WHITE PAPER

virtual

The Rise of New world

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INTRODUCTION

Is "metaverse" a buzzword or a reality? Over the last couple of years, the focus has shifted towards the idea of Metaverse, which has now launched into mainstream digital knowledge.

Until now, you may not have heard of Virtual-X. 'Is it the digital revolution....', Is it a new reality? Here is everything you need to know.

"Virtual-X is a revolutionary metaverse platform that allows users to engage and socialize inside a virtual universe in an immersive setting. It enables millions of individuals to interact, collaborate, and explore in a single virtual place."

Virtual-X brings up a new world that is virtually developed and programmed, the evolution of the future and reflection of the physical world, and the final stage of a metaverse where the world will hyper-connect. We aim to bring people together in a parallel world built for human interaction.

WHY VIRTUAL-X?

To extend opportunities for business, marketing, education, socialization, and entertainment.

Virtual-X unlocks new ways to interact with the world. In the past few years, the outbreak of COVID-19 has adversely affected the world. People were locked in their homes, and countries faced crises that gave rise to unemploymentand depression, which has damaged the world economy.

So, the focus was shifted towards creating a meta world. The COVID-19 pandemic accelerated communities based on virtual and extended realities, such as the gaming world and VR-based websites, making digital lifestyle changes. The COVID-19 crisis pushed us towards virtual reality.

1. A Brief History

Neal Stephenson (a science fiction novelist) first came up with the idea of "The metaverse" in his novel Snow Crash, which was published in 1992. He meant to make a computer-generated universe and it took the form of a 3D simulated city. VIP users could obtain a VR display to gain access to the metaverse, while local people could only gain access through public terminals. It was an early example of a fictional metaverse that is now recognized by most enthusiasts. The term 'meta' means beyond, and 'verse' means universe, so the literal meaning of metaverse is a 'virtual universe'.

2.Virtual-X Technologies

Virtual-X is a blend of virtual reality and augmented reality. The technologies used in virtual-X are virtual reality (VR), augmented reality (AR), and mixed reality (MR).

Virtual Reality (VR): VR is a technology that is an alternative to physical world objects with a digitally built sense using software and headset devices. While using these devices, you entirely swap from the real world and, through a computer-simulated environment, into the virtual environment.

Augmented Reality (AR): AR is a technology that combines the digital and physical worlds. It uses computerized vision to identify the world's surfaces and objects using object recognition, facial recognition,and movement trackers.

Mixed Reality (MR): MR is a technology that combines augmented and virtual realities, allowing them to coexist and interact in real-time.

Extended reality (XR): XR is a catch-all term for all immersive realities (AR, VR, MR, and other similar automation-based technologies).

3. Virtual-X Frameworks

From networking to entertainment and everything in between, Virtual-X gives you a complete framework to do whatever you want. It is an endless, exclusive experience. The next big thing in the world and the future of generations.

3.1 Infrastructure and Real Estate

We are offering a parallel world in which you can purchase any land, building, or commercial area. These buildings can be utilized for any business purpose, including advertising and promotion of your business and marketing purposes.

3.2 Virtual Buildings

In the Virtual-X world, you can purchase any publicized and reputed building in the world that can be utilized for many purposes. People can initiate and run their businesses, buy, sell, or exhibit anything in these virtual buildings. They can be accessed from anywhere.

3.2.1 Establishment of 3D Business Models

Users can create, manufacture, and build their business models in virtual spaces so that they can deliver, buy, and sell their business products and services in a variety of economic, social, and cultural contexts.

3.2.2 SDK Support for Business Models

Users can customize their virtual personalized space with the help of SDK support provided by virtual-X that adds value to your business.

3.3 SDK Support for Customizing your locations

Adding value to your business by customizing your products and services Virtual-X will help you grow your business and add value to it.

3.3.1 Immersive Commerce: Online Stores & Shops

We provide you with virtual spaces and 3D building models to carry out immersive commerce (buy and sell products or services for online retail,

3.3.2 Networking and Social Connections

Users can connect and interact with others and create social networks without any distance limits.

3.3.4 Travel and Recreation

Visit and explore any place in the world with Virtual-X. It gives a completely immersive and exclusive experience.

3.3.5 Learning and Education

A virtual-X opens opportunities for virtual learning. Users can build virtual educational institutions and conduct seminars within a virtual setting.

3.3.6 Entertainment

Virtual-X creates opportunities of virtual space to create live cinemas, launch series, album releases, and live streaming for singers. This platform includes creating rooms for friends and family to bring fun and excitement to your life.

4. Mission

We strive to offer the best services for our customers with the utmost convenience. Our goal is to offer the world's most secure, efficient, and revolutionary metaverse, and to bring a virtual world into existence.

5. Value Creation

At Virtual-X, we unveil the most advanced ways to immerse people in a virtual world using the latest technologies, and we guarantee safety and ease for our customers, giving them access to the world of their dreams in which they can create, design, and acquire anything.

6. Roadmap

2019 | **Idea Generation**

Sep 2021 | **Virtual-X Development**

Dec 2021 | **Website Development**

VX Coin Pre-Sale | Jan 2022

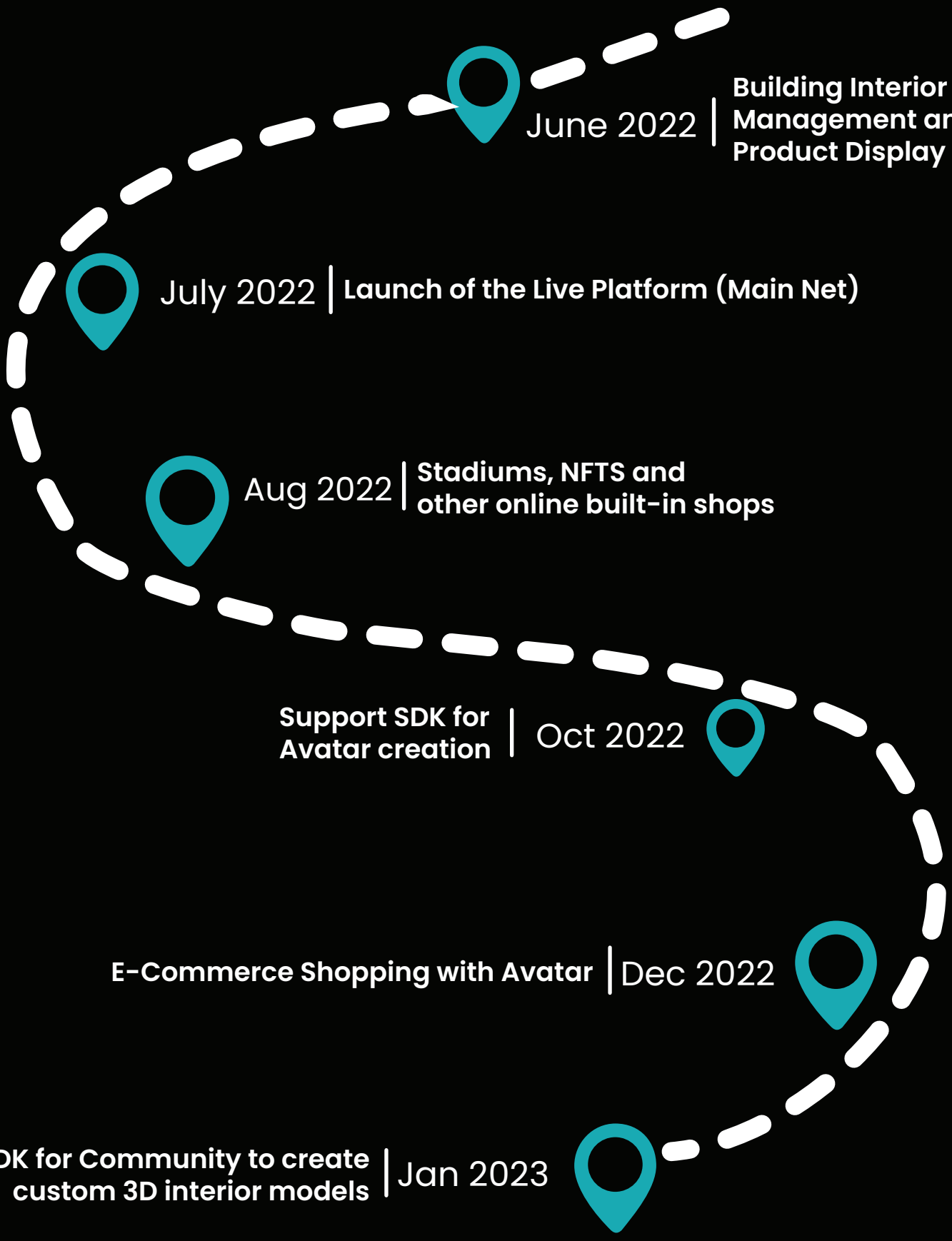
Listing on the Pancake Swap | Feb 2022

April 2022 | **NFT Building Marketplace**

May 2022 | **Blockchain Development**

Master node development (POS, POW, POR (proof of rendering)) | June 2022

6. Roadmap


June 2022 | Building Interior Management and Product Display
July 2022 | Launch of the Live Platform (Main Net)
Aug 2022 | Stadiums, NFTS and other online built-in shops
Support SDK for Avatar creation | Oct 2022
E-Commerce Shopping with Avatar | Dec 2022
SDK for Community to create custom 3D interior models | Jan 2023