



Project M4M

Crafting Harmony in Diversity: A Digital
Twin's Journey Through Metaverses.

M4M team

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Crafting Harmony in Diversity: A Digital Twin's Journey Through Metaverses.

Metaverse
Gaia Consciousness
Digital Twin
Cultivating Value

A potent engine sculpting digital realities.
AI ensuring harmony in virtual ecosystems.
Self-sovereign identity traversing across
multiple metaverses.
Endless accumulation shaping distinctive
intellectual properties.

The Market

Metaverse

KUALA LUMPUR (Nov 17, 2021):

"Morgan Stanley sees the metaverse as an **US\$8 trillion addressable market** which is likely to become the 'next generation social media, streaming and gaming platform'."

<https://www.theedgemarkets.com/article/report-metaverse-us8-trillion-addressable-market-says-morgan-stanley>

About Project M4M

A Web 3.0 IP incubator
An Infrastructure for All Metaverses

The value of an identity can be amplified through its consumable derivatives, morphing the entity represented by the identity into a collectible asset. The accumulation of these collectibles and their consumable derivatives constructs the value of IP.



Collectible

$$Value_{IP} \approx \frac{Count_{circulated_collection_items}}{Count_{collection_items}} \times \hat{Volume}_{collection} + \sum_{c \in Consumable} (\eta_c \cdot Volume_c)$$

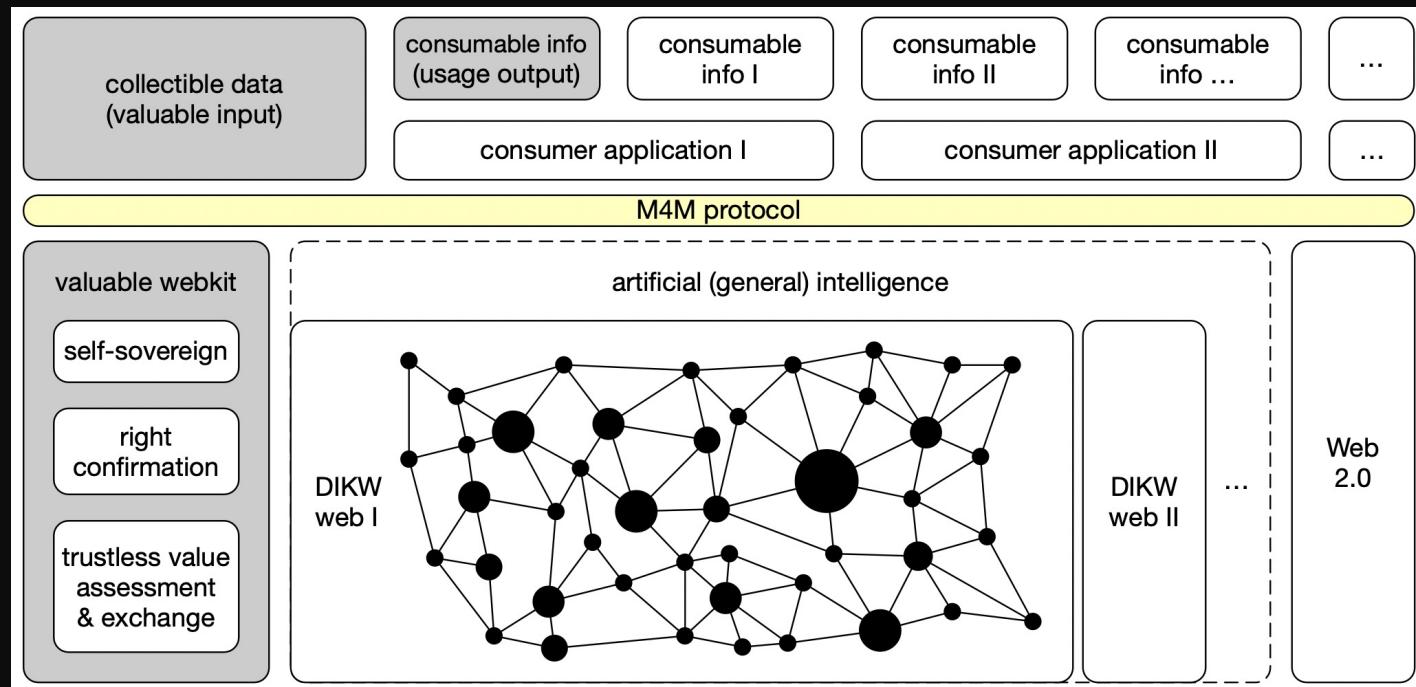


Consumable



Privileged and Confidential

A New Web 3.0 Narrative (by M4M team)



Web 3.0 should be conceptualized as an information-centric network that symbolizes the zenith of efficient information organization.

Despite the finite nature of web resources, this web would elegantly cater to an infinite variety of content creation demands across diverse application landscapes.

- A(G)I linked data
- Valuable webkit
- Web2.0 infrastructure

The **metaverse** represents the cyclical and progressive evolution of both the tangible real world and the intangible virtual realm.

Ready Player One

- Real world → virtual world
 - Immersive Web



Ender's game

- Virtual world → real world
 - Digital twin
 - ...





- Coherent Worldview (Close Loop)
 - Real-world mapping
 - Autonomous, sociable individuals
 - Sovereign entities and social interactions
 - Independence
- Sustainable and Evolving Ecosystem (Open)
 - Adaptability
 - Traverse-capable



A **self-contained** metaverse is destined to expand into the boundless **multiverse**.



* Snapshots are from "Ready Player One"

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Valuable self-sovereign identities, established on a 3rd party trustless framework, are capable of fostering open social engagement across the **multiverse**.

Sovereign
Autonomy

Close-loop
Metaverse

Sociability

Quantifiable value assessment

Financial instruments

Valuable identity

Economic activities

Self-sovereign identity

Social interactions



Fostering Close-loop Metaverse IPs through an Open Ecosystem Platform

- **Close-loop:** Characterized by IP-based iterative transformations, applications, and value discovery within adaptive and self-sufficient ecosystems. Accommodating IPs at any stage, providing comprehensive developmental paths and application protocols, filling gaps in IP utilization scenarios.
- **Open:** Compatible with various technological foundations, artistic styles, and practical purposes of IPs. Facilitating the seamless integration of these IPs into diverse metaverse ecosystems.

M4M Framework

3D Gaming Engine

One-stop operation for metaverse applications

Trustworthy Infrastructure and Digital Identity

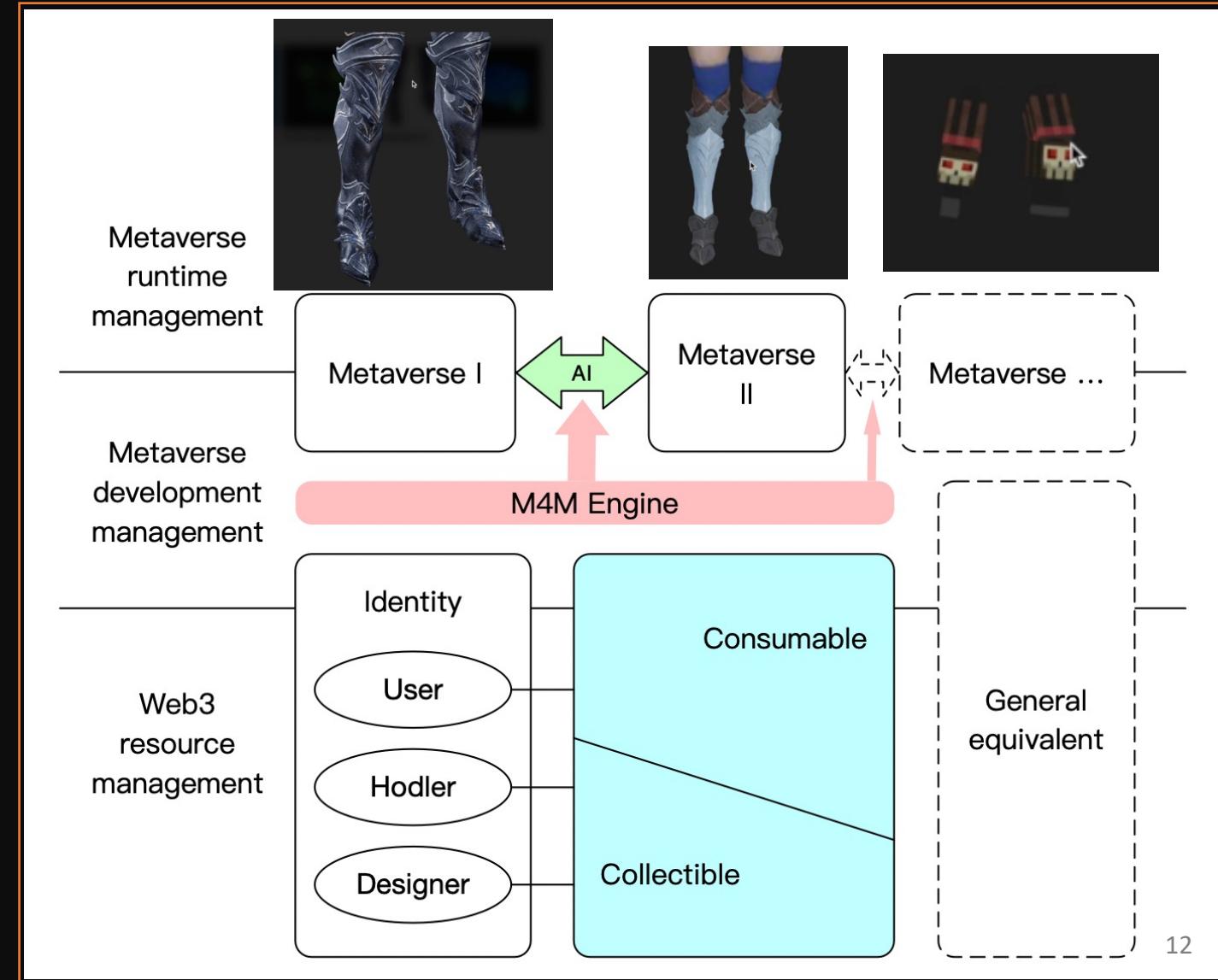
Unified identity recognition across the multiverse

Cross-System Data Interoperability and Identity Presentation

Alignment and expression of multimodal data for a single entity across multiple metaverses

AI toolchain

Identity-based appearance aggregation
Cross-verse style transferring
Multiverse worldview self-balancing



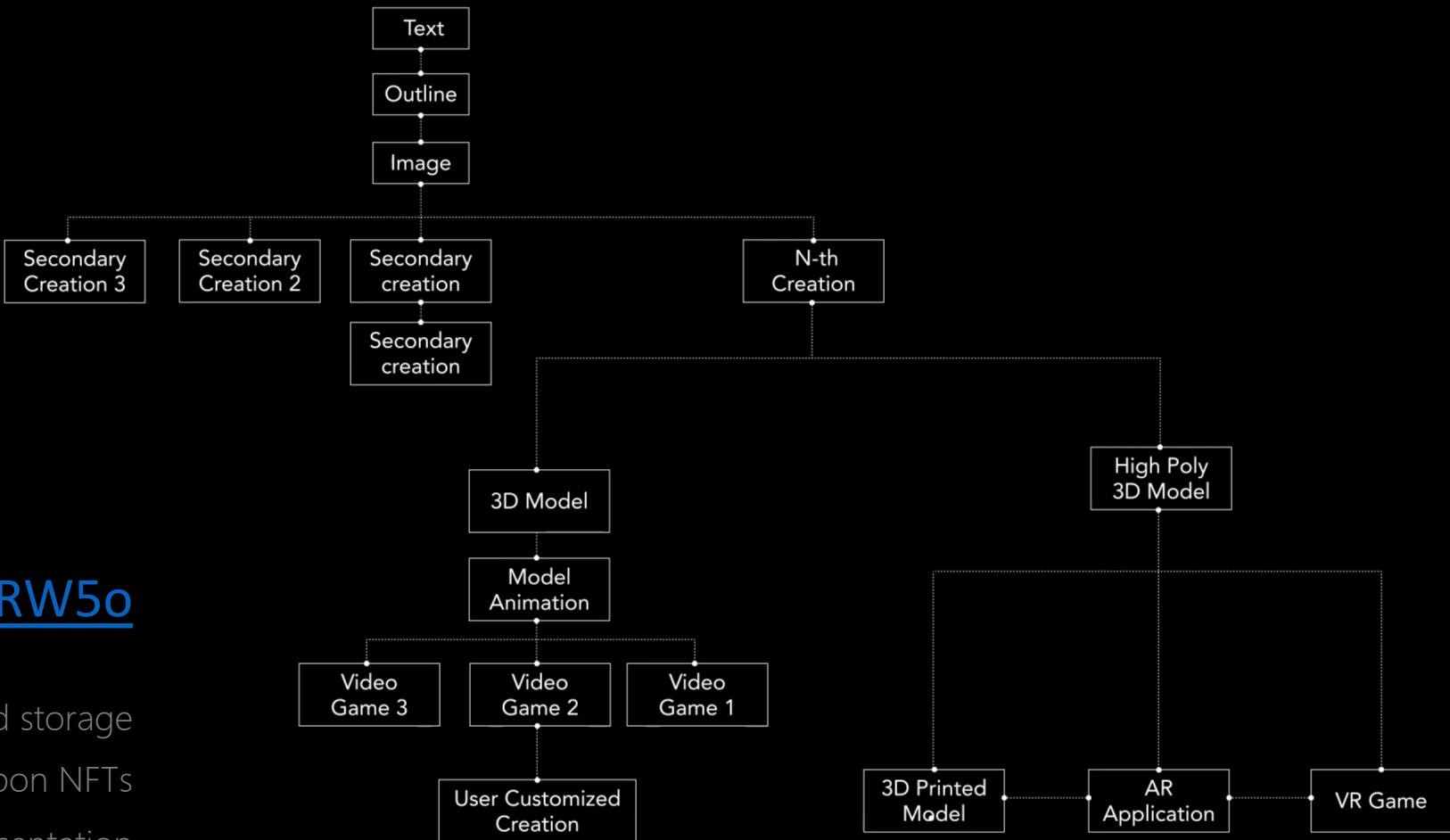
Our Solution

The Web3 Token Github

<https://youtu.be/yZz5Kr7RW5o>

- Distributed storage
- Right confirmation upon NFTs
- Version control for multimodal presentation

AIGC

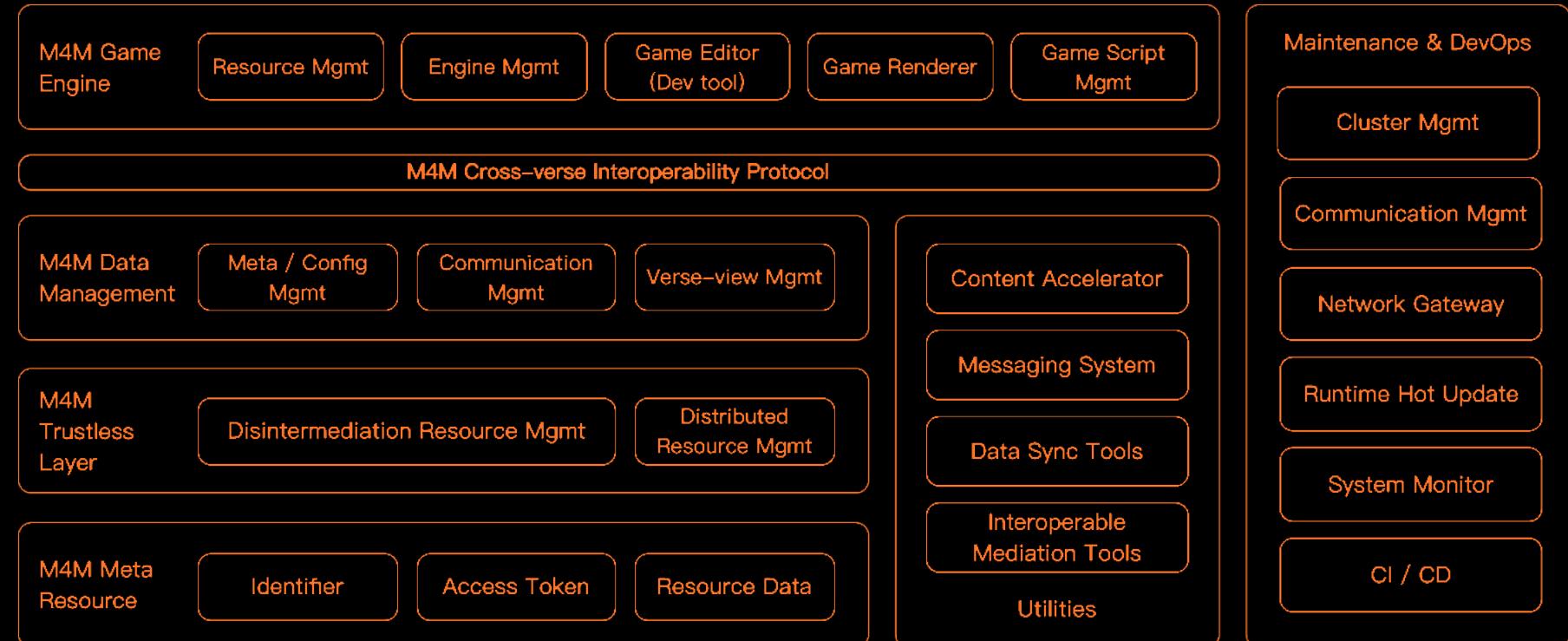


A 3D engine tailored for the Metaverse and Web3.

- An AI-enhanced, trustless gaming engine for cross-verse interactions.
- Web3-validated content ownership.
- Community-fuelled, innovative UGC creation.

<https://www.youtube.com/playlist?list=PLRZiljYbW4mbUM-DImfytj0VdwJXxX700>

Cross- verse Engine

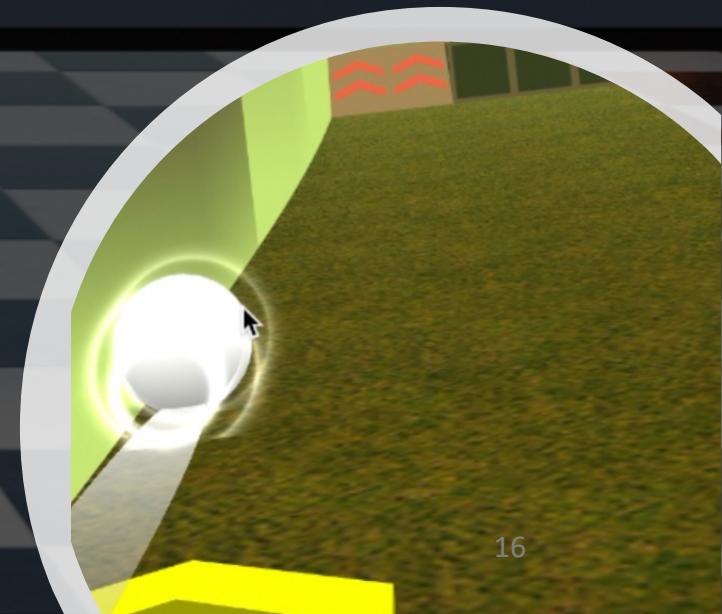
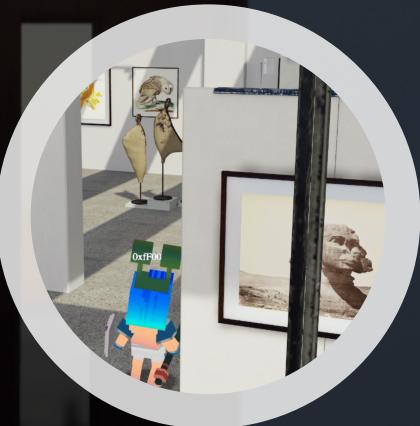


N + 1

https://www.youtube.com/playlist?list=PLRZiljYbW4mbb7B0Wj4dymCIU_6htDCIh

- N Metaverses
 - Powered by the M4M engine, enabling independent metaverse applications.
- 1 Bifrost
 - Utilizing the Bifrost application to manage personal identities and assets, traversing the multiverse.

Privileged and Confidential



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AI Toolkit

Identity value
accumulation

Cross-verse
Content
Generation

Gaia
Consciousness

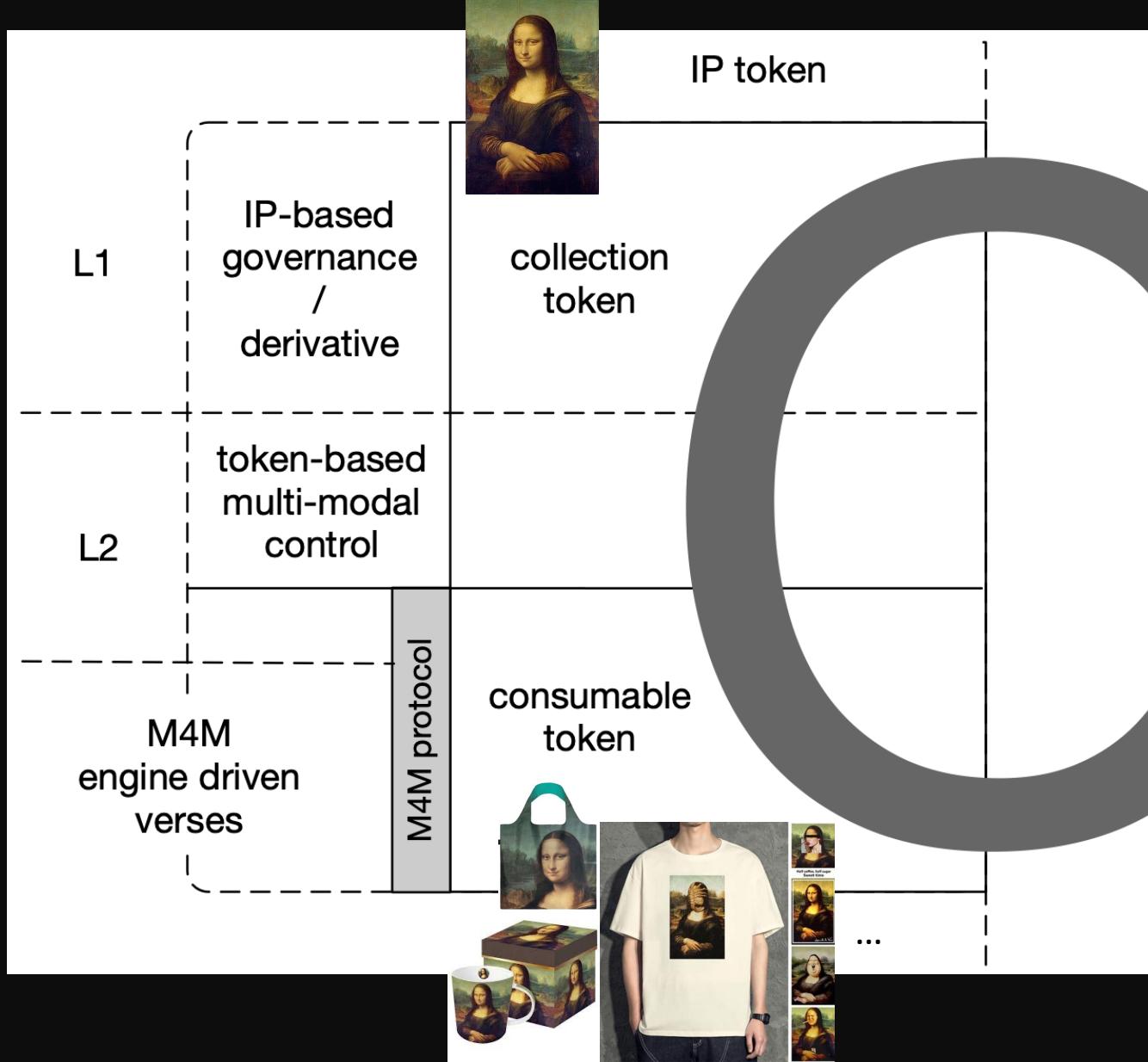
Appearance
Aggregation

Style Transferring

Worldview Self-
balancing

Consumable Derivatives from Collectibles

- Collection Equity Annotation
 - Value accumulation through consumable activities
- Consumable User Scenarios
 - Close-loop of holistic ecosystem social activities
- Engine-Driven
 - Consumable experiences across multiple games or metaverses



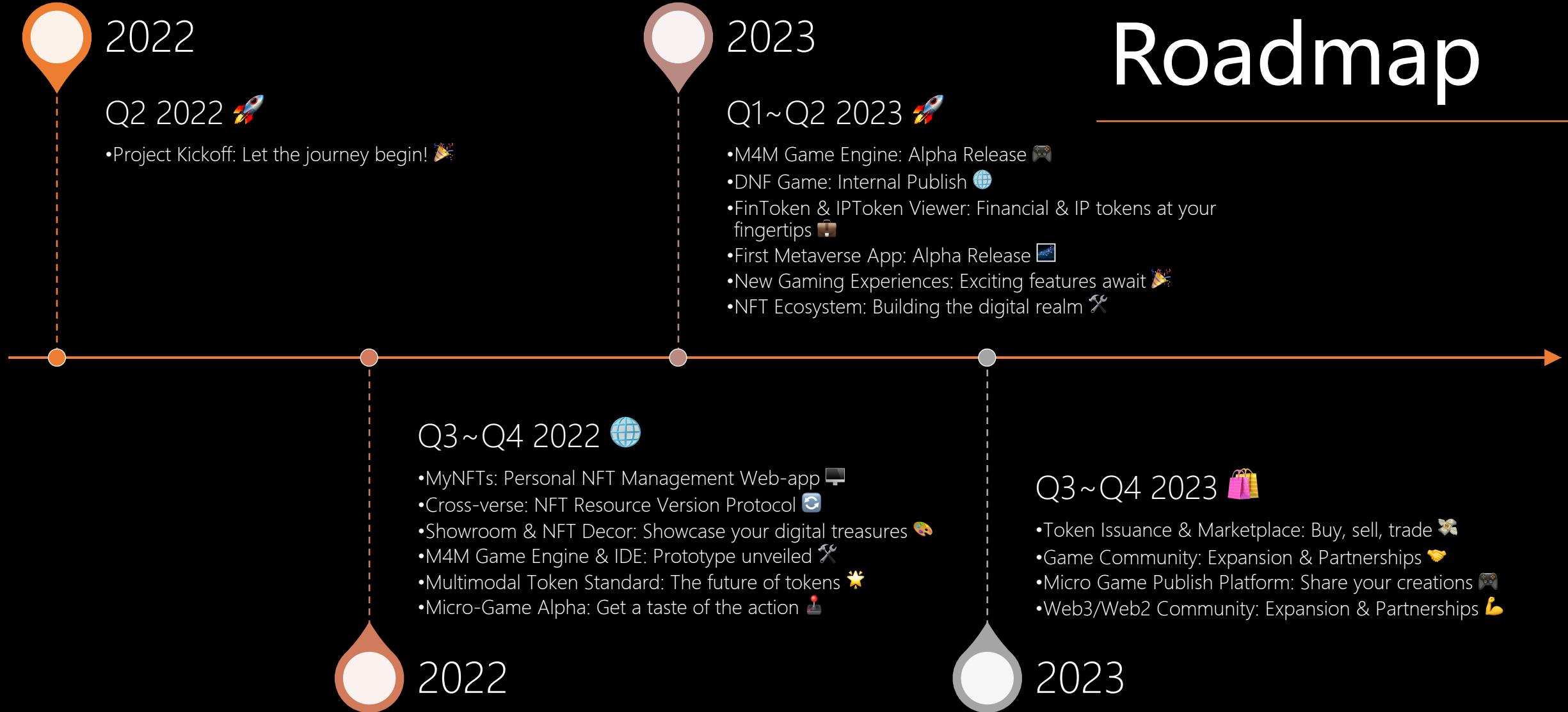
The greater the array of consumable derivatives,
the loftier the valuation of the collectible,
the superior the evolution of Intellectual Property,
the increased number of metaverses adopting the IP,

...

A photograph of a paved road curving through a rural landscape. The road is dark asphalt with white and yellow markings. It leads the eye towards a range of hills in the background, which are covered in green and yellow vegetation, suggesting autumn. The sky is filled with soft, grey clouds.

Roadmap and Fundraising Plan

Roadmap



Fundraising Plan

Pre-A Round

Project Value: 50 Million USD

Plan: 2~10% share for 1~5 Million USD

Project M4M

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An Infrastructure for All Metaverses

3D Game Engine

Device/cloud collaboration

AIGC



Thanks !!!

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