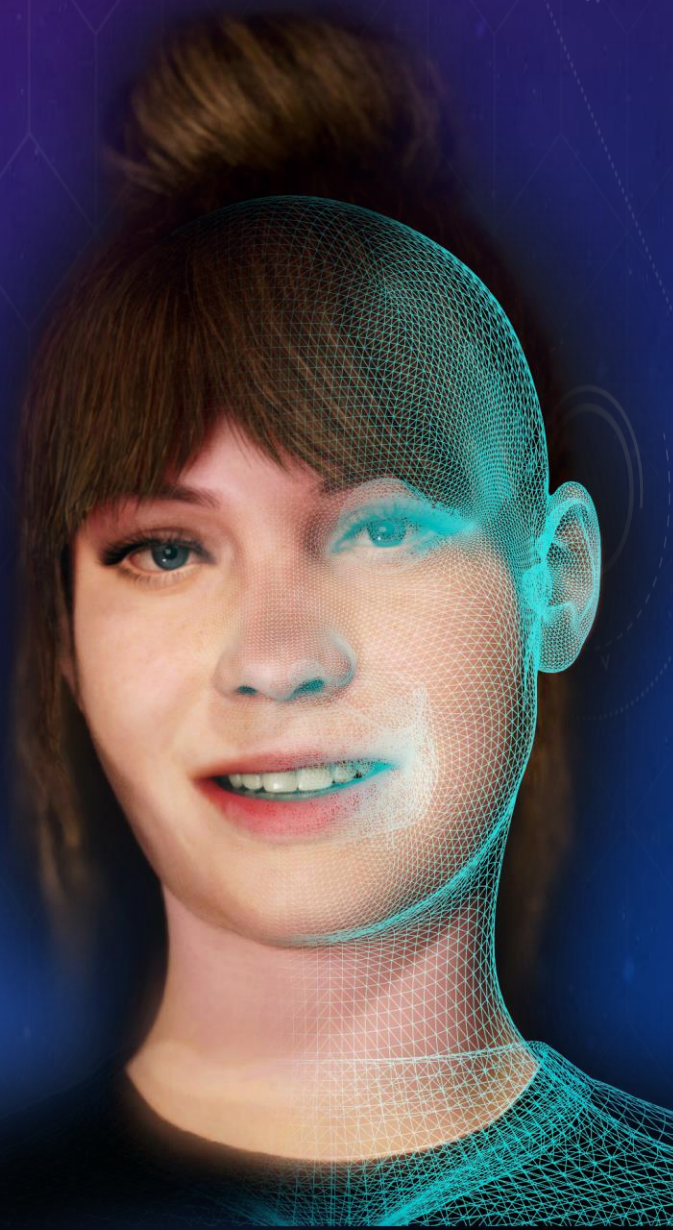
EDDON METAVERSE

WHITEPAPER

My Google Map & YouTube for premium Virtual Worlds!



METAVERSE
WEB3

V 4.1 FINAL

Whitepaper Content

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What is the Aeddon Metaverse

Aeddon Metaverse
is the next-generation B2B, B2C and B2B2C Metaverse Platform.

Aeddon's cutting-edge platform offers template based and tailor-made solutions across industries, enabling users and companies to build immersive virtual experiences that drive customer engagement and revenue.

Our project focuses on providing Metaverse as a Service in a never seen before, Hollywood-style graphic quality.

Many Metaverse use cases, like ecommerce, virtual traveling & tourism, showrooms and exhibitions, only make sense in a very high graphic quality Metaverse. The Aeddon Project is motivated and driven by the absence of such a high-quality and holistic approach in existing and well-established Metaverse platforms such as Sandbox, Decentraland and others. This deficiency in delivering high-quality graphics and a top user experience is also directly connected to the poor performance observed on these competitor platforms.

The Aeddon Project is revolutionizing this poor quality landscape, opening doors for those demanding high-quality use cases to flourish.

V 3.2

Target Market Overview

The target market for Digital-Twins and the Metaverse is vast and diverse, encompassing a wide range of demographics and industries.

Initially driven by gamers and tech enthusiasts, the Metaverse has rapidly evolved to a key technology of the future and spans already now numerous industries, reflecting the broad range of applications and opportunities in these emerging technologies. Their appeal extends to individuals, businesses, and organizations seeking innovative ways to enhance experiences, productivity, and decision-making processes, and to represent their brand, products and even processes in a modern, most appealing and effective way.

The transition from Web2 to Web3 within the metaverse domain marks a pivotal moment in the evolution of digital experiences. In Web2, metaverse projects were often fragmented and have been realized by proprietarien stand-alone solutions.

With Web3, we're witnessing the emergence of a more interconnected and user-driven metaverse ecosystem. This shift introduces decentralized technologies like blockchain, enabling true ownership of digital assets, virtual identities, and data. It fosters open standards, interoperability, and user empowerment, where individuals can seamlessly navigate within the metaverse. Web3 and the metaverse promotes a more inclusive, immersive, and user-centric virtual world that extends beyond gaming into areas such as education, commerce, and social interaction, promising a future where individuals have greater agency and control over their metaverse presence and interactions.

This shift from Web2 to Web3 in the metaverse forms a new emerging market that yet needs to be fully established, and represents an enormous potential for growth within the next 5-10 years.

The growth potential of the metaverse is undeniably significant, with experts and industry analysts predicting a transformative impact on various sectors.

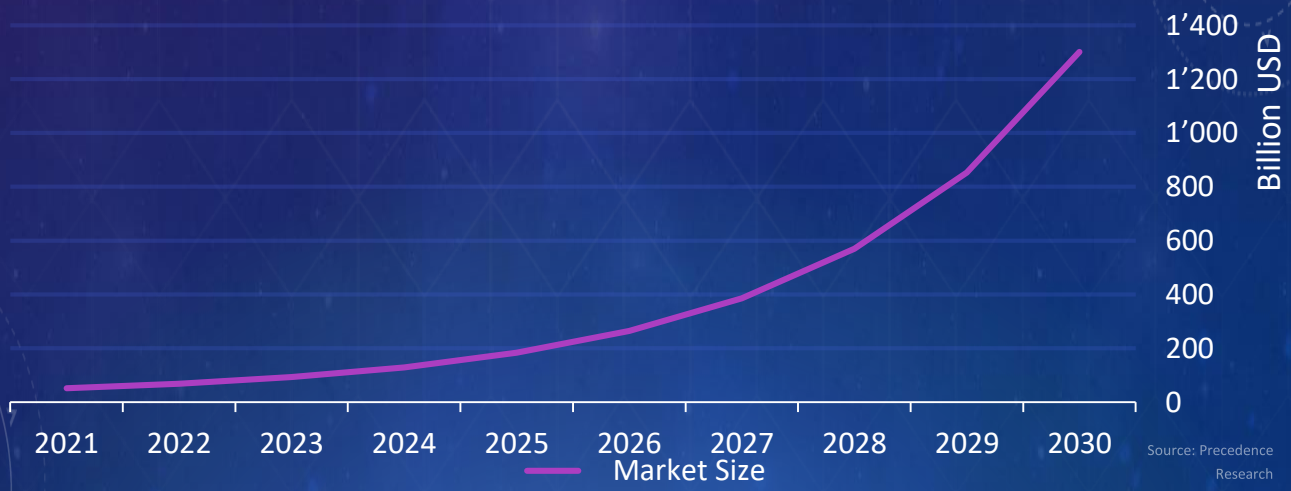
According to a report by Goldman Sachs, the metaverse could become a $1 trillion market by 2030, encompassing gaming, entertainment, education, and virtual commerce. Additionally, the consultancy firm KPMG notes that the metaverse has the potential to disrupt traditional industries, such as real estate and healthcare, by providing immersive and interactive experiences. Furthermore, a report by Deloitte highlights how businesses are increasingly exploring metaverse opportunities to engage with customers, conduct virtual events, and create new revenue streams.

However, the realization of its true potential has been blocked until now by technology limitations that allowed to delivery only poor graphics quality and very limited virtual world sizes, ultimately resulting in a very bad user experience.

But now, the latest technologies of today allows us to address this obstacles, and the time is ready to provide the best ever user experience and to enable the full realization of its true potential. Aeddon was born.

Metaverse – a rapidly growing market

GROWING >40% ANNUALLY



Source: Precedence Research

Target Market Virtual Traveling & Tourism

Virtual traveling and tourism in the metaverse offer a exciting glimpse into the future of exploration and adventure.

Imagine stepping into a world where you can effortlessly traverse breathtaking landscapes, visit iconic landmarks, and immerse yourself in diverse cultures, all from the comfort of your own home.

This revolutionary concept transcends geographical boundaries, enabling individuals to embark on journeys to destinations that might be otherwise inaccessible.

Whether it's wandering through a virtual rendition of the Louvre Museum in Paris, attending a digital festival on the other side of the globe, or visiting the Giza pyramid complex on a guided tour, the metaverse is poised to redefine how we satisfy our wanderlust, fostering connections, and experiences that are bound only by the limits of imagination.

3D reconstruction of **Machu Picchu**, Cusco Region, Peru. (by virtualworlds.com)
Imagine guided tourist tours.
Shown in its real environment and exactly geo-located.

Target Market Real Estate & Construction

The potential of real estate and construction in the metaverse is nothing short of revolutionary.

In this digital realm, architects, developers, and real estate professionals can visualize and simulate construction projects with unprecedented accuracy and detail.

Virtual replicas of properties can be created, enabling potential buyers to explore spaces before they are even built, revolutionizing the way properties are showcased and sold.

Furthermore, smart contracts and blockchain technology can streamline property transactions, enhancing transparency and security.

Beyond that, the metaverse opens doors for architects to experiment with innovative designs, and for homeowners to customize their virtual living spaces to an extraordinary degree.

As the metaverse continues to expand, the real estate and construction industries are poised for a transformative journey, offering a blend of innovation and opportunity that could reshape the way we think about the places we live and work.

Visualization of a **new construction place** at the lake of Thun, Switzerland.
Shown in its real environment and exactly geo-located.

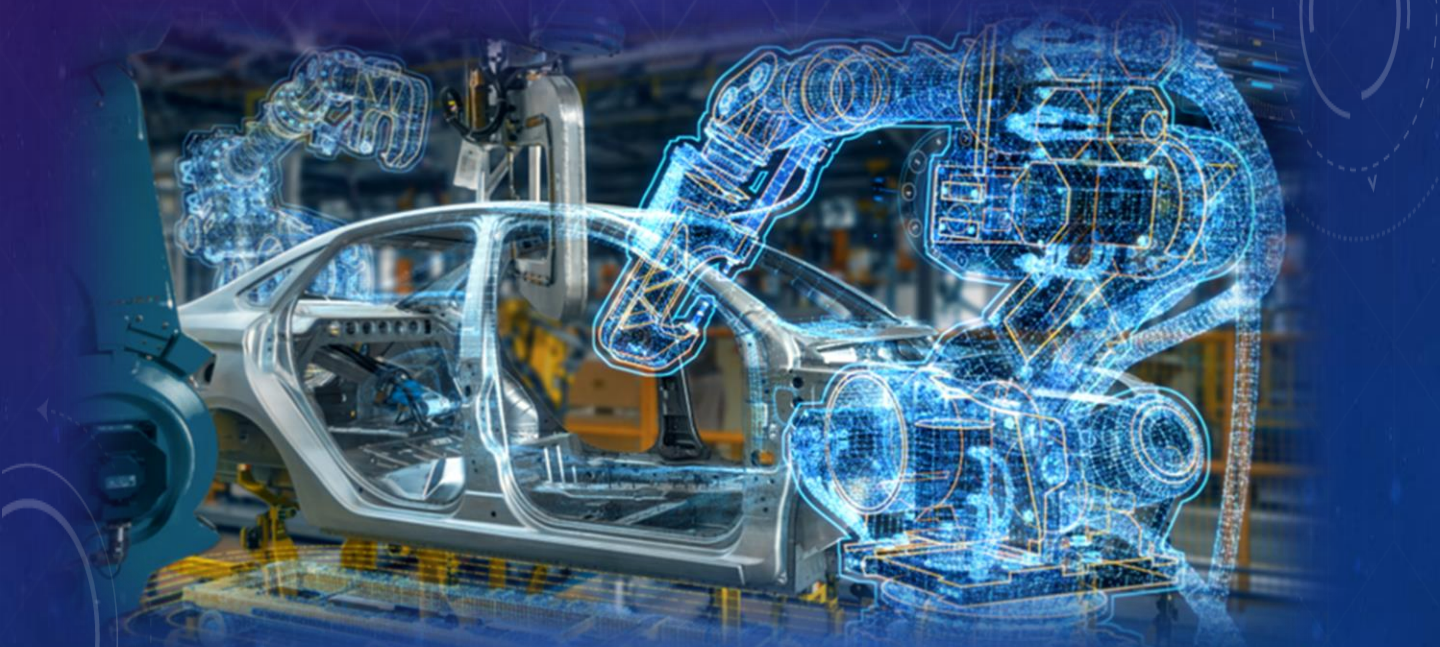
Target Market Industrial Digital Twins

Industrial digital twins in the metaverse unlock a realm of transformative possibilities.

These virtual replicas of physical industrial processes and machinery can offer unprecedented insights and control in a metaverse environment. Industries can utilize digital twins to monitor, optimize, and simulate complex operations in real-time, enhancing efficiency, reducing downtime, and minimizing resource wastage.

Furthermore, these digital counterparts enable businesses to create immersive training simulations and interactive educational experiences within the metaverse, allowing employees and learners to engage with industrial processes in a safe and dynamic manner.

As the metaverse continues to evolve, the synergy between industrial digital twins and this immersive digital realm promises to revolutionize how industries operate and innovate, fostering a new era of efficiency and productivity.



Visualization of a **car assembly line**.
Used to optimize efficiency and train engineers.

Target Market Business Hubs & Technoparks

Business hubs and technoparks within the metaverse represent dynamic digital ecosystems designed to foster innovation, collaboration, and entrepreneurial growth.

These virtual spaces transcend geographical constraints, enabling businesses and startups from around the world to converge and exchange ideas seamlessly. In metaverse-based business hubs, entrepreneurs can network, attend virtual conferences, and even showcase their products and services in immersive environments.

Technoparks in the metaverse serve as incubators for tech-driven enterprises, offering state-of-the-art facilities and collaborative spaces for knowledge transfers, research and development.

These digital landscapes are poised to redefine the future of work, providing a flexible, interconnected, and innovative environment where companies and individuals can thrive, adapt, and drive forward in the ever-evolving global business landscape.

Abstract visualization of **coworking with VR headsets.**
Breaking free from geographical constraints.

Target Market Ecommerce

Ecommerce in the metaverse is poised to revolutionize the way we shop and engage with products.

In this digital realm, users can immerse themselves in virtual storefronts, where they can browse, interact with, and purchase items as avatars. The metaverse enhances the shopping experience by combining the convenience of online shopping with the tactile and visual elements of physical stores.

Moreover, personalization reaches unprecedented levels, as AI-driven algorithms tailor product recommendations based on a user's virtual identity and preferences.

Brands can create immersive, branded spaces, offering unique and memorable shopping experiences, from trying on virtual clothing to exploring virtual showrooms. Overall, ecommerce in the metaverse represents a promising frontier that transcends traditional boundaries, offering consumers a dynamic and engaging way to discover and purchase products.

Visualization of **Aeddons Ecommerce approach.**
A fully featured ecommerce backend is already integrated.

Target Market Endless other Possibilities

Medical services in the metaverse have the potential to revolutionize healthcare delivery. Telemedicine can become more immersive and interactive, providing patients with lifelike consultations and even remote diagnostic experiences. Medical training and simulations benefit from highly realistic virtual environments, enabling healthcare professionals to enhance their skills and knowledge in a risk-free setting.

Showrooms within the metaverse offer businesses the chance to create captivating and interactive product showcases, revolutionizing the way consumers engage with products and services. Interactive customer consulting with real sales agents and AI assistance, together with customizer tools that allows the interactive change of product features are providing a first class user experience.

Entertainment within the metaverse is poised to redefine leisure and social interactions. From immersive gaming experiences that transcend current limitations to social gatherings in virtual spaces, the metaverse offers a rich tapestry of entertainment options. Virtual events, concerts, and performances bring people together across the globe, transcending geographical boundaries. As the metaverse continues to evolve, these domains will only expand in their potential, redefining how we interact with products, services, and our leisure time.

The Problems of Existing Metaverses

The main problems with existing and established metaverses can be summarized as follows:

- **Usability Issues**: Issues such as low graphic quality, limited virtual world sizes, the need for app installations, and often required downloads leading to long loading times block top user experiences.
- **Scam, Fraud and low level Metaverses**: There are countless metaverse projects out there, but most provide no metaverse at all and are designed to scam people.
- **Fragmentation**: Many existing metaverses are stand-alone solutions and are therefore highly segmented, lacking a unified and interconnected digital environment.
- **Lack of Standards**: The absence of industry-wide standards in metaverse development leads to interoperability challenges and a lack of cohesion.
- **Gaming-Centric Focus**: Many metaverses primarily focus on gaming, leaving a gap in addressing broader business and practical applications.
- **Proprietary Solutions**: Businesses often need to engineer their own proprietary solutions because they don't fit within existing metaverse frameworks.
- **Cultural and Linguistic Adaptation**: Metaverses are short of features that allow for seamless adaptation to diverse cultural and linguistic preferences. This is mainly due to the fact that they don't deliver a geo-located experience.

On the next few pages you can find more details about these pain points so that we can better understand them and also to understand why the metaverse is not yet where it should be.

Usability Aspects

- ✗ **Low** Graphic Quality
- ✗ Apps need to be **installed**
- ✗ **Long** loading times
- ✗ Often **download** needed

Highly Segmented

- ✗ **No** Holistic "Serve it all" approach
- ✗ A lot of **scattered "stand alone"** Metaverse Projects
- ✗ **No Standards** from Metaverse Providers

No Business Solutions

- ✗ **Focus** mainly on **Games**
- ✗ **Lack of** integrated Business Solutions
- ✗ **No** "Off-the-Shelf" Template based Products for different Industries
- ✗ Companies forced to engineer **proprietary solutions**

Missing Cultural & Linguistic Adaption

The Problem "Usability Issues"

Existing metaverses often suffer from low usability issues that detract from the overall user experience.

These problems include very poor graphic quality and very limited virtual world sizes, which can diminish the immersive feeling of being in a virtual world.

And as we've already described in our whitepaper intro, many Metaverse use cases, like ecommerce, virtual traveling & tourism, showrooms and exhibitions, only make sense in a very high graphic quality Metaverse. Such use cases are currently blocked or demand proprietary solutions, which in turn leads to a highly segmented metaverse landscape.

Long loading times can be frustrating and disrupt engagement, while the need to install dedicated apps or software creates barriers for users seeking quick access. Even worse, most of these apps don't support all common user platforms (Windows, Linux, Android, iOS).

Frequent downloads and updates can be cumbersome and deter potential participants, and are directly connected to long loading times.

Then there is the approach that a real metaverse can only be accessed with a VR headset. Of course VR headsets are cool, but this restriction blocks out 95% of the users who don't own such a piece of hardware.

These usability shortcomings highlight the need for a more user-friendly and accessible metaverse platform to unlock their full potential for a broader range of users and industries.

The Problem "Cultural and Linguistic Adaptation"

The absence of cultural and linguistic adaptation in existing metaverses is a significant shortcoming that impacts user engagement and inclusivity.

Many metaverse platforms overlook the importance of accommodating diverse cultural preferences and languages, resulting in experiences that may not resonate with users from different backgrounds.

This issue is closely linked to the lack of geo-location features in many of the existing metaverses. Without robust geo-location capabilities, metaverse experiences often fail to offer content and interactions that are tailored to specific regions or cultural contexts.

Consider a scenario where you explore two distinct virtual shopping malls: one situated in London and the other in Tokyo. In this situation, you'd naturally anticipate entirely unique immersive experiences, each offering a distinct atmosphere, product selection, and overall ambiance. However, if the geo-location feature is absent, this crucial element of differentiation is compromised, resulting in a metaverse that lacks the ability to cater to the specific cultural and linguistic nuances of each location, ultimately being able to only deliver a blended and culturally ambiguous environment.

As a result, users may feel disconnected or excluded from the metaverse's offerings, hindering the platform's ability to truly engage a global audience.

Addressing these challenges is crucial to creating a metaverse that is not only visually immersive but also culturally and linguistically immersive, fostering a sense of belonging for users worldwide.

The Problem "Proprietary Solutions and Fragmentation"

The lack of a high quality, geo-located metaverse platform forces many companies and organizations, who want to enter the metaverse, to develop their own proprietary solution.

This is bad for many different reasons.
Each of these projects are reinventing the wheel over and over again, missing out to profit from the standardized features that such a high quality, geo-located metaverse platform would provide. This is a massive cost driver, but even worse leads to other significant problems too.

Many of them are built on the wrong technology stack that limits their scalability and further expansion, which in turn leads to a huge technical depts in the future. Often, such projects need to be rebuilt on the proper technology stack to overcome those limits, and all the earlier project investments are lost.

Furthermore this stand-alone project approach leads to a highly segmented and fragmented metaverse landscape, and they are not embedded into a platform framework, which could offer several synergistic benefits, such as leveraging collective marketing initiatives, ensuring discoverability on the platform, and being featured on the metaverse landscape map and event calendar.

The Problem "Scam, Fraud and low level Metaverses"

In the metaverse landscape, the issue of scams, fraud, and low-quality metaverses presents a significant challenge.

Many less reputable metaverse projects have been associated with fraudulent schemes, where unsuspecting users are lured with the promise of investment opportunities or virtual assets, only to fall victim to financial scams.

A lot of metaverse projects have raised >1 million $ already many months or even years ago, yet have failed to provide a working metaverse solution and to provide any value to the user till today. This raises the question if they also fall into the scam category.

If you search on X (former Twitter) for metaverse projects, you can find hundreds, if not thousands of metaverse "projects". They sell NFTs, some have other digital assets that can be traded, but most of them have no tech stack at all and fail to provide anything that deserves the name "Metaverse".

Additionally, low-level metaverses often lack adequate security measures and oversight, making them susceptible to various forms of cybercrime, including theft of virtual assets and identity fraud. These issues not only erode trust but also hinder the potential growth and adoption of the metaverse as a legitimate and secure digital space.

To fully harness the metaverse's potential, addressing these concerns through robust security measures and regulatory frameworks is essential to ensure a safe and trustworthy virtual environment for all participants.

The Problem "Gaming-Centric Focus"

Many existing metaverses exhibit a pronounced gaming-centric focus, wherein the primary emphasis lies on gaming experiences and entertainment only.

While this has attracted a substantial user base of gamers and enthusiasts, and was perfectly suited for trailblazing, it has also resulted in a limited scope of other metaverse applications.

The dominant focus on gaming often leaves other potential uses, such as business, education, training, virtual traveling & tourism, and social interaction, in the background.

A little gamification is a must have as an entertaining factor, but a too strong "game-centric" focus also can be detrimental to the willingness of serious businesses and organizations to enter these metaverse platforms, as many of those organizations don't want to be regarded as being related to any gaming.

As the metaverse continues to evolve, there is a growing need to diversify its offerings, ensuring that it becomes a versatile platform catering to a broader range of interests and industries.

This shift will pave the way for a more inclusive and multifaceted metaverse that extends its appeal beyond gaming enthusiasts to a wider audience seeking diverse virtual experiences.

The Aeddon Solution

All the above mentioned problems with existing metaverse platforms clearly show that currently there is a lack, even an imminent need for a new metaverse platform that deals with all of those issues.

The Aeddon Metaverse platform is using the latest, state of the art, interactive streaming technology and currently the most powerful real-time rendering engine in the backend, combined with a geo-located approach to address all of the above mentioned issues.

The Aeddon core feature list includes: (not exhaustive)

- Highest possible graphic quality of any available metaverses
  (addressing the low quality graphics of existing metaverses)
- Nearly unlimited virtual world sizes
  (addressing the restrictions of virtual world sizes of existing metaverses)
- Can be used without app installation or download, with nearly zero loading time in nearly any of the common web browsers on any device (desktop, laptop, mobile)
  (addressing other bad user experience behavior of existing metaverses)
- Fully earth sized geo-location that enables you to position your projects in the region, culture and language of your choice
  (addressing the cultural and linguistic adaption problem)
- Extensive use of AI to provide automated generative content creation, and for smart avatars (examples: context aware receptionists, automated tour guides)
- Map based navigation and positioning, ensuring discoverability and cultural relevance of each virtual space on our platform
- Event based approach on a global and several regional calendars that further enhances discoverability
- Standardized features and interfaces
  (to list a few: a fully customizable Avatar system, features to use standard high quality MetaHumans, standard interface to a powerful ecommerce backend. Addressing the missing standardization of existing metaverses)

NO SPECIAL HARDWARE NEEDED

VR READY

ACCESS IN WEB BROWSER

NO DOWNLOAD NEEDED

Solving these metaverse problems will have significant benefits for both creators and visitors of virtual worlds on our platform.

Creators will enjoy streamlined development with high-quality graphics, ample world space, and user-friendly accessibility. They can position their projects with precision, ensuring cultural relevance and discoverability. Standardized features will simplify content creation, while event-based approaches enhance visitor engagement.

Visitors, on the other hand, will experience immersive, visually stunning virtual worlds with quick access, regardless of their device. They can explore vast, culturally diverse spaces, easily discover content through maps and event calendars, and enjoy standardized interfaces for a seamless and enjoyable metaverse experience.

Ultimately, the resolution of these issues enhances both the creation and exploration of virtual worlds within the metaverse.

Aeddon services and products can be divided in these three categories below. On the next pages we will give you more details about those categories and highlight the Aeddon expertise further.

Integrated Solutions

Off-the-Shelf Templates

Lowering the entry barrier for creators to enter the Metaverse

Metaverse as a Service

Tailor-Made Solutions

- We Consult & We Build
- We integrate your existing Meta Project
- We / You operate

Open World Land

Self-Service Metaverse

- We provide Infrastructure
- You Build
- You operate your own Meta Business

The Aeddon Integrated Solutions

Our “Off-the-Shelf” Templates

Aeddon Metaverse integrated template-based solutions represent a pioneering approach to creating immersive virtual experiences within our metaverse platform in a cost-effective way.

These solutions offer a framework of pre-designed templates and modules that can be tailored to meet the unique needs of businesses, organizations and individuals.

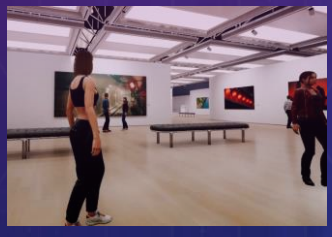
Find below some examples of templates that Aeddon has already worked with. The quality of the final templates will be even more enhanced.

Watch on YouTube

Aeddon Shopping

Watch on YouTube

Aeddon Real Estate

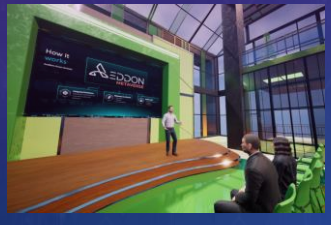


Watch on YouTube

Aeddon Art Gallery

Watch on YouTube

Aeddon Show Room



Aeddon Business Hub

Aeddon Medical

The Aeddon Metaverse as a Service

We Consult – We Build – We / You Operate

Aeddon Metaverse provides “Metaverse as a Service” (MaaS) to help you in shaping your distinct metaverse vision, tailoring custom solutions, and facilitating the realization of your ideas to integrate your personal virtual world into the Aeddon Metaverse.

Conceptual Design

Close interaction with the client to understand their needs and requirements, using this information to develop an initial concept.

Custom Tailored Solutions

We help you to solve a specific problem, or to meet a unique set of requirements for your business, to develop your custom Metaverse concept.

3D Design & Construction

Based on your custom Metaverse concept, we create your virtual environment and 3D assets to be used within the Aeddon Metaverse.

Event Organization

We help you planning, promoting and executing various types of events within your virtual Aeddon world.

Metaverse Hosting

We host your Virtual Space in our Metaverse. Geo-Located, language and culturally adapted.

The Aeddon Open World Land

We provide Infrastructure – You/We Build – You Operate

The Aeddon Open World Land forms the base of our platform and serves as the starting point of the creator journey.

After the creator has chosen and bought his parcel of land, he has the choice of selecting and using a template from our Integrated Solution Marketplace, to develop his own virtual space and deploy it to our servers, or to use our Metaverse as a Service (MaaS) to help him to bring his vision of his unique world into reality.

In contrast to other metaverse platforms where land can be bought, you don’t only get the NFT certificate of ownership of this particular parcel of virtual land, but the capital you invested in your land will partially be converted into usable credits for the hosting of your virtual space on our platform. Like this, you can host your virtual world without paying additional fees for a certain time on our platform.

The Aeddon City Centers

We provide Infrastructure – You Rent – You Operate

Because not every creator and business owner likes or needs to buy land, Aeddon is reserving a significant number of land parcels in many major cities of this world to be used for Aeddon City Centers.

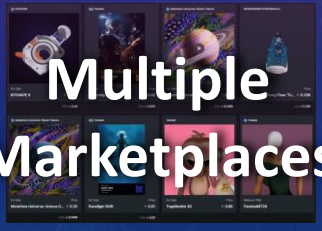
In this Aeddon City Centers, creators and business owners can rent a place and select a template from our Integrated Solutions Marketplace to operate their virtual space.

These attraction clusters also ensure that the density of virtual spaces is not too sparse in the startup phase of our Aeddon Metaverse platform.

They can easily upgrade to their own land parcel later on.

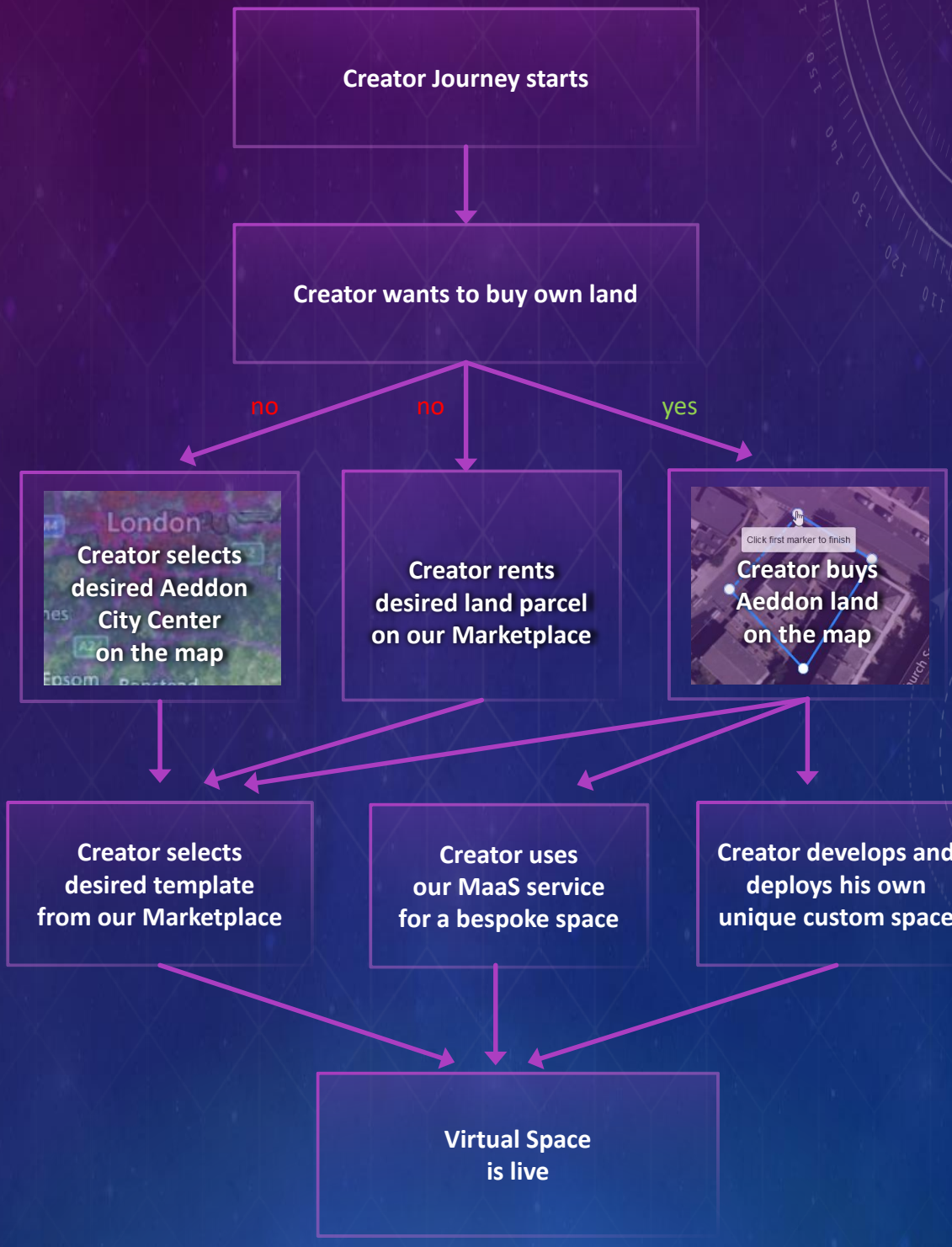
The Platform Overview

Below you can find a list of the core elements of our platform.
They provide different features to Visitors and Creators alike.



The Platform Creator Journey

Below you can find a flowchart of a typical Creator Journey on our platform.



The Platform Visitor Journey

Below you can find a flowchart of a typical Visitor Journey on our platform.

Visitor Journey starts

Visitor selects desired space to visit on the map

Visitor selects desired space to visit on the global or any local calendar

Visitor registers/books event and joins later

Visitor selects Guest Avatar or owned Aeddon Citizenship Avatar (NFT)

Visitor wants to claim his own virtual Identity

Visitor buys Aeddon Citizenship

If it's a space with entry fee: Visitor pays entry fee

Visitor joins selected Virtual Space

The Platform Technology Stack

Before we go into details about our technology stack, let's have a word about the philosophy Aeddon has adapted, because this has direct consequences on the technology to be selected.

Aeddon aims to make its products and services accessible to a broad audience, and has thoughtfully selected its technology stack to align with this principle. Independent of device types, technological affinity and user age.

Although Blockchain and ledger based technology plays an important part in our project, Aeddon is building a bridge between the crypto-world and the conventional world. Our solutions should not only provide value and be accessible for "Crypto-Nerds".

Chosen Render Technology

Let's take a closer look on why Aeddon has chosen its underlaying technology to build our metaverse upon.

Aeddon is using Unreal Engine 5.x and the latest technology in interactive pixel streaming to deliver the highest possible user experience on its metaverse platform. This server side rendering approach comes with a lot of benefits and solves a lot of the before mentioned problems of existing metaverses.

What is Rendering? In this context it means the calculation of a 2d image or video from a 3d virtual world. Depending on the size, complexity and quality of the 3d virtual world, the needed computational power can be significant.

On the next page we will take a closer look at the source of the problem of long loading times, needed downloads/app installation, and very poor graphic quality of existing metaverses by comparing the two different rendering approaches: Client Side rendering and Server Side rendering.

Client Side Rendering

Client

all 3d virtual world data needs to be transfered before the visitor can join the metaverse

Data Center

- 3d virtual world data volume of high quality and big world sizes is huge (> 10-50 GB)
- This leads to extremly long loading times
- Not all clients have a strong GPU to render this high data load

Both graphic quality and world sizes need to be reduced and limited significantly

Fact: >95% of existing metaverses are using client side rendering, and are therefore suffering from those problems and will never be able to serve a top user experience.

Server Side Rendering

Client

all 3d virtual world data stays on the server, only an interactive video feed is transfered to the client. The visitor can instantly join the metaverse.

Data Center

- 3d virtual world data volume of high quality and big world sizes is huge (> 10-50 GB) but doesn't need to be transfered to the client
- This leads to nearly zero loading time
- Frequent updates of the 3d worlds are possible
- The GPU power of the clients are not of any importance anymore, only an interacive video needs to be shown

Both graphic quality and world sizes are only restricted by the scalable server infrastructure and are nearly limitless.

If you have this consequences in mind, it is clear that only Server Side Rendering is the proper choice, and we are sure that it will dominate the market already in 5-10 years. As the Unreal Engine 5 is currently (and for the foreseeable future) by far the top performer regarding highest quality real-time rendering, that choice has been a logical consequence.

Chosen Blockchain Technology

Following our philosophy of opening up our Aeddon Metaverse platform to be accessible to a broad audience, it also has been clear from the begin that we don't want to focus only on one specific blockchain.
Instead, we have adopted a multi-chain approach, with our focus on EVM-compatible chains. Given the challenges of high transaction fees on the Ethereum mainnet, especially for smaller transactions, we have initially chosen to integrate the Binance Smart Chain (BSC) and Polygon. However, we plan to incorporate the Ethereum mainnet at a later stage as well.

Chosen and Extension of Blockchain Standards

Aeddon is following the published ERC standards as far as it possible.

ERC 20 for fungible tokens, ERC 721 for non fungible tokens (NFT) and ERC 2981 as a royalty standard.

Regarding the establishment of a standard for rentable NFTs, several proposals have been put forth in the past, but none have gained acceptance in the mainstream or found usage in prominent crypto projects. Additionally, none of these proposals fully align with Aeddon's specific feature requirements. Therefore, we are eager to take the initiative, pioneer this domain, and create and introduce our own standard.

We decided also to use a proxy approach for some of our contracts, to be more flexible in adaption and extending our contracts in the future, without the need to migrate existing assets and republish contract addresses.

The Tokens Overview & Utility

Aeddon will use several different tokens on its metaverse platform, and a few of them are already live. This section is deducted to give you an overview about existing and future Aeddon tokens. More tokens are planned.

Name & Symbol:	AEDDONPayment, AedP
Standard:	ERC 20
Status:	not yet live
Chains:	BSC, Polygon and Ethereum main net
Contract Address:	-
Use Case:	Main Ecosystem Token. Serves as Digital Payment token inside our ecosystem. Details see tokenomics.

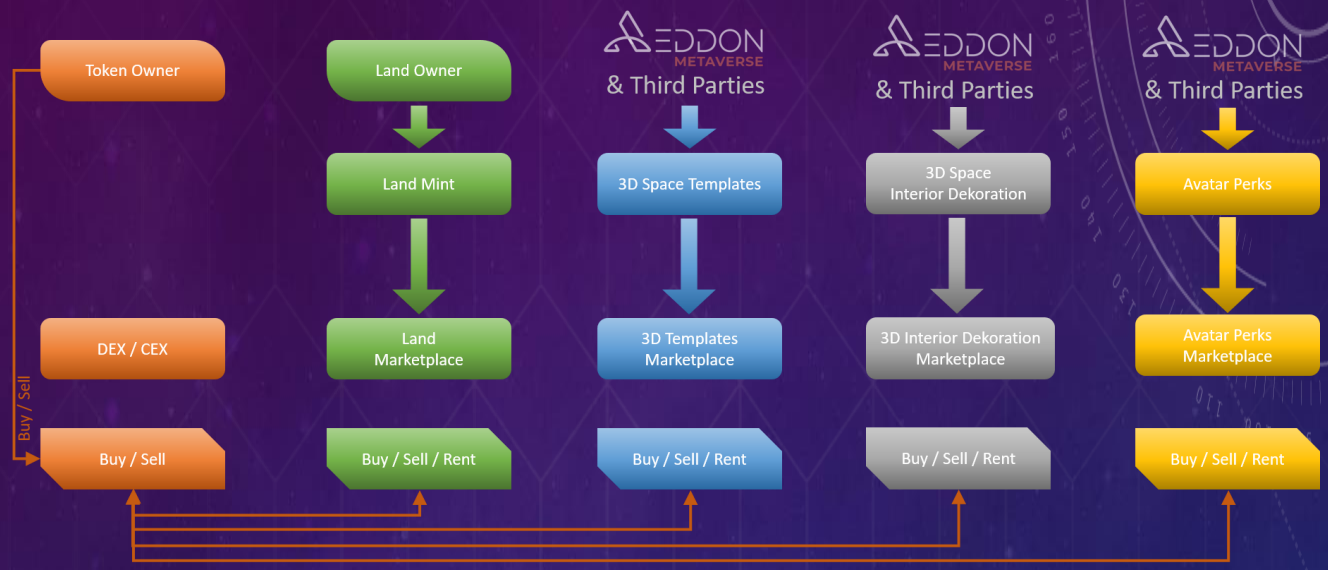
Name & Symbol:	AEDDONB, AedB
Standard:	ERC 20
Status:	live
Chains:	BSC
Contract Address:	0x64Da0fFEDC2cf052816AC90D3e94C22A1E01d40c
Use Case:	To make our Aeddon Land Non Fungible Token fungible, to serve as a bounty & airdrop token, to allow the claim of land

Name & Symbol:	AEDDONCitizenship, AedC
Standard:	ERC 721, ERC 2981, via proxy contract to ensure future flexibility
Status:	live
Chains:	BSC, Polygon and Ethereum main net
Contract Address:	0x4A2178AA1aa44658a3b849762dae9A90EA26aa59
Use Case:	Serves as Digital Identity certificate, in connection with a fully customizable Metaverse Avatar

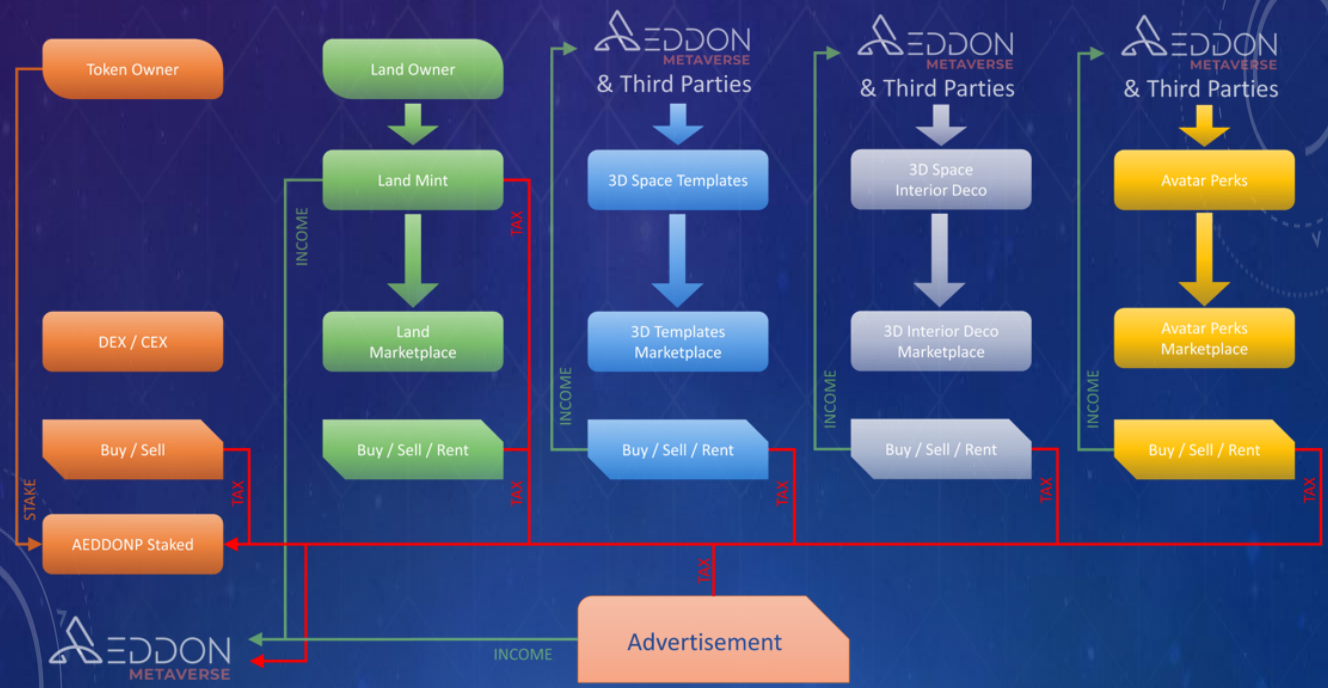
Name & Symbol:	AEDDONLand, AedL
Standard:	ERC 721, ERC 2981, via proxy contract to ensure future flexibility
Status:	not yet live
Chains (planned):	BSC, Polygon and Ethereum main net
Contract Address:	-
Use Case:	Serves as Digital Ownership certificate for our virtual, geo-located land

The Token Ecosystem

The main purpose of our AEDDONPayment token is to serve as payment for the various services of Aeddon, and also to pay for services & products inside the Metaverse. It is our platform Currency.



Below you can find an overview how our main ecosystem token can be staked and creates a revenue from the deducted taxes for the staked token holder. It also shows how the income for Aeddon and third party creators is generated.



The Token Tokenomics

On the following pages you can find details about our main ecosystem AEDDONPayment ($AedP) token.

Feel free to join our Telegram or Discord if you have any questions!

Tokenomics

1'000'000'000 AEDDONP
Total Token Supply

Community

Community incentives	6%
Exchange & Market Making	7%

Backers

Private Round	6%
Pre-Sale	7%
Initial IDO	1%

Organisation

Research	7%
Partners & Ecosystem	10%
Team	15%
Advisors	5%
Infrastructure	6%
Marketing	20%
Vault	10%

1 Token equals		
Big City ▲	T1	0.13 m2
	T2	0.14 m2
	T3	0.17 m2
	T4	0.20 m2
	T5	0.25 m2
	T6	0.33 m2
	T7	0.50 m2
▼ Rural	T8	1.00 m2

Token Price	
Private Round	0.010 $
Pre-Sale	0.015 $
Initial IDO	0.020 $

Take a look at the AEDDONPayment ($AedP) tokens distribution, lock-up and vesting periods for the different categories.

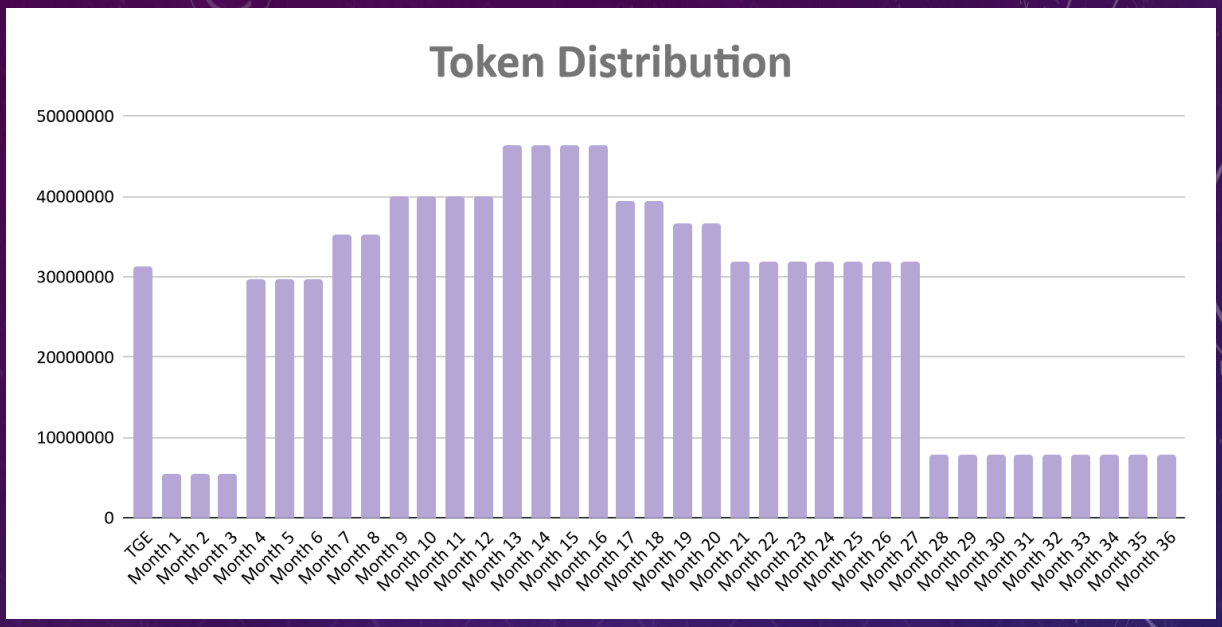
Feel free to join our Telegram or Discord if you have any questions!

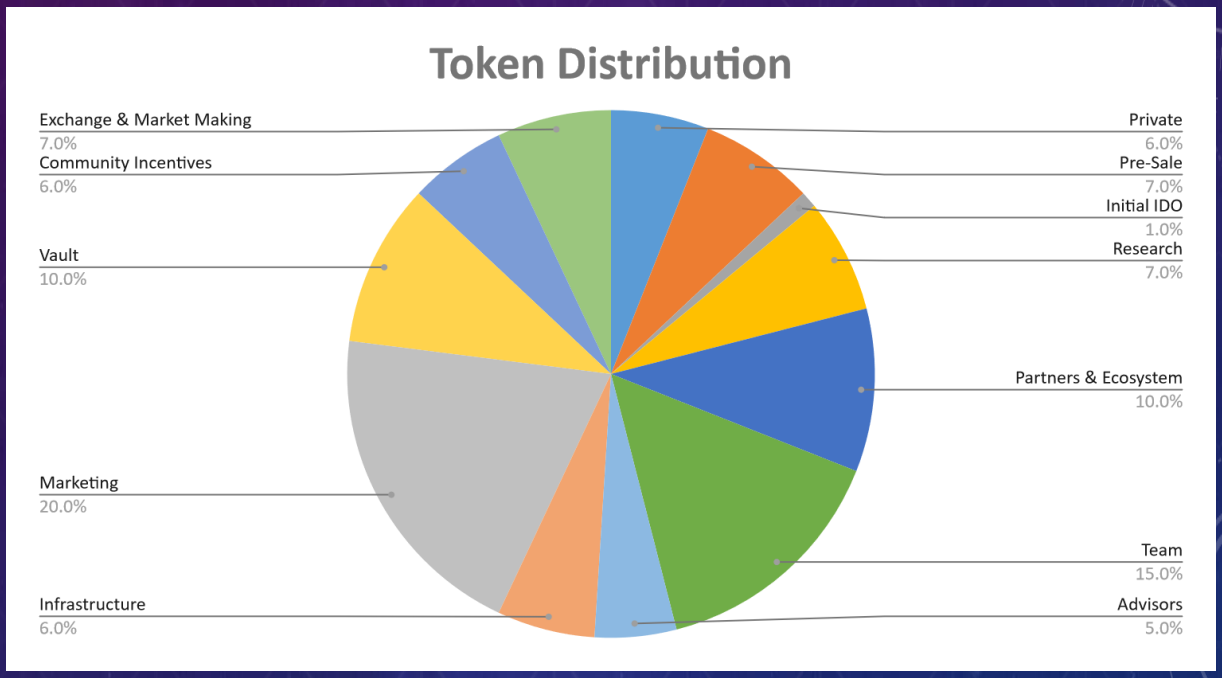
	Percentage	Lock-Up	Vesting	Initial Unlock %
Backers				
Private Round	6%	8 months	12 months	5%
Pre-Sale	7%	6 months	10 months	X
Initial IDO	1%	X	6 months	25%
Organization				
Research	7%	3 months	24 months	X
Partners & Ecosystem	10%	3 months	24 months	3%
Team	15%	12 months	24 months	X
Advisors	5%	3 months	24 months	X
Infrastructure	6%	3 months	24 months	X
Marketing	20%	3 months	24 months	X
Vault	10%	3 months	24 months	X
Community				
Community incentives	6%	X	36 months	3%
Exchange & Market Making	7%	X	18 months	30%

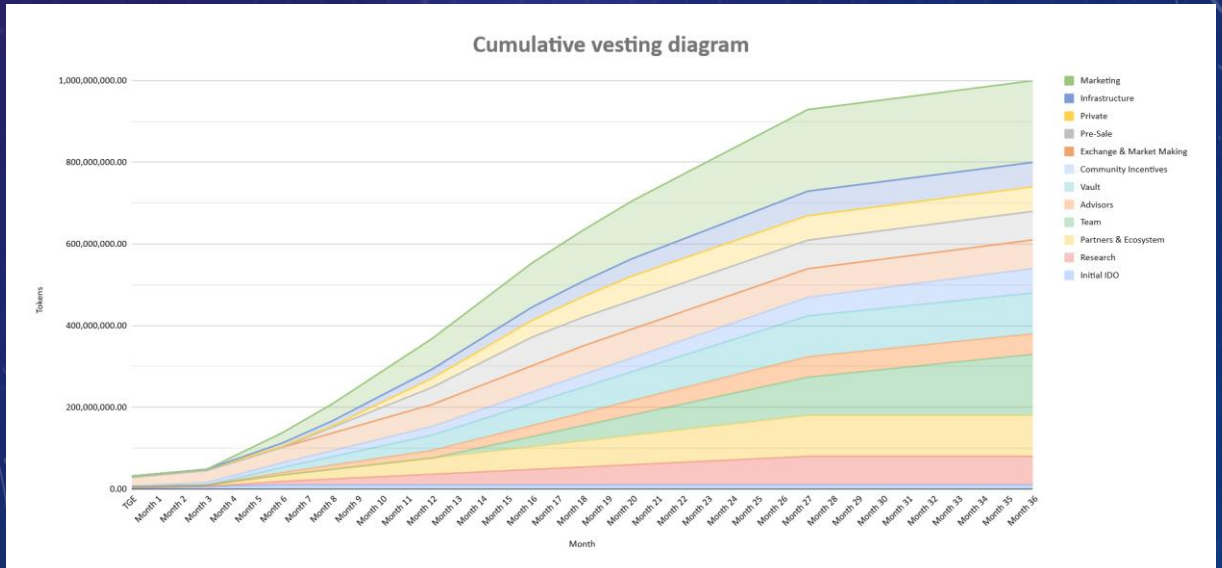
Our private round is open for established Institutional and Private Backers. Minimal investment amount for the private round is 50k$.

FDV	$20,000,000
IMC	$626,000
Liquidity	$420,000
IMC without Liq	$206,000
Hard Cap	$1,850,000
Investor control	14.00%

	in tokens	in $
Total raise		$1,850,000
Staff		$764,445
Infrastructure		$118,882
Marketing		$510,556
External Services		$36,000
Total costs		$1,429,883
DEX pool	5,000,000	$100,000
MM accounts funds for DEX	4,675,000	$85,000
MEXC listing fee	-	$80,000
MEXC marketing fee (in tokens)	2,500,000	$50,000
MEXC security deposit (in $)	-	$40,000
Deposit for MM stables (CEX)		$100,000
Deposit for MM tokens (CEX)	7,500,000	$150,000
Reserves	-	$15,117
Sell pressure in tokens on TGE	5,500,000	$110,000


Token Distribution
50000000
40000000
30000000
20000000
10000000
0
TGE
Month 1
Month 2
Month 3
Month 4
Month 5
Month 6
Month 7
Month 8
Month 9
Month 10
Month 11
Month 12
Month 13
Month 14
Month 15
Month 16
Month 17
Month 18
Month 19
Month 20
Month 21
Month 22
Month 23
Month 24
Month 25
Month 26
Month 27
Month 28
Month 29
Month 30
Month 31
Month 32
Month 33
Month 34
Month 35
Month 36


Token Distribution
Exchange & Market Making
7.0%
Community Incentives
6.0%
Vault
10.0%
Marketing
20.0%
Infrastructure
6.0%
Private
6.0%
Pre-Sale
7.0%
Initial IDO
1.0%
Research
7.0%
Partners & Ecosystem
10.0%
Team
15.0%
Advisors
5.0%


Cumulative vesting diagram
1,000,000,000.00
800,000,000.00
600,000,000.00
400,000,000.00
200,000,000.00
0.00
Tokens
Month
Marketing
Infrastructure
Private
Pre-Sale
Exchange & Market Making
Community Incentives
Vault
Advisors
Team
Partners & Ecosystem
Research
Initial IDO

The Aeddon Monetization Strategy

Here we give you an overview how we create our revenue streams.
Our project has a vast amount of income sources.

Depending on the specific customer project, Aeddon might offer to provide Custom Tailored Solutions and Digital Twin Creation without charge in exchange for an Entry Fee Participation.

- Metaverse as a Service
  - Metaverse Conceptual Design and Consultancy Service Fee
  - Custom Tailored Solutions Service Fee
  - Digital Twin Creation, Business Data Flow Analysis & Visualization Service Fee
  - Metaverse Hosting Fee
- Token related revenue streams
  - Sale of Aeddon Land NFT
  - Sale of Aeddon Citizenship (digital identity) NFT
  - Royalty Fee (Resell NFTs): 5%
  - Rent of Aeddon City Center Spaces
  - Marketplace Sale/Rent Participation (third parties)
- Entry Fee Participation (depends on agreement with Creator)
  - Virtual Space Entry Fee Participation (5%-50%)
  - Event based Entry Fee Participation (5%-50%)
- Advertisement
  - In-Virtual-Space Advertisement (depends on agreement with Creator)
  - Virtual Space promotion Fee on our platform

The Aeddon Roadmap

Below you can find our Operational Roadmap.
Be aware that it depends heavily on the capital raised.

The focus of 2023 is to build our initial community, to have our first demo spaces live and to raise capital.

The focus of 2024 is to finalize the first version of our platform and to go live with it.

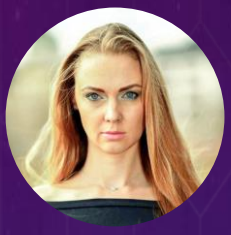
The Aeddon Team

Below you can find our core team and our partners.

FOUNDER

Claude Steiner

20+ years of experience in the Tech Industry, Entrepreneur. Business & Tech Nerd down to the bone.



CO-FOUNDER

Nadia Steiner

Business Development, Strategy, Sales, Communication. With 12+ years experience in the Tech Sector.

Biz Dev

Henning Behrens

A Metaverse pioneer with years of experience in designing virtual scenarios and numerous awards for his successes.

HEAD of DEVS

Oleg Kudryashov

SW Engineer

Dmytro Yazadzhy

Project Lead & Dev

Duc Anh

3D & Unreal Developer

Linh Vu

QA & Finances

Mika Vainio

Our Magic Crowd

countless names

MARKETING AGENCY

Soldout NFT

3D Agency

Magic Media

Incubators

GotBit

AEDDON METAVERSE

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ZUG / SWITZERLAND

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