



# RYWAVE

Reignite the music spark.

Whitepaper v1.2

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Written by the Rywave core team



#### VISION:

Rywave strives to create a safe, vibrant and diverse music sharing, developing environment

#### ETHOS:

To ignite the spark in the art of music.

#### MISSION:

To enable emerging artists to fully utilize their talents and reach audiences faster.

#### WHAT ARE WE?

Our Web3 Music Ecosystem utilizes blockchain technology to achieve decentralization, transparency, monetization by design, and genuine connections between the artist and the listener.





## ABSTRACT

At Rywave, we are creating the next-generation ecosystem for exchanging, creating, developing, and sharing music. Our vision extends beyond the formally defined principles of modern music and looks to encourage the decentralization and equal-opportunity principle for all members.

The platform serves as a network of the music community, uniting artists and users in collaboration through the Rywave Ecosystem which enables transparency, streaming, and management insights. Most importantly, it cuts the middleman and makes the artists in charge of distributing their music directly, forming a genuine connection with the audience.

## INDICATING MODERN DIFFICULTIES OF THE MUSIC INDUSTRY

Emerging artists, who are yet unknown, often have a hard time finding the right spots to showcase their talent. They hardly ever get paid a fair amount of money for their efforts, and their working conditions are often unacceptable. Artists frequently get offered gigs with no payment, while venue owners compensate low payments by giving the artist exposure. Moreover, shorter than ever attention spans require artists to provide constant artistic movement.

The Internet a.k.a Web 2.0 is a remarkable medium of creativity and collaboration. Despite its best efforts, we believe it is unsustainable when resolving artistic collaboration and production due to two main reasons: firstly, the problem lies within the deep web of intermediaries. The artist sits at the bottom of the food chain while record labels and publishers consume all the royalties. Secondly, it has become increasingly consumer-oriented. Due to the massive amount of consumer demand, it seems the music industry is genuinely more interested in featuring attraction, not quality. Rather than igniting artistic and Patreon collaboration, the Internet serves as a reminder of the ultra dopaminergic fast supply-and-demand action-fueled industry. Still, the internet has somewhat democratized the process of entry into the mainstream to a limited extent, as shown by the rise in popularity of SoundCloud, TikTok, and runaway streaming hits, but success via that avenue remains very much a function of luck, chance, and fierce marketing. Connections within the music industry and contacts amidst record labels are still the best bet at reaching the masses.

It has become increasingly hard to find, allocate, share and develop music as all marketing, material equipment, concerts, and live coverage have become expensive. The ultrasonic music industry has transformed into an agency-based system, allocating only 12% of the money to artists, suggesting a shift in record-deal policing. We wish to break down the music procedures by establishing a self-sustaining and promoting platform where musical quality is not being neglected, but rather continuously improving and thriving.

The traditional artistic scene has become increasingly exclusive and notorious. A very small amount of artists make up the majority of songs/revenue produced in the music industry. It has become easier to develop and feature your music at the same time it has become increasingly hard to establish yourself within the music industry. Furthermore, the music industry has consolidated over giants, such as the Universal Music Group and Sony Music Entertainment.



## HOW DO WE ADDRESS THESE ISSUES?

We aim to overcome these limitations by offering an artist-first platform where we can create and share their beloved art with the community at no cost. Our focus is on providing a transparent music ecosystem granting full access to checking and verifying streaming and transaction data, as well as deals and costs surrounding artists' making.



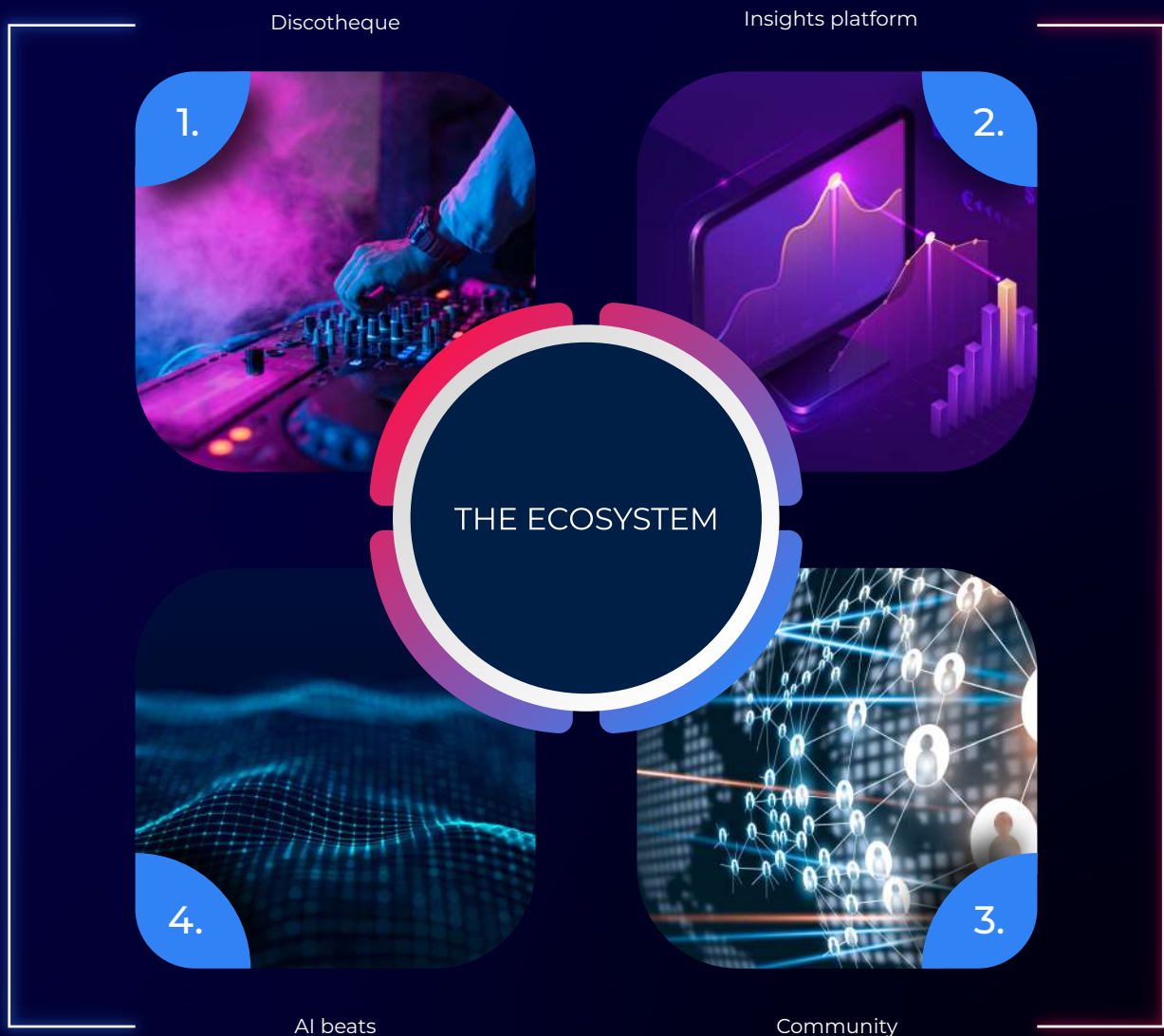




## THE ECOSYSTEM

We are developing a music ecosystem where artists become creators of intellectual property, as well as creators of their artistic presence. It stands as a public distributed ledger/network where artists can connect with the community by issuing digital art. Anyone with a wallet and a public address can participate. By doing so, artists gain full access to their internal portfolio for managing all insights, showcasing all revenues, streaming data, and audience demographics, as well as having the option of organizing tours, planning promotions, and crowdfunding resources. Throughout the network, each address is assigned with a distinct reputation score pointing out trust established by other peers. The higher the reputation score, the higher the rank this artist holds in the community's integrity manner, and the higher their chances are of conducting future deals and obtaining a larger fanbase.

All deals and agreements are conducted via smart contracts. Therefore, any participant can be held accountable for faulty actions. Network transparency ensures all deals can be viewed and verified. All participants can therefore see how much revenue a certain album was generating as well as how costly the prearrangements were.





## THE DISCOTHEQUE

At its core, it serves as the music NFT streaming platform connected to the blockchain. The platform is a great promoting opportunity for artists to showcase their art, connect to their fans, and seek promotion. Once signed up with their public address of the Crypto Wallet, they will be granted full access to the Insights Platform and their personalized portfolio. Listening to their favorite artists. members of the community will be able to connect to the streaming platform, vote for best performing artists, conclude promotion deals, give donations, and interact with the community.

### Each song is an NFT. Here's why.

- NFTs being digital assets, artists receive full ownership over their songs. Tracks can not be interfered with, are immutable, and cannot be transferred without the approval of the owner.
- Being a Rywave NFT holder, you will gain access to numerous utilities
- Artists can tie their digital assets to their own exclusive events and benefits, such as concert tickets, giveaways, and more.
- Each NFT can be upgradable, meaning modifications and remixes are possible on the track. That is a solid way to bypass modern legal tenders that occur with tempering music.
- Since the record of ownership is tracked within NFT Metadata, the artist can receive the royalties on the already-sold songs, even though he is not the direct owner. Such an agreement would have to be imposed on the smart contract between the two owners.
- Artists can issue their own NFTs linking the digital asset to their utilities, concert tickets, fundraisers, and limited edition utilities.
- Artists will be able to launch their own NFT collection using our automated minting tool. Launching an entire drop or going the other way - launching an album.

### Form of payment:

- Micropayments - the pay-per-stream model: tiny amounts of our native token will be transferred from the user to the artist per each stream made. With each stream, an artist will receive a micropayment. This functionality allows that all royalty payments can immediately be transacted directly to the artist's revenue.
- Subscription model: we will be imposing an optional subscription model for the more engaging Discotheque users. It consists of: users getting access to more app themes, playlist modifications, profile backgrounds, animated avatars, special roles&badges, personalized content, live stream sessions, and selected AI features.

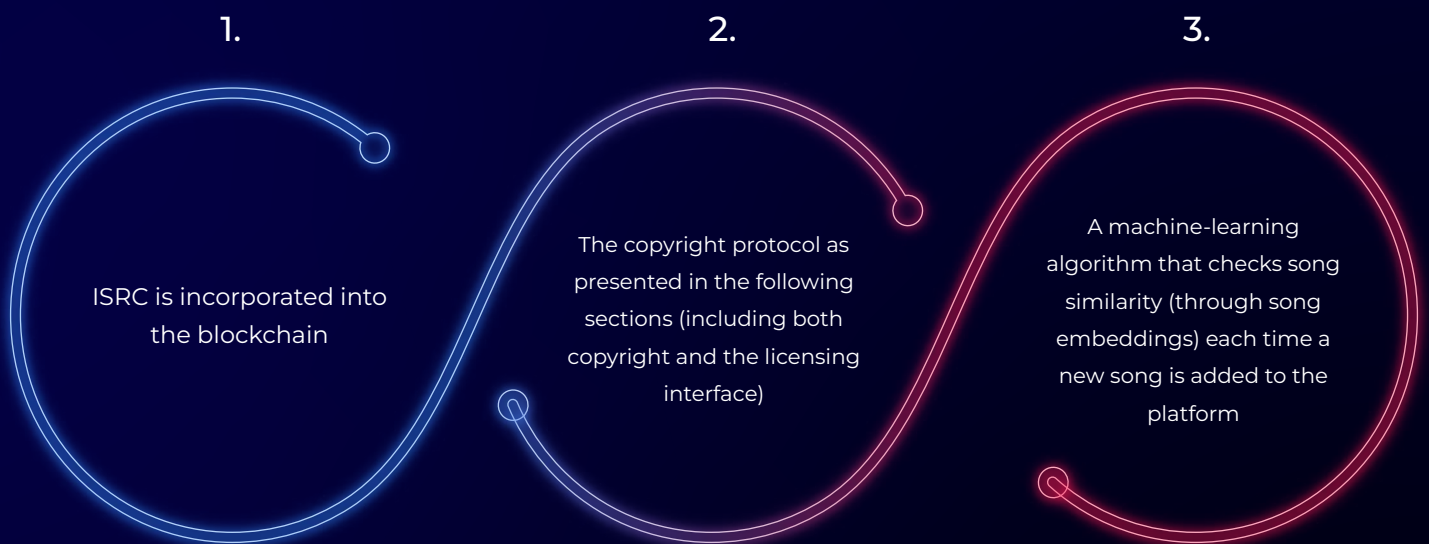


## COPYRIGHT PROTOCOL

Music copyright designates legal ownership of a musical composition or sound recording. This ownership includes exclusive rights to redistribute and reproduce the work, as well as licensing rights that enable the copyright holder to earn royalties. Music licenses are the primary way artists can receive royalties for their music, by giving legal permission to someone who'd like to use their work.

By acquiring music rights, these companies can reap the money from royalties, licensing, brand deals, and other revenue streams that would have gone to the artist. Rywave has to be a modern & secure way to publish and stream your work without the need to run extra surveillance for another artist copying your art. Licensing agreements will have been made available as per interactions between platform users/artists.

We intend to incorporate three main components as part of building a true landscape of ownership and protection:





## THE INTERNAL COPYRIGHT PROTOCOL:

We would be establishing an internal protocol for music protection that would serve as an internal agreement among the artistic community. For each song, it would:

- first, check the similarity to other songs already streaming on the platform. The users would be sent a warning with a linked address to a song they resembled on the streaming platform. They would have to provide proof of their authenticity or provide an address on the blockchain pointing to the licensing agreement between the two parties.
- if the track doesn't match previous tracks and/or it provides the proof of a licensing agreement, then a digital timestamp of the song would be generated. This timestamp includes 3 things exactly:
  - time&date the song was created
  - the embedded vector of its song (could be a hash as well)
  - a mathematical hash function that includes the artist's digital signature, its public key, and the song hash
- once the song contains the digital timestamp, it is uploaded as a non-fungible token (NFT) to the platform, its digital timestamp is distributed across the network of peers.





## THE LICENSING INTERFACE

Music licensing is the licensed use of copyrighted music. Music licensing is intended to ensure that the owners of copyrights on musical works are compensated for certain uses of their work. A purchaser has limited rights to use the work without a separate agreement.

It will serve as a precomputed standard of 5 possible licensing agreements that the user/producer/artist will be able to arrange with the initial artist. The ability to redistribute and share other artists' music is possible because of our internal protocol on the platform and because each track is protected by government law. Our licensing agreements will be integrated as smart contracts between the two parties on the network, allowing speed, transparency, and zero bureaucracy.

### The 5 standard licensing agreements on the Rywave Ecosystem:





## THE BENEFITS FOR THE ARTISTS:

- Streaming Platform with full control that allows you to reach and interact with wide audiences
- AI Beats: an exclusive program to help you design the perfect beat for your track. Feel free to read more under the AI Toolbox section below.
- Weekly Contests and giveaways: artists will be given a chance to compete in weekly community-driven contests where the best artists and/or tracks will be decided via voting. The Discotheque will keep track of the best performers and will award them accordingly.
- Tutoring / promoting: the plan is to provide artists with instructing options as they develop their music careers. Rywave serves as a provider of promotion to artists who seek to reach a greater audience with their music.
- Collaboration with known artists / AMA's

## THE BENEFITS OF JOINING THE COMMUNITY

- Liquidity pool: all Neonite NFT holders are eligible to participate. The liquidity pool will be assembled to collect and redistribute money back to the holders upon minting. Following the roadmap, the liquidity pool will serve as a resource for future endeavors, projects, collaborations, promotion, community funding, and more.
- Access to the AI Toolbox, community events, the billboard site, and club access
- NFT holders will be granted club access to tickets & discounts
- Those active in the community and/or sharing similar ideology will be asked to join the team either as moderator, designer, instructor, engineer, or marketer.

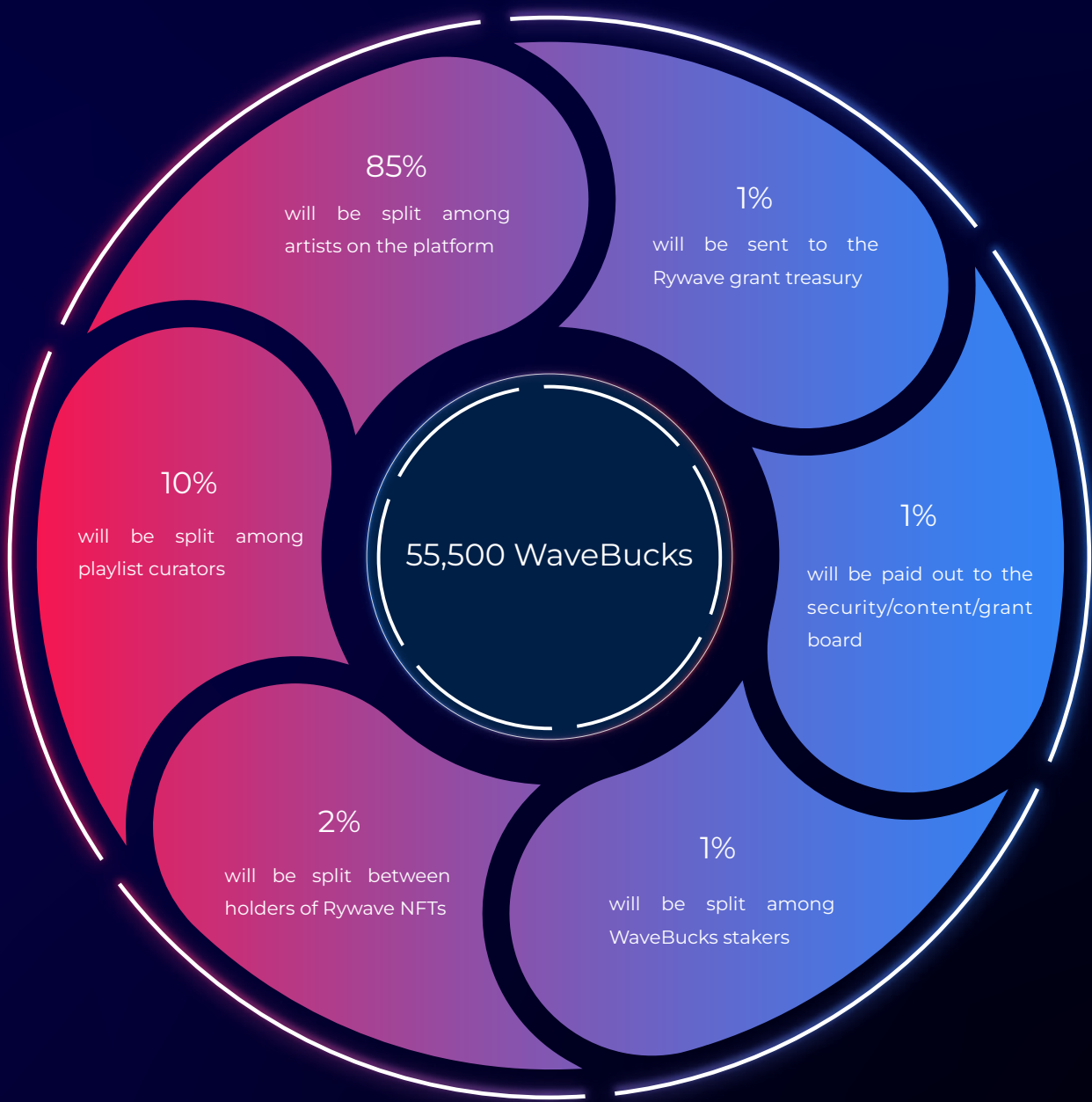


## TOKENOMICS

WaveBucks is the in-app currency of the Rywave platform. It exists to reward users for participating in the ecosystem, from actions such as uploading tracks and curating playlists.

The inflation of WaveBucks will be fixed, and we will constantly introduce new features that have an important role within the ecosystem.

One of our current proposals is to issue \$WB as an internal currency of the platform, with the possibility to withdraw these as banknote-looking NFTs denominated in 5000, 1000, 500, 100, 50, 10, and 5 “dollar” bills. Users will be able to deposit and withdraw these on the platform and trade them in secondary NFT markets.





#### 1%:

- Funds from the grant treasury will be used for community events such as remix contests, airdrops, artist grants, and other fun things we can do within the community.
- A portion of tokens will be paid out to elected community members that have crucial roles within the Rywave ecosystem. Think of it like a payslip for all employees, the DAO members
- Users who have bought or earned WaveBucks can stake these and earn interest on their tokens, which comes from the daily inflation. 1% of the inflation will be shared among all staked WB in the "WaveBank". We may also introduce other types of "pools" where stakers will earn tokens from other projects

#### 2%:

- The share will be distributed among users that have their NFT(s) unlisted from major NFT marketplaces. Take into consideration that we will issue a second-generation Rywave collection that will increase the inflation of WaveBucks. However, it is the first generation that will yield the most credits.

#### 10%:

- The number of tokens earned will be determined by playlist streams, likes, and reposts.

#### 85%:

- The number of tokens earned will be determined by activity, plays, likes, reposts, and chart listings. Having a track featured in a genre top chart will increase earnings.



## THE UTILITY OF THE TOKEN

### - Unlocking cosmetic-NFTs

(For example: If a photographer/graphic designer gets their work used as a background picture on Rywave, they will receive royalties for every time their work has been bought or traded on the market.

### - 0.50% burn fee on all sales

Artists will be able to sell their own NFT-based music records, music videos, tickets to events etc. A fraction of each transaction using WB on the platform will be sent to the burn address.

### - Track promotion in the 'Discoteque'

Users can spend their \$WB in order to display their uploads in the "Discoteque". Each of these transactions will send the \$WB spent to the burn address.

### - Fan emblems

Fans can receive/unlock special emblems from being top supporters of a specific artist. For example: If a user has been a "superfan" for over a year, they will receive a fan emblem which can be displayed on their profile. We may also make these tradeable on markets (blockchain history will always prove who was the one to earn it).

### - Unlocking user ranks

Users can spend (and burn) \$WB in order to increase their "ranks" in the ecosystem. The higher rank you have, the more privileges you will have within the platform, such as:

- Discounts on track promotion in the Discoteque
- Smaller transaction fees (reduced burn fee)
- Boosted APY when staking \$WB in the WaveBank
- Boosted \$WB earnings from uploads and playlists





Besides using tokens to increase user ranks, this can also be done from achievements made on the platform, such as chart listings, superfan subscriptions etc. Each of these will add up points that can be used to unlock a new rank. In practice, the \$WB tokens can be exchanged for these “points” that are needed to unlock the next rank.

#### **- Repost & Playlist Market**

We will set up a separate service where users can trade reposts and playlist placements with each other. It will also be possible to pay other users in WB to repost their tracks.

These trades can be locked in by using smart contracts so that the tracks cannot be removed during the agreed trade period.

#### **- Second generation Rywave NFTs**

We will issue a second generation of Rywave NFTs that will only be redeemable with \$WB tokens. These NFTs will earn half the amount of the first generation RyWave NFTs, but each of them will be considered as one vote within the platform governance board.

#### **- Sponsored drips**

Crypto projects will have the possibility to sponsor artist payments on Rywave, using their own (liquid) token. Sponsors will need to pay a burning fee in \$WB tokens to host the airdrop.

#### **- Tipping**

Besides purchasing digital merchandise, users will be able to tip users directly in \$WB. A small percentage (0,5%) of the tipped amount will be sent to the burn address. We may also allow tipping in other tokens.



## WHY THE METAVERSE?

There are several reasons why establishing a virtual music ecosystem is beneficial to artists. We believe the Metaverse provides a unique opportunity for the music business, as we aim to disrupt the common business strategies by providing a truly open music-sharing and promoting platform. Skyrocketing royalty fees and zero reassurance days are over. Modern business nuances do not take into account the artistic creativity of each and every artist, and this is where we see our greatest opportunity. Providing the artist with the tools to create and share music, limitlessly will grant them full control over the management of their careers. A new music paradigm is taking place, imposing an opportunity for new artists to reimburse through collaboration. One can organize exactly how he/she wishes to sign and present themselves to the world, either through concerts, promotion, character development, or other events. Lastly, the Rywave will serve as a new beginning for the artistic world, providing the freedom of design, promotion, and expansion.

## ARTIFICIAL INTELLIGENCE BOX

We pride ourselves on using great technological achievements to reach unique and prosperous artistic products. With that purpose in mind, we have developed several AI tools to help our members and artists create more, faster.

### 1. Gas fee Predictor Model

The cost of gas fees fluctuates with the supply and demand for processing power. Therefore, we wanted to provide the community with a cool method to create an accurate gas fee tracker using machine learning.

### 2. AI Beats

Our plan is to help artists reach artistic growth by providing them with an AI-built tool to recommend and provide useful information for improvement. The tool is perfect for new as well as established artists in the sense that it enables a variety of musical essentials and modifications anyone can use. It will be made available in phase II of our roadmap, allowing users to interactively create, develop and share their music. The AI Beats comprise of three modules:

- The Producer: In an attempt to recreate human music generation, we have designed the LSTM generative adversarial network. Utilizing the Groove dataset (<https://magenta.tensorflow.org/datasets/groove>) we have assembled the ultimate NFT generator.
- The Modifier: at this stage of our development it is assembled out of 8 different modifications, including 8D Audio and Autotune, providing the artists with a rich palette of possibilities.
- The Recommender: the last of three modules will help artists with on-site recommendations on how to improve their tracks using the technology and the metrics.



## CONCLUSION

We strive towards making music an enjoyable art form and business, where one can focus on producing quality music through endless promotion and technical opportunities. We believe there is intrinsic value to establishing a free-for-all platform for music development, sharing, and promoting, which will be our main mission as we march towards the Metaverse.

***We wholeheartedly welcome you to become a part of the Rywave family!***

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## DISCLAIMER

The information shared in this white paper is not all-encompassing or comprehensive and does not in any way intend to create or put into implicit effect any elements of a contractual relationship. The primary purpose of this white paper is to provide readers with pertinent information to enable them to embark on the metamusic journey.

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