

Title: Connection to ProtocolGemini from early on! Ryan Kagy's room in the metaverse?? Sorry if repost.
(link in comments)

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Url: <https://www.reddit.com/gallery/z50nt7>

- displaying digital user avatars in VR
- multi-user activities
- rooms with useful and interesting functionality, such as storage for NFT paintings



Further binding of MetaGates objects to the map generated by Protocol Gemini will expand the possible list of activities and provide users with new ways to express themselves.



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TECHNOLOGY

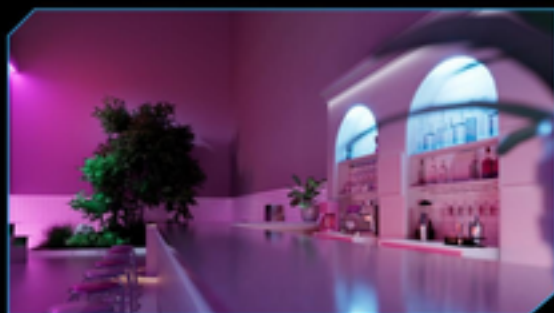


Mobile app

One of the most important parts of Protocol Gemini is a cross-platform mobile application, which acts as an informative and convenient means of displaying a spatial interface in augmented reality. To provide the widest range of users of the protocol, the application is being developed for both iOS and Android.



Metagates



A separate but equally important component of Protocol Gemini is the Metagates technology. This project aims to further empower users by giving them access to additional unique personal 'sub-spaces' in the form of rooms and apartments in virtual reality. The integration of NFT token technology allows the creation and fixation of these digital objects on the blockchain, guaranteeing ownership rights and providing the functionality of the exchange and other actions with the object.

Each token of the MetaGates NFT collection is a room formed according to the wishes of the user, with different layouts and content. Once a room has been created, users have the ability to customize it by placing other digital objects inside, such as matching pieces of furniture or works of art in the form of NFT tokens. The digital object created and equipped by the user can be placed in a specialized gallery (NFT marketplace).

The vision goes beyond this long term with the owners being able to either keep the location fluid in the 'metaverse' and/or 'anchoring' the experience/environment to a fixed geolocation specific to the physical world.



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With the help of the UnrealEngine 5 game engine, the interactivity of MetaGates digital objects is ensured - the owners of NFT tokens will be able to interact with them while being inside the corresponding premises. Various functionality is provided inside metagates, such as:

- voice communication
- displaying digital user avatars in VR
- multi-user activities
- rooms with useful and interesting functionality, such as storage for NFT paintings



INTRODUCTION



- The development of society and the individual in the post-industrial era is directly related to new ways and means of disseminating information. The widespread introduction of the Internet and Web 2.0 technologies has completely changed approaches to thinking, communication, creativity and other aspects of human life. However, these transformations not only failed to solve all the problems but also led to the emergence of new ones.
- Ordinary people who saw the future in new technologies and were pioneers in the development of relevant protocols and systems were replaced by large companies and megacorporations. At present, Big Tech completely determines the appearance of cyberspace and the opportunities in it for each of us. Megacorporations own the rights to the technologies and software products used and strive to maintain the monopolization of the digital space. Promising new solutions are acquired and concentrated in the hands of Big Tech, who use them for their own purposes.
- For these reasons, real users are forced to use a limited set of software products and to adapt to the way corporations want you to see the world. This leads to a limitation of the creative potential of people who are driven into a given framework and deprived of the possibility of a real choice. The result of this process is the concentration of control in the hands of a narrow group of people, and the neglect of the personalities of ordinary users. Such a disproportion inevitably leads to increased stratification and an uneven improvement in people's living conditions.

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- The crypto revolution, web3, decentralization movement etc, which was the result of people's unwillingness to submit to the monopolization of technology and the information space, provided a glimpse to tools and a way of solving many problems. There are many decentralized projects that have set themselves the goal of disbanding monopolies, removing barriers between people and technology, and transferring control to the hands of users.
- Protocol Gemini aims to take Web 3.0 practices, values, and approaches to a whole new level by connecting a decentralized and cryptographically secure cyberspace to our real-time environment. With an easy-to-use mobile application, the protocol provides a completely new user experience in three-dimensional space. The protocol provides an additional layer of 3D visual information on top of the environment as a decentralized platform for self-expression, networking, information sharing, e-commerce and other interactions.
- Based on the community-driven model, we develop the technology together with the community, on-chain, together defining its future. A focus on decentralized community-based creation, supported and stimulated by play-to-earn elements, aims to enable users to achieve unique results of creativity and self-expression on a completely permissionless and decentralized platform. In this way, we get rid of the limitations of existing technologies, transferring direct control into the hands of users and inspiring people to become self-sovereign builders of their environment and cyberspace.