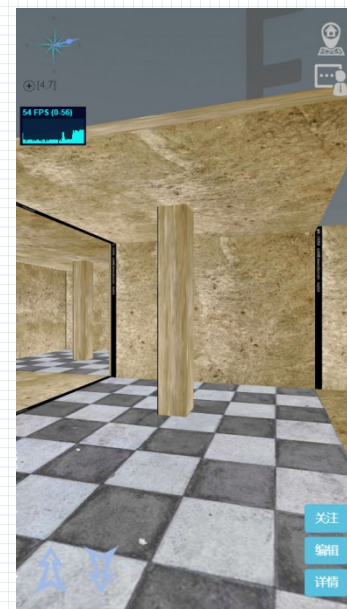
Select special template



Easy to edit the chord

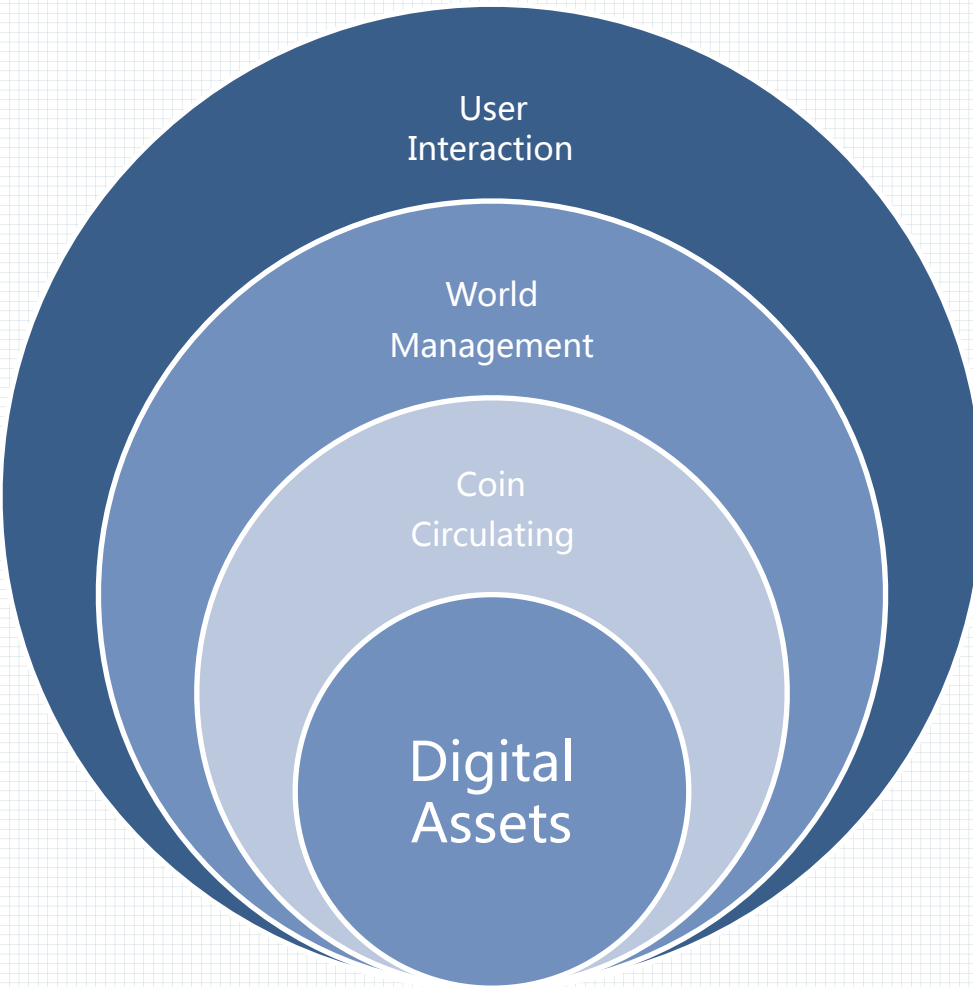
Step 3

Autobuild 3D Space



Autobuild 3D space is the basic need of UGC .

Business Model : Virtual World Infrastructure Provider



User Gather Content
Users run their own content independently .

Autonomous World
The king manager the world by config special rules shared by all worlds.

Market-oriented
Publish of new worlds is open to everyone .

Private Ownership
Protect private digital assets by blockchain technology .

Profit model A : Block selling & renting

Product Blue Map

Engine

- VBW Engine base on JS
- VBW Engine will be open source

Content

- Chord Autobuild System
- Create lots of chord template
- Explore the basic playing methods

Rules

- Add to Polkadot
- Set up world manage system

Interesting Outline

1. Interesting 3D world
2. Easy to share the 3D world
3. Easy to create or edit the content

Intrinsic Value

1. Digital assets
2. Blockchain coin publish

Blue map of VBW

History : Famous virtual world

SecondLife

2002 Linden Labs



It created Linden dollars, fixed exchange rates with the dollar.

Switzerland had built an embassy, IBM had set up its own sales center.

Anshe Chung, a German born Chinese, has been on the cover of Fortune because of his good management .

MineCraft

2009-05-13 publish



Pixel world , Powerful complex creation system supports multi person collaborative creation.

The total global sales are more than 122 million, and the monthly active users are 55 million.

Microsoft acquired \$2.5 billion in order to get content in VR.

NeoWorld

2018-06



The first sandbox game of blockchain concept.

A money making game for adults.

Complex social operation mechanism.

Virtual World is coming ...

Thanks