



Music Square



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summary

The name of the Metaverse (Metaverse) begins with Neil Stephenson's science fiction novel The Avalanche. Meta means transcendence, and Verse means the universe. Beyond the universe, that is, the virtual world parallel to the real world. Understanding the meta-Verse, you need to link names to real depth.

The real world can be described by three variables: time (Time), space (Space), and physical objects (Material). With the development of technology and especially the emergence of the Internet, personal experience extends from the physical world of space to a virtual world. To further deepen the experience is not simply to experience the binary world, but to have time to no time, no time to no space, physical to no physical combination of 8 multiple worlds to shuttle back and forth, called the multiverse.

With time and space, no physical, is well-known augmented reality, with time and physical, no space, is 3D printing scene; when holding a handle, facing the TV

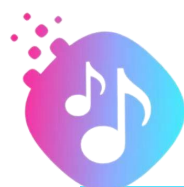


The initiation of NFT

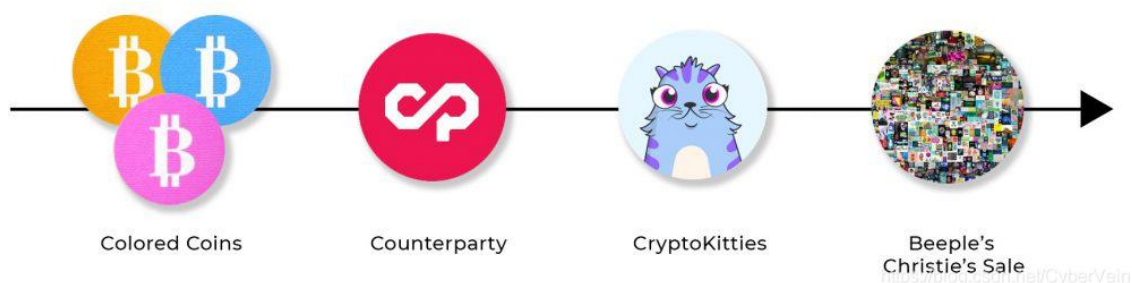
NFT: Non-homogeneous tokens (Non-fungible token) refers to a class of unique digital assets whose ownership is transferred on the blockchain.

"Since this year, many well-known artists and market-recognized institutions or enterprises, such as CNN and NBA, the ultra-low entry threshold, is the key for NFT to sweep the public.]

From the third quarter last year, NFT sales rose, up more than 380 times, from \$28 million to \$10.7 billion, according to data analytics DappRadar. Compared with NFT and the equivalent of virtual currencies such as Bitcoin and etheric coin, the "non-homogenization" feature makes each NFT unique. By the blockchain technology, each NFT has a string of unique numbers, and each resale information is automatically written to the blockchain, which cannot be modified once written. Transparency of the transaction process and unmodifiable characteristics avoid the emergence of forgery to some extent.




























Starting in the second half of 2020, the NFT was once considered the next industry explosion in the relay DeFi. Sure enough, NFT sold \$160,000 with Uniswap socks, Twitter founder sold \$2.5 million in five words, and crypto artist Beeple paid \$9.75 million for Christie's NFT auction. In March 2021, the total transaction volume of the crypto art platform has exceeded \$200 million, a record high.



According to Google data, NFT-related searches have now surpassed DeFi, Polkadot, and have peaked at the end of February. It also attracted strong attention from many supporters, and tried to join the queue of this emerging product, "NFT". Soulja Boy, a American rapper with 5 million followers, released its own NFT, Mark Cuban, NBA champion Dallas Mavericks, released NFT; superstar Kevin Durant reposts NFT on social media; top clubs like Barcelona and AC Milan also have their own NFT.

NFT Categories

Examples of NFTs by some existing categories

Trading Cards & Collectibles	Art	Gaming	Content & Media	Miscellaneous
 CryptoPunks	 SuperRare	 Axie Infinity	 \$ESSAY Blogs	 Nori Carbon Credits
 Hashmasks	 Art Blocks	 My Crypto Heroes	 EulerBeats	 POAP attendance badge
 NBA Top Shots	 Foundation	 F1 Delta Time	 Kings of Leon Album	 Urbit ID
 Sorare	 Async Art	 Cometh	 Nyan Cat Gif	 ENS Domains
 Gods Unchained	 Known Origin	 Street Fighter	 Tweets & Social Media	 FOAM Location Token



The development of music

On March 23, 2021, the International Recording Industry Association (IFPI), an international organization representing the global recording industry, released the Global Music Report. The report shows that global recorded music grew 7.4% in 2020, for the sixth consecutive year, with total revenue of \$21.6 billion.

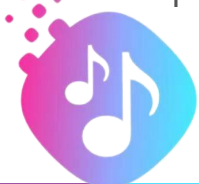


The streaming business was a major driver of growth, especially paid subscription streaming, with revenue up 18.5%. By the end of 2020, the number of paid subscribers had reached 443 million. Total streaming music revenue (including paid subscription and advertising support) rose 19.9% to \$13.4 billion, accounting for 62.1% of total recorded music revenue worldwide. Growth in streaming revenue offset declines in other formats, with a 4.7% decline in physical music revenue, and performance rights revenue was down 10.1% due to the COVID-19 pandemic.

The label efforts and investment have set the stage for today's digital music-dominated industry and demonstrated their resilience in exceptional circumstances in 2020. During this challenging year, labels have worked with their artists to support their music creation and recording, and the industry continues to drive innovation in experiencing music among fans around the world.

Francis Moore (Frances Moore), IFPI CEO, said, "As the world battles COVID-19, we once again feel the lasting power of music to soothe, heal and inspire our spirit. With many parts of the world in lockdown and live music halted, music fans in almost every corner of the world are now enjoying the music through streaming.

"Growing among subscriptions, driven by continued investment in artists and their careers and innovative efforts to deliver artists' music to fans in a new fashion, also increased global recording music revenue for the sixth consecutive year. As record companies continue to expand their market and cultural reach, music today is more global than ever, and this growth has spread across all parts of the world."



In 2020, recorded music revenue grew around the world, among which:

Latin America remains the fastest-growing region worldwide (15.9%), with streaming revenue growing 30.2%, accounting for 84.1% of the region's total revenue;

- Asia grew 9.5%, and digital music revenue accounted for more than 50% of the region's total revenue for the first time. Excluding Japan (revenue fell 2.1%), Asia would be the fastest-growing region, with a growth rate of 29.9%;
- Recorded music revenue in Africa and the Middle East (the first time the report has listed it as a region) rose 8.4%, driven mainly by regional growth (37.8%). Streaming dominated, with revenue up 36.4%;
- Revenue in Europe, the second largest recorded music region, rose 3.5% and strong streaming rose 20.7%, offset declines in other music consumption formats;
- The United States and Canada regions grew by 7.4% in 2020. The U. S. market grew 7.3%, and Canadian revenue rose 8.1%.

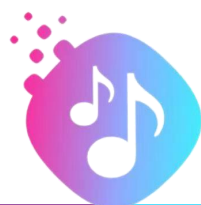


The chaos in the music market

There is a contact between them?

The two recognizable electric guitar prelude at the beginning of the British hard rock band Deep Purple (1972 work Smoke (Smoke on the Water) are a classic of every rock boy, but they appeared in Bossa Nova in 1966. In the (Astrud Gilberto). Gibato was with jazz master Gill. Gil Evans (Gil Evans) released the Rainbow (Look To The Rainbow) album, Evens wrote a light and elegant piano prelude to the album's first single on the B side, "Silent Maria" (Maria Quiet), with the root, three, four and five tones, Although the Smoke on the Water and the prelude to the tune, Highly similar in sentence structure, But the winding wind is completely different from the gamer, Plus, the dark purple orchestra members have little chance to touch jazz and Bossa Nova, In the absence of a contact history, Such a high degree of similarity is only a coincidence, It's hard to equate it with plagiarism.

Goddess Kaka's Born Perfect (Born This Way) caused controversy in 2011, Because it's similar to several familiar hits that "sound": the main melody is like American R & B girl group TLC (Waterfalls), The story reminds people of the studio dance classic fashion (Vogue), The whole



Who belongs to?

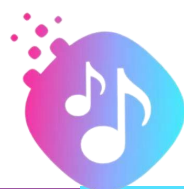
ong is like a copy of Madana's 1989 single (Express Yourself), Although "Born Perfect" is more than 20 years apart, There was a brand new sound in the arranger use, But creating the dance music atmosphere still gives people a strong sense of both vision, Even Madana herself performed the two-song chorus in direct juxtaposition during her own 2012 MDNA concert tour, Let fans judge, However two tracks march in harmony with style, They all apply the routines commonly used by disco music over the past few decades, on teams fight with each other on the same road, It's hard to copy it.

Alternative rock band Radiohead's 1992 single (Creep) set the band to fame, Also brought about a lawsuit, Because its distinctive harmonic march is from the British rock band, — Herris (The Hollies) The Air I Breathing (The Air That I Breathe) in 1972, The melody is almost copied from the Herris' main song, So The Freak became discussed when it became popular in the 1990s, Recently, Lana in 2018. Deri's Race to Freedom (Get Free) plagiarism incident was mentioned again. Radiohead directly admitted his "reuse" classic music of music material, herris band rock veterans, also largely not with the younger generation, outspoken creation "no money or self-fame, but about love and good things", but issued "I breathe air" record companies don't think so, a court for the title of "common creation".



Who will receive the royalties?

Celine came after a golden voice. Dion's first American number-one song, —' s "Alone" (All by myself), covers it from American singer Eric. Carmen (Eric Carmen) from 1975, but it was not created by Carmen alone. Carmen was the lead singer of the pop-rock band Raspberries in the early 1970s, "Alone" was his first single released from the group, But the lead song of the song, Actually from the second movement of the Rachmaninov Piano Concerto No, Only at the time when Carmen was writing, Laworks is not protected by copy right law in the United United States, So he was relieved that the lyrics were published, More directly rip the concerto fragments as their own instrumental music through the door, No wonder he was then targeted by his descendant s; As Carmen wrote in the lyrics, "No longer want to be alone.", After this music really by la and Carmen side creator, Royalty is not taken alone by Carme n, It's a wish.



Is it borrowed?

In 1990, Vanilla Ice, a unknown Florida rapper, released the single "Ice Ice Baby" that topped the "Bulletin 100", with a short electric bass melody from David in 1981. Bowie's single "Under Pressure", with Queen, was called "Sampling" (Sampling), whether the original knew it or not. The development of hip-hop music is more said to be the foundation of sampling technology, But it first appeared in figurative music (Musique concrete) works of the 1940s, Recreate existing recordings in cliclip tape, Music synthesizer (Synthesizer) and sampler (Sampler) emerging in the 1970s revolutionised this technology, The music created has amassed considerable commercial interests, It also jointly triggered the discussion of copyright ownership, Today's creation of this technology is mostly coordinated under the Byrne Convention and the Digital Millennium Copyright Act 1998 (The Digital Millennium Copyright Act of 1998) of 1998 in the United States.

Conclusion: Unprotection of plagiarism and original music has become the biggest drawback of the music industry. How to solve it?



Project introduction

Music Square is a music platform built in the metaverse, so the residents can upload the music they have created to the Music Square platform, music has no boundaries, let's change the world with music together.

The Music Square Platform is a music world born in the meta-universe, where you can release all your talent and upload your own created music to the platform for MAS revenue. All the music you upload will generate a separate NFT unique to copying.

The Music Square platform will create star concerts in the metaverse world, and regularly invite singers to perform. Concert tickets and support gifts need to be used as the MAS platform certificate. Facilitate the interaction between fans and singers.

MAS is a creative certificate for the Music Square platform, which all music content creators have the opportunity to get. You can also open your own metaverse concert.

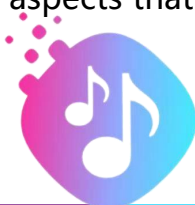


MAS meta-universe will start from a NFT project to explore several NFT project fusion, make countless NFT parallel universe is through, music, art, tide play and even identification, finance, gathered together to form a very real virtual world, to provide musicians with incomparable work traceability and meta-universe concert super platform. MAS universe based on the ignored value of blockchain game, redefine the benefit distribution, in the form of new decentralized autonomous organization to music creation essence, upgrade innovation media ecology, will share with all community participants new creative experience and beyond the previous media form, all the assets in the platform will completely belong to the consensus. Driven by the consensus person, we will realize the storage value tool transformation of this era, no longer gold, but MAS metacosmological value tokens are the most representative collection of this era.

Solutions for the MAS

Eliminate middleman and middleman to allow for a direct relationship between listener and artist

Only exclusive music (independent artists) allows us to completely avoid heritage labels and institutions, (the independent music category is the fastest growing category music industry, with 35% of the growth between 2017 and 2018 (3)), representing the largest category of artists to date. Take advantage of blockchain to handle all aspects that blockchain has



proven very effective (transparency, security, mistrusted contracts, finance),

Pay streaming royalties in a mixed model of Fiat and Crypto and share most of the subscription revenue with the musicians.

Let Crypto listeners listen to sponsored and curated music from MAS (the company) and other artists looking to reach more fans and listeners with their music. More details will be explained in the Marking Economics section.

Build a symbolic economy, motivate listeners and musicians, and share most of the revenue with both sides.

MAS is a business-level music streaming ecosystem designed for the general public, and is a truly mainstream application, not just focusing on the cryptocurrency community. So while blockchain technology will allow us to deploy a mistrust, low-cost decentralized music market and near-live royalty payments, blockchain interactions are unintentional for regular (non-blockchain-proficient) users and fully accessible to those looking for them. This means that MAS was one of the first generation of projects to introduce blockchain technology into the mainstream part of the world, because it can be used by anyone. Real mainstream applications are already happening on our platform today.

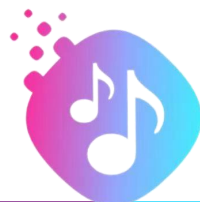


Use of both the public and private blockchains

The MAS consists of three interactive blockchains:

Public blockchain, where issued rock tokens circulate, and can be bought and sold. Interestingly, it is tradable, making the work transferable and investors / fans to enjoy the income generated by music. Private Ethereum blockchain, used to execute all transactions within the system (fees paid from the MAS payment system to the artist, from listener to artist tips, etc.).

1. When the user wants to perform certain operations within the system, the user has to lock the tag on the wallet, which will move from the public blockchain wallet to the blockchain's system wallet, while the same number of tokens will move from the private blockchain system wallet to the blockchain's wallet. After that (when the transaction is submitted), the user is able to perform the desired action in the system. This allows us to maintain a balance between the number of tokens circulating within the private network and the number of tokens on the system purse in the public network. When the user wants to perform operations outside of the system, the user needs to unlock the token on the wallet, which will move from the wallet in the private blockchain to the system wallet in the blockchain, while the same number of tokens will move from the system wallet in the public blockchain to the individual wallet in the blockchain.



2. We will use the Fiat gateway. We can go viral and grow rapidly because we provide simple and easy use cases for new users, many of whom are new to the encryption world and lack experience with blockchain technology.

3. NFT as a symbol of music copyright owner income will be fully implemented in the MAS platform.

Later on (when the pair of transactions is submitted), the user will be able to manipulate these tokens: for example, to sell or trade them on an encrypted exchange.

Some of the biggest barriers to blockchain products are the need for encrypted wallets and their specific operations, which is hard for the average user to understand. Now we can deposit with Fiat Gateway and withdraw funds for the private Ethereum blockchain not with the actual encrypted wallet: We plan to implement user streaming, users can use their credit or debit card in the MAS platform fund subscription, tips and various promotions. Users can also extract the money they get on the MAS platform. These features will help companies and services scale up and will bring huge user base growth and utility in the MAS ecosystem. Due to the link between the number of tokens circulating in the private blockchain and the system wallet in the public blockchain, operations with the Fiat Gateway should lead to the growth and stability of the rock token exchange rate. This policy has the following advantages:



4. ng exchange rate at any time when any user actively participates in the system activities.

5. We save on handling fees.All transactions between MAS users are conducted in our private network, which allows us to save fees on all internal transactions.

6. We provide even greater security guarantees.Most of the time, user tokens are stored on private networks to minimize the risk of theft or unauthorized access.

We maintain a higher exchange rate.All rock tokens circulating between users are stored on universal system wallets, so that fewer tokens can be traded on cryptocurrency exchanges at any time.The shortage of tokens will help the company maintain a stable and growi



Intelligent contract

Smart contracts are a digital contract that allows terms based on decentralized consensus, are not tamper with, and are often executed automatically by automatic execution. The contract theory draws on the principles of financial and economic conduct, as different parties have different motives for performing or failure to perform a particular act. However, in the absence of a blockchain and decentralized consensus, the people who edit and control the contracts have more market power.

Smart contracts, one of the iconic applications of MAS, represents a huge improvement in outdated contracts and accounting practices in the music industry. The smart record contract allows different stakeholders in a piece of music to record their share of ownership in an indisputable contract and cannot be modified unless all parties agree. In addition, these smart recording contracts can be used to distribute rock royalty tokens to multiple artists' wallets in real time. The open architecture of smart record contracts will eventually allow any other product to also distribute royalties on the rock using smart record contracts created by MAS. There is no limit on the number of collaborators / stakeholders that smart record contracts can contain, so any number of different divisions can be created covering almost any musical work. To name a few: The Vienna Philharmonic uploaded a song using a smart record contract to split the income of their 145 different members. A 10-person hip-hop group uses smart



record contracts to distribute royalties to their entire team, each with a different share of the revenue. An artist donated part of the proceeds of her new album to a charity. A generous (or publicity-seeking) artist has decided to share the proceeds of his new song with his fans. He / she asked the fans to send their MAS username and create a smart record

The contract split future Rock Flow revenue with over 300 fans. The last example is particularly interesting and provides artists with new opportunities, promotions, and marketing strategies.

The possibilities of innovation are unlimited. While we believe that the most attractive uses of smart record contracts will be found by artists themselves, exotic options may include: a group decides to become a collective owed by fans, where any fan can join a smart record contract and distribute tokens on average.



An artist raised rock for her album, giving all funders profit split in the final music release. Smart contracts are just the first step in using untrusted contracts to revolutionize the music industry. We have developed plans for smart management contracts, smart mixing contracts, while further discussing them beyond the scope of this short white paper, and more plans to follow.

Artists who want to simply split streaming revenue by a fixed percentage can do this directly on the MAS platform. MAS calculates the split and allows artists to extract their income through the voucher system described above. However, as blockchain technology becomes more mainstream and accessible, the more interesting option that we hope that artists will begin to explore is to deploy their own smart record contracts to the BSC. They can then assign 100% of the track royalties to the BSC address on the MAS. Any artist involved in the song can cash the royalty coupon for the song and pass the tokens to anyone. They can then interact with the platform to extract their personal income. In this way, artists can distribute their income in any way they see fit.

Blockchain for music data storage

We will keep all our files in distributed data stores to keep them safe and save savings. We are considering silicatin, Arreve, and BTFS to select the optimal scheme after comprehensive testing. We will make the final decision



based on the feedback and functionality from our community. In the future, we will explore and build technologies that enable people to get streaming directly from the blockchain. Not only can musicians upload their songs and store them permanently, listeners can also play music at any time.

Advertising revenue sharing and music promotion

For 10% of the revenue generated from paid subscriptions (fiat and cryptocurrency), MAS will launch music campaigns to motivate listeners and airdrop tokens. Every day, users can receive reward tokens by listening to curated or promoted songs or participating in promotional events.

For basic users who don't want to pay monthly, they have to listen to or watch ads after listening to three songs. Unlike the traditional advertising model in which companies retain all of its advertising revenue, our platform shares 60% of its advertising revenue with users who watch or listen to the ads. Basic users will receive tokens as rewards when listening to curated or promoted music.

Another form of promotion on our music platform is the singer / music promotion. Musicians can promote their newly released music through a symbolic decline. A musician can set up a promotional music release.



Economics of streaming music

Traditionally, musicians have had several ways to stream their live music to make money. The most common donations are donations from fans, advertising revenue, partnerships and super chat on YouTube. There are many platforms, but few that really benefit musicians. Some of these are YouTube Live, Facebook Live, YouTube Live, and Twitch. To attract musicians and to provide a sustainable live-streaming environment,

Platform use benefit analysis

1 Benefits for the artist

The main benefits of artists using MAS are as follows:

More revenue: Through a user-centric model, musicians can be compensated for the time their fans spend listening to music. We share at least 70% of the musicians' subscription fees and give them more sources of income. For more information, see the Generation Economics section.

Reproductive real-time royalty. Most artists wait at least 6-12 months to get royalties for streaming and downloads, but can also wait for up to two years. This is because their revenue is filtered through an unnecessary chain of bureaucracy of streaming services, distributors, record labels, publishers and copyright associations. In this era of digital distribution, there is no need for this. At MAS, artists are paid every day and end the rock token to the artist's wallet through our real-time royalty network



Clear the middleman / middleman. There are 4-5 different organizations between artists and listeners, often resulting in large amounts of revenue disappearing before reaching artists — According to a 2015 report by the Berkeley Conservatory of Music (4), 20-50% royalties are not paid to the correct recipient. MAS promotes direct listener / artist relationships without the need for record labels, publishers, distributors, or copyright associations to bring more income to artists and provide better deals for listeners.

Complete transparency and authenticity. A related issue related to the numerous intermediaries between artists and listeners is the complete lack of transparency. The artists saw illegible royal statements, sometimes hundreds of pages, usually years after the stream occurred. Tracing this series of events to the time the stream originally occurred is onerous and expensive, so artists are generally still powerless and accept the information in power told them. MAS is completely transparent, publishing the total number of streaming numbers published every day.

No contract of trust exists. Currently, the music industry contract is old-fashioned: with pen and paper in a lawyer's office, or at most only pdf by email.



This often leads to the funds being withheld or misappropriated. With the advent of smart record contracts showing a song of stakeholders.

When royalties became due, these contracts shared rock rocks between stakeholders. Although the smart record contract is the first implementation of the smart music contract (and a signature part of MAS technology), the possibilities of other smart music contracts are unlimited: including smart management contracts, smart mixing contracts, smart crowdfunding contracts, and so on.

Ecosystem participation. Through the MAS ecosystem, artists can be involved with the audience

Two-way relationships are in sharp contrast to the classic "customer / product."

Current relationships offered by traditional streaming services. The MAS ecosystem will provide artists with multiple ways of using rock in an ecosystem, including, but not limited to:

Artists pay their listeners their own tokens to listen to their music,

Promote their own songs through live advertising,

Set off a "super fan",

Crowdfunding for the Artists,

Included in the playlist, and more.



Technical framework

1. Based on the BSC network

MAS is an overall solution based on the Binan Network (BSC) performance, with a comprehensive guarantee for the experience of creators and the security of NFT assets. BSC to ensure safe and decentralized, absolutely reliable, credible; it can achieve global consensus, and as an "encryption court" through smart contract design rules, transfer trust to MAS in the form of economic incentives, while MAS pursues extreme performance, it can only achieve local consensus, but can meet the original needs of various media and music.

2. MAS metaverse smart contract

The main asset management logic in the MAS metaverse is written using smart contracts, open source and open governance. Open the governance function in advance to ensuring the safety of user assets. Users can participate in governance by voting, adjust contract parameters, upgrade contract functions, etc. Smart contracts all have a unique public address. The difference is that the private keys of a smart contract are discarded when the contract is created, so no one, except the consensus mechanism, can send the digital assets after the smart contract is



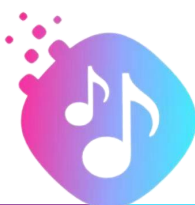
created. In the event of related abnormal events, including the supervision of the blockchain, the smart contract of the MAS metaUniverse requires mandatory, strong real-time, and fully automatic triggering. The data that triggers the condition is also blockchain protected data, accurate, safe and reliable, and not tampered with. Available, each private key has a matching public key.

Authentication technology

The MAS metauniverse selects an encryption verification mechanism that meets international standards and encrypts various data of the industry. The transaction data and transaction information between users can only be viewed by both parties and users who have corresponding rights.

1. Private key (privatekey)

Non-public, is a 256-bit random number, kept by the user and not open to the public. The private key is usually randomly generated by the system, which is the only proof of the right to use the user's account and the ownership of the assets in the account. Its effective bit is large enough that it is impossible to be broken and there is no security danger.

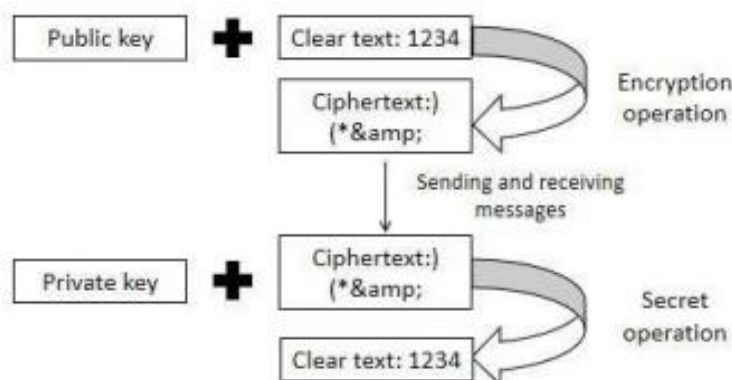


2. Public key (publickey)

Available, each private key has a matching public key. ECC public keys can be generated by private keys through a one-way, deterministic algorithm, and currently commonly used schemes include: secp256r1 (International General Standard) and secp256k1 (Bitcoin Standard). The MAS metaverse control chain with the initial data chain selects secp256r1 as the key scheme.

3. Data security

Avoid the risk of user transaction information leakage. At the same time, MAS metauniverse has timestamp technology can protect the chain data security, data information when recorded in block chain timestamp, eliminate the possibility of any change data MAS metauniverse cryptography technology and timestamp technology can protect the user's personal information from being stolen by others, remove can publicly query transaction information, only with private key can query the user's personal data.

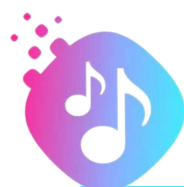


4. Risk control

MAS yuan universe alliance platform based on block chain technology, smart contract, realize ownership of massive cutting process traceability, circulation, dividend management, etc., make MAS yuan universe ecosystem asset investment become small, high-end, all transaction process are recorded in the underlying distributed block chain books, to ensure accurate transaction link rights and interests and value, open and transparent data, purify the platform trading environment.

5. Strengthen the protection of information privacy

The MAS metaverse has the advantages of system security and tamper-proof system. The MAS meta-universe ecosystem reaches deals based on intelligent contracts for the blockchain and automatically generates payment commands. At the same time, the block center will record the data of each link one by one and update the data recorded through the block. As the user records the transaction, communication, consumption data and community account on the platform, the corresponding relationship between the unique identification and the user label



Meta technology

What is the Unreal Engine 5?

The earliest Epic Games developed Unreal Engine 5, which started as a game engine. The next version of the Unreal Engine is the Unreal Engine 5. In May 2021, they announced the first experience plan. MAS reached the first strategic cooperation with Epic Game and adopted this technology in MAS, so that various creators can create their own concerts in the metaverse in the future to have their own digital stars!

Why are so many people interested in the UE5?

The Unreal Engine has become the standard for virtual production (including technology in other industries such as digital twinning). The MAS team scalup using UE5. Excellent image and experience for end-consumers.



Luming global lighting and reflection

It all comes down to lighting when it comes to creating realistic environments. Lumen enables you to make quick changes, such as changing the lighting to fit the time of day, adding a new light source (such as a flashlight), or inserting a sudden beam into the lens. From the vast, vibrant landscape to the fine details, it changes lighting.

Virtual shadow map

Virtual Shadow Mapping (VSM) is a new shadow mapping method that uses Unreal Engine 5 to generate consistent, high-resolution shadows on a variety of media quality assets and a large number of dynamic light open areas. Virtual shadow map is conceptually just a very high resolution shadow map. In the current implementation, they have a virtual resolution of 16k x 16k pixels. The Clipmaps was used to further improve the resolution of the directed light. The VSM divides the shadow map into 128,128 pieces (or pages) to maintain excellent performance at a low memory cost. Based on the depth buffer study, the pages were assigned and displayed only as needed to color the pixels on the screen. Pages are cached between frames until they fail by moving objects or light, allowing for further efficiency.



Nanite virtual geometry

Nanite is the new virtualized geometry system for Unreal Engine 5. MAS rendered pixel-level details and large object counts using the new internal grid format and rendering engine. It only intelligently processes the visible details, and that's all. The data format can be highly compressed and allows for fine-grained flows with automatic detail.



The world division

Previously, developers had to manually divide large maps into sub-levels, and then load and unload them using the level flow mechanism as the player moves in the environment. However, this strategy often has problems when multiple people share their data, and fails to view the entire world in context. The World Partition adopted by MAS is a novel data management and level delivery system that provides a comprehensive solution for large-scale world management.



The system eliminates the prerequisite need to divide a large level into sublevels by keeping your world at a single persistence level, divided into grid units and providing you with an automatic flow mechanism to load and uninstall these units based on the distance from the flow source.

cartoon

MAS needs to iterate to innovate. With features such as Control Ride, Unreal Engine 5 enhances its animation toolkit. You can now be created and built across roles. Whole-body IK solver was used to save and apply poses to generate more natural movements.



Non-homogeneous

Each work belonging to the creator is an NFT asset, and the user has full ownership, and the author can transfer and sell the asset through the blockchain network at any time.

1、 Income: Income is the basic asset of all residents and stars on the platform. All residents or creators must need MAS if they need to hold relevant concerts or create their own original works

2、 NFT: All the value that the streaming media can create, including each star concert tickets, his own work or the personal signature of a star, belongs to NFT

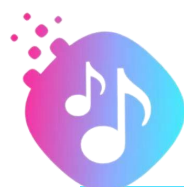
3. Music NFT transfer rules:

There are no restrictions, but it must be traded once every 20 days. If the 20-day holding time arrives, it is not transferred. The production of MAS immediately, until the 23rd day, the production of MAS will be permanently stopped.

4. Value-added logic:

Music NFT Transfer Increasing Income Distribution:

First-generation holding residents: each transaction transfer increases 20% of the income
Contemporary holders: each transaction transfer increases 20% of earnings
MAS Music platform: A 20% gain per transaction transfer
Black hole destruction: a 40% gain per transaction transfer

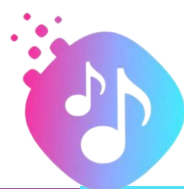


Toolog Allocation

Music Square owns-Platform tokens MAS

MAS introduce:

Is the currency in the MAS platform. Its release is fixed in increasing value as the platform progand develops, but the balance between its production and consumption is the premise of all design on the platform, as its stability is the cornerstone of the entire platform. Is the main application scenario in the platform. Players can charge tokens into the platform to consume and purchase. In theory, residents need to have a digital role to enter the platform. Residents or celebrity homes can get tokens in various ways on the platform, and the tokens obtained can be extracted from their wallets through the chain.



Total circulation of MAS: 2 billion MAS units

Deflation destruction: 1.79 billion MAS

Final total circulation: 210 million MAS

Private equity round 3%: 60 million MAS, private equity round price: 0.001USDT

Public offering round 10%: 200 million MAS public offering round price: 0.002USDT

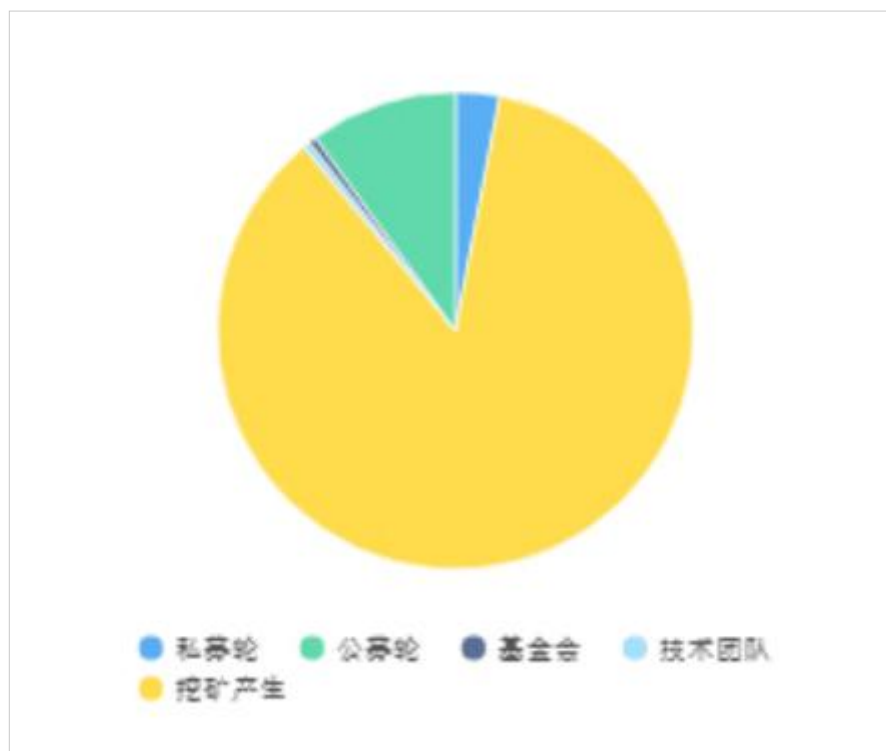
Maximum purchase limit: 40,000 MAS, minimum purchase start: 10,000 MAS

Foundation: 0.5%; 10 million MAS

Technical team: 0.5%: 10 million MAS locks for 3 years

Excavation production: 86%: 1.72 billion MAS was dug in about 5 years, with a fixed output of 9,42,465.75 MAS per day

The total pre-sale of 3000 music NFT unit price: 6580 MAS (transferable).



What are the own benefits of the Music Square platform:

Platform transaction fees, price difference copyright fees uploaded by musicians, star concert ticket support fees, and so on.

Music Square Platform Income Distribution:

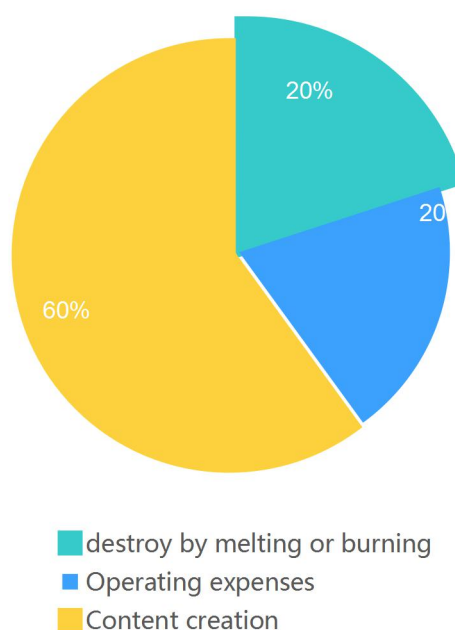
Destroy mechanism: Music Square platform 60% revenue repurchase MAS for destruction into the black hole address.

Operating expenses: 20% of the revenue of the Music Square platform is used for the usual continuous operation publicity and distribution costs of the platform.

Content creation: 20% of the revenue of Music Square platform has been rewarded to high-quality content creators in the platform

Single NFT daily output value: 314.15 MAS. Only one music NFT is allowed per address.

(Suppose that 100 music NFT stop the output. Then the daily single NFT: 324.98 MAS.)



Ecological

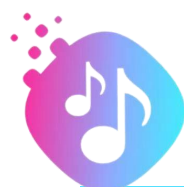
MAS core technologies promote metaverse ecological integration

The most important of MAS is the six core support technologies, namely "MAS-BIG-ANT".

The first core technology is the MAS chain, which plays the infrastructure of the entire virtual world, helping you confirm all the data you generate in every universe. The second core is MAS interaction technology, such as VR and brain-computer interconnection, which helps us to very easily enter the metaverse. The third is MAS video game technology, which requires a very powerful game engine that will later be mapped to the physical world. This is what the MAS Company is doing. We sum up the six major technologies, MASBIG-ANT. Think of it as an ant crawling in the progress, growth and circulation of the vast universe.

What is MAS doing?

MAS, developed by the UK MAS team, has reached strategic cooperation with well-known associations in many countries around the world and achieved deep cooperation in the field of streaming i. In the first quarter of 2022, Binan Public Chain was launched on MAS phase. In the NFT2.0 era, it focuses on music creation and star concert services to present users, and truly realizes the metacosmic entertainment culture. In the fourth quarter of 2022, the second phase of the works

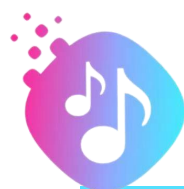


was launched, and it cooperated with the world-renowned comic company Marvel to build the Marvel meta-Universe, which has won part of the copyright of Manwei meta-Universe. At the same time, the MAS team has reached a cooperation intention with the Google VR research and development team, to develop the MAS metauniverse exclusive VR equipment, and to build a full range of concert experience for users.

The MAS team analyzed more than 300 Metaverse-related companies around the world and are currently the engines. Who can get computing power at a lower cost and move concerts to the calling engine will be an important company. The third is the computing platform. Including companies such as NVIDIA, INTEL and AMD, MAS will be the physical support platform in the middle of the future metaverse. It is also the application scene of a hundred flowers bloom. This is the entire commercial layout of MAS for the future of the Metaverse.



MAS offers a set of development tools as well as model components that attract millions of creators who can create content from digital art such as music and a variety of plug-ins and production tools. It also means that millions of developers have developed tens of millions of various creations. At the same time, MAS attracts various creators that themselves have their social circle attributes. MAS consumes related content by attracting more players, including buying music rights, tickets, and more. In the process of the players can change the world into MAS currency, in consumption, the creators after the MAS currency can be converted into real currency, so the whole world set up a very stable virtual economic system and model — platform providers, producers, consumers, etc., its business model and mechanism has a stable monetary payment and settlement system. Because of its well-made game, the creator forms a variety of points, which can be converted into MAS coins and exchanged in the virtual world, so that every fan has a deep immersion, which is the core.



Founding Team



CEO

He graduated from the University of London in 2005, majoring in finance. He worked as Goldman Sachs London, focusing on emerging markets, a contracted financial columnist for FT, and a special commentator on The Economist. It is known for accurately predicting the 2008 financial crisis and the later economic direction and the global financial industry.

In 2012, it began to deeply study the blockchain market, and predicted that blockchain will replace the position of traditional finance, and then devote itself to the blockchain market. In 2015, I met Vitallk and participated in the release of the new Ethereum version, laying an important foundation for blockchain market applications. I met CEO Charles in 2019 and hit it off immediately for music enthusiasts. After repeated market research, I decided to jointly build a blockchain-based entertainment metauniverse world.



● legal notice

For purchases participating in the MAS pre-sale (i. e., digital asset exchange persons), please carefully read the "MAS Metaverse" white paper, have a comprehensive understanding of the technical characteristics of the MAS market, the risk and return characteristics of the pre-sale, and know that the MAS project will not provide the return or withdraw cash of the exchanged digital assets under any circumstances. The team will use the digital assets raised by pre-sale according to the white paper and disclose them regularly. However, no matter how careful it is, there will always be risks. The current predicted risks, including possible policy risks, transaction risks, pooling risks, information security risks, etc.

1. Policy-based risks

At present, some countries in the world's regulatory policies on blockchain projects and ICO financing are not clear, and there is a certain possibility of participant losses due to policy changes. In addition, blockchain technology has become the main object of supervision in various major countries in the world. If regulatory subjects intervene or exert influence, the MAS metaverse platform and its MAS tokens may be affected by it, hinder or even directly terminate their development.



2. Transaction risk

MAS token as a digital currency asset, its transaction has a high uncertainty, due to the lack of strong supervision in the field of digital asset trading, so the digital currency has skyrocketing, all-weather trading, dealer trading and other risks, if individual participants without long-term investment experience, may cause losses to personal assets. Investors should properly choose the investment method according to their own situation and experience.

3. Safety risks

Digital cryptocurrency is characterized by anonymity and difficult to trace, which is easy to be used by criminals or attacked by hackers, or may involve crimes such as the transfer of illegal assets. Investors are requested to participate in the decision, fully understand the team background, know the overall framework and ideas of the project, reasonably estimate their vision, and rationally participate in token crowdfunding.

4. Other instructions

(1) This White paper is only used for the purpose of conveying information, and does not constitute any investment advice, investment intention or induced investment.

(2) This White Paper is not formed or is not understood as any sale, or any invitation, any form of securities, nor a contract or commitment of any form. MAS Metaverse clearly indicates that the relevant interested users clearly understand the



risks of MAS. Once they participate in the investment, the project participants say that they understand and accept the risks of the project, and are willing to bear all the corresponding results or consequences for this purpose.

With the continuous development of technology, people constantly integrate the concept of NFT and metaverse into life, thus greatly promoting the ecological development of the metaverse, and continuing the metaverse ", thus giving users greater benefits and power. Attracting more and more users, the entire NFT industry will enter a period of NFT2.0 development.

Now the top public chains also indicate the active layout of the NFT2.0 track. The leadership of the club has become the mainstream development trend. Music Square World Club is sharing the major NFT entrance with the public and sharing the yuan universe arena together. By then, Metaverse will be the main base for many players and entertainment developers, and the ecological value of MAS will be fully developed and released

