How to Metaverse?

Like Really!

before Metaverse exists

I want?

Metaverse v0.5

Projection Based approach

VS

Wine or Converter/Compatibility approach

Glossary

1. Environment Plane.
2. Body Agent.
3. Interaction Space.

Description

Game world, running instance on a server.
Existing Virtual World, composed of;

1. Environment Plane.
2. Body Agent.
3. Sensing System.

For comparability, local Client instance launched/emulated

Description

As a Camera
System seamlessly converts observable experience e.g Scene into a Streamable object - comprised of series of matrix including but not limited to; geometry, texture, light, etc.

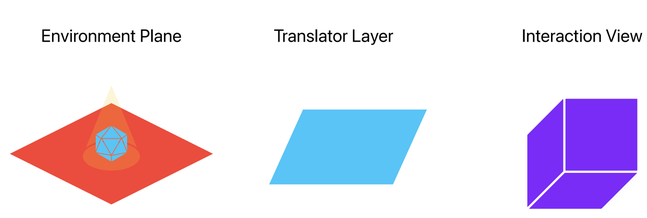
As a Body
System adopts available controls and put itself into the Environment Plane as native agent to the Environment.

Description

VR room, that is used for;
1. Spatial mapping of the user's room.
2. Waiting room
3. Virtual environment
4. Interaction hub
5. Shared Space - for collaboration

Glossary

1. Environment Plane.
2. Translator Layer.
3. Interaction Space.



Description

Game world, running instance on a server.
Existing Virtual World, composed of;
2. Environment plane.
3. Body Agent.
4. Sensing System.

Description

Main point here is to merge Interaction View with world through conversion Layer.

It is similar to how Wine operates, it requires working with Application level domain, by injecting into the running .exe of the Virtual World client. And then projecting the view on the Interaction View with conversions made for interactions.

Description

VR room, that is used for;
1. Spatial mapping of the user's room.
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And then comes Theoretic Approach

Metaverse v1.0

Using Emerging properties of Experience

Emergent approach to the Metaverse

Glossary

1. Interaction Space
2. Experience Space
3. Cog
4. Pipeline
5. Storage
6. User Tier 1
7. User Tier 2
8. User Tier 3.
9. Creation Mode

Good!

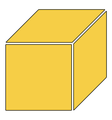
Emergent property

Interaction Space

Description

VR room, that is used for;
1. Spatial mapping of the user's room.
2. Waiting room
3. Virtual environment
4. Interaction hub
5. Shared Space - for collaboration

Experience Space



Description

Emergent space created as a sub product of information stream, combined with perception processing of the User, brain facilitates information in such ways that it creates a cohesive Experience from different Senses, with emergence of time and reality around user's perception.

Becoming an experience, key problem here to reimagine current ways to provide information to User senses in the less ambiguous way

1,2

Tier 1
Name: Nova
Observer + Interaction

Description

See > Metaverse v0.5, Body Agent.

Newly created User adopts this LVL of awareness in metaverse.

Which provides;
1. Access to all public worlds.
2. Grants basic rights to observe and interact on their own behalf with and inside Metaverse.

Tier 2
Name: Citizen
Observer frequent in specific words.

Description

System that seamlessly converts observable experience e.g Scene into a Streamable object - comprised of series of matrix including but not limited to; geometry, texture, light, etc.

System adopts available controls and put itself into the Environment Plane as native agent to the Environment. This includes preservation of visual aesthetic, features.

Tier 3
Name: Eidelon
Observer + Creator

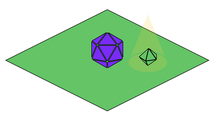
Description

System that seamlessly converts observable experience e.g Scene into a Streamable object - comprised of series of matrix including but not limited to; geometry, texture, light, etc.

System adopts available controls and put itself into the Environment Plane as native agent to the Environment. This includes preservation of visual aesthetic, features.

6,7,8

Creation Mode



Description

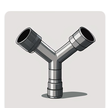
In Metaverse editor mode

Anything that exists in the metaverse can be edited combined, duplicated.

For creating new objects or worlds, basic toolset provides materials, textures, ability to shape both objects

9

Pipeline



Description

This is the network layer encompassing.
1. API Auto generation RPC, eg. OpenAPI, etc.
2. Data conversion
3. Load balancing

Interoperability Layer

Description

1. Need more research.

State based Persistency

Description

State based approach with persistent encoding of the state.

Encoding at this moment doesn't really matter, but the point is that every part of the chain can offload its state into global IPFS type storage.

Tied to one another in the snapshot through ECC (Elliptic Curve Cryptography)

Problem - too old and might not work out.
But concept is strong.

3,4,5

Description

Self explanatory tutorial system that has no rules except for progression.

Level of progression could be death of the user. The more user tries to "Level UP", the Harder it becomes

user types

+ tutorial
Rule based
Sandbox type

Why this Tier List needed in the first place?

1. Reduce User overwhelm
2. Provide natural progression Spiral
3. LvLs!

↳ See Integral Theory