



MESHMILL

Engage Gamers on the Biggest Gaming Platforms with Web3 Technology

About MeshMill

MeshMill is a team of game developers who have collaborated on diverse game projects for diverse audiences. Their specialized expertise and complementary skills are in Web3 technology, AI, XR development, and Lean Startup.

Problem MeshMill Solves

1. Web3 games mainly run on web browsers, which has <1% of the total gaming audience, significantly reducing their total potential reach and sales. Players are largely on consoles, PC, and mobile devices.
2. Popular engines like Unity and Unreal don't have tools necessary to build games you can play on any device that also connects to blockchains and utilize NFTs.
3. Currently, developers have to build games for different blockchains and wallets which increases the cost and delivery time.

MeshMill's Solution

The solution is MeshMill, Web3 tools that open closed gaming ecosystems and lets game developers focus on what they do best—make quality games.

What MeshMill Offers

Easily create
Web3-based games on
mobile and consoles

Use your preferred game engine
UE4
Unity
Custom Engine

Mint in-game NFTs directly
from a game engine

Connect to existing wallets on
your favorite blockchains

Discover MeshMill

Straightforward Minting Process

Its minting process is comparable to the simplified method used by blockchain powered marketplaces for basic 2D NFTs.

Play-to-Contribute

Useful to boost user-generated content in game and retention

Engage Gamers

Build NFT collections; mint NFTS through gaming besides selling/trading; use NFT game assets in mobile and console games; and track bonus content and other related digital items.

Pricing

Unreal & Unity Game Developers

\$30 Plugin, 5% from published games

2.5% from NFT minting and sales

Enterprise

(customization)

\$1,000/Seat/Year Subscription Fee

Includes premium support

THANK
YOU

For more info contact
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