



E V E R D O M E

# The Digital Frontier's First Hyper-realistic #Metaverse

# Our vision

The question we have been tackling since the beginning of our efforts into the metaverse is whether or not people want to be themselves, or some futuristic version of themselves while in the metaverse. While there is really no correct answer to overlay on the masses, one thing is clear - there really is only one option right now, and that entails entering the metaverse as a cartoon or a poorly curated version of yourself based on unidentifiable features.

Our team here at Everdome have set out to provide an opportunity for everyone who is interested in a very real-to-life version of the metaverse.

Everdome will be the most hyper-realistic verse across the entire landscape of the metaverse. People, brands, and organizations that are looking to showcase themselves, their brands, or their products in the highest quality will make Everdome the place where they can truly demonstrate their desired experience.

# Our mission

Through our revolutionary technological capacity Everdome aims to create the most hyper-realistic verse that will bring brands and people together - all with the intent of building the highest quality web3 experience.



# The Metaverse

The metaverse is here. With global adoption of the metaverse spurred by the entrance of many of the world's largest technology players, the likes of Meta, Microsoft, and Google - in addition to industry and societal leaders like Nike, Disney, and South Korea's government, there is more than an argument that web3 is very real and here to stay.

The metaverse will mean different things to different people. Many will be attracted to the social aspect or gaming, while others will see the opportunity for business, acquisition, and investment. This utopian idea that we will be able to do everything in the metaverse that we do in real life, but without restrictions, allowing you to really expand your mind, will naturally attract every type of person. At its core, much like everything else in our world (physical & digital) locations will need to be developed in order to organize and manage interests.

Much as we have seen throughout history as civilization expands so too does the desire to acquire land in the new frontiers - ultimately creating scarcity and high prices. If you have doubts, consider the housing markets around the world, or try to buy a domain. The metaverse will be no different, and much like previous frontier expansion, value will be created by scarcity, quality, and location.

Everdome's vision of the metaverse will be one that is hyper-realistic, allowing us to take elements from the real world, such as people and objects, and provide the option to add creative elements to the extent your imagination can handle.

# The Metaverse

## Metaverse Market Map



## The market

The metaverse is on fire right now. With Facebook changing to Meta, Microsoft investing millions, to the market up-tick in companies like Roblox, Nvidia, and Decentraland - it's quite obvious that the market is ready for this new immersive change in the experience of the internet.

"How" the metaverse will be built is on everyone's mind. Which means the logical progression from "if" the metaverse will be built has been surpassed.

Markets that have already entered, or show massive upside with a presence in the metaverse are many - but early adopters look to purchase land in order to be prepared for the masses that fall into a few categories.

## **NFT/Product Marketplace**

Sales volumes of non-fungible tokens (NFTs) surged to \$10.7 billion in the third quarter of 2021, up more than eightfold from the previous quarter, according to data from market tracker DappRadar, as the frenzy for crypto assets reached new highs. At the beginning of 2021, the collectible NFT market started with a total sales volume of \$55.5 million.

As new verses continue to launch NFT land sales have started to reach physical world prices.

Decentraland fetched \$2.43 million for land plot in November. Pre-empted by Sandbox selling plots for more than \$650,000 prior to. All kicked off by Axie Infinity's record \$1.5 million sale at the very beginning of 2021.

## **Digital advertising**

2020 was a year that saw nearly \$380 billion in global digital advertising spend. In 2020 digital advertising officially overtook offline advertising at 51% of total advertising spend. Following the logical progression of web3 from web2 we can imagine that % 's of the online spend will be shifting into the web3 experience - whereas immersive advertising will create an opportunity for brands to engage with their customers in new and very exciting ways.

## **Gaming Market**

Globally, there are about 2.7B gamers. In 2020 they spent around \$159B on games, a number estimated to grow to at least \$200B by 2023.

## In-game Items Market(s) ---

The market for virtual game items is currently estimated at \$50B. Many items are sold on third-party platforms.

## VR/AR ---

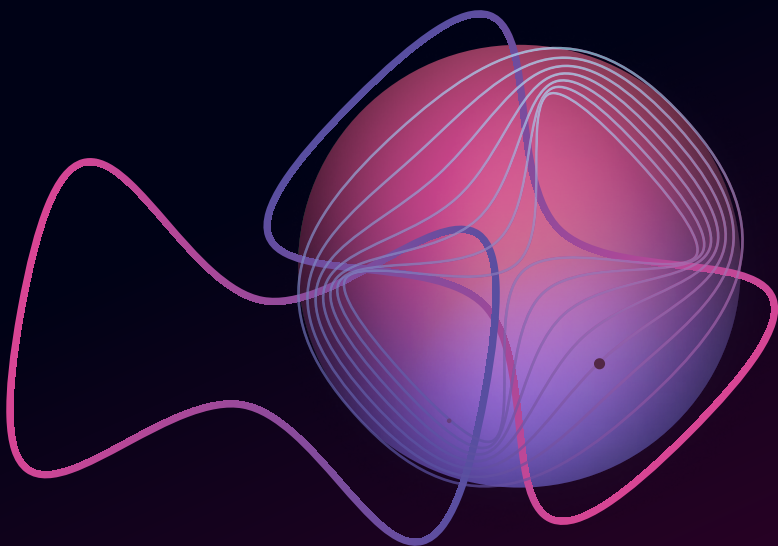
The worldwide augmented and virtual reality markets are currently estimated at \$30.7B and predicted to grow exponentially to \$297B by 2024. Global business meetings, meetups, conferences, entertainment events such as concerts, and much more can all be leveraged through VR.

## Gaming Market ---

Decentraland (MANA) Current Market Cap - \$1,307,258,492 Fully diluted Market Cap- \$1,815,111,823 Number of tokens - 2,194,340,927 Price per token - \$0.82

The Sandbox (SAND) Current Market Cap - \$206,292,773 Fully diluted Market Cap- \$880,019,254 Number of tokens - 3,000,000,000 Price per token - \$0.29

Bloktopia (BLOK) Current Market Cap - \$953,484,000 Fully diluted market cap - \$22,868,877,599 Number of tokens - 200,000,000,000 Price per token - \$0.1143



# Everdome



As part of the ecosystem involving Metahero, and WDW, Everdome will act as the destination of Metahero/WDW ultra-HD avatars and real-world scanned objects. Everdome will provide a destination for Metahero's remarkable tech to live, interact and flourish. Taking Metahero from the gateway into the metaverse, together with Everdome, to a fully ubiquitous web3 experience - to the point when you take off your VR headset you won't be able to tell what's real and what's not.

## **HQ Dome**

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Our massive dome will be situated on Mars, where artists, musicians, companies, brands, and people can come buy their own space, purchase land, or buy up shop fronts for advertising and/or real-metaverse transactions. Imagine this sprawling dome-covered city with buildings, parks, streets to mingle on, all around one simple promise - in Everdome everything is hyper-realistic. The HQ dome will act as the central location for people that want to be in the mix of Everdome life - the heart of the settlement.

## **Community Domes**

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Looking to settle Mars on your own, or with your community? The Everdome ecosystem will also be providing the land and domes for people, brands, and communities that wish to settle Mars on the fringe of the HQ dome. Here you will be able to settle your company or community with complete sovereignty, and all the help you need from Everdome.

# Journey to the Dome (Metahero)

Metascanning will become an everyday part of the metaverse. A bridge between reality and the digital realm. Metahero's next-generation technology will engage and connect gamers, artists, entrepreneurs, and users in never-before-seen ways.

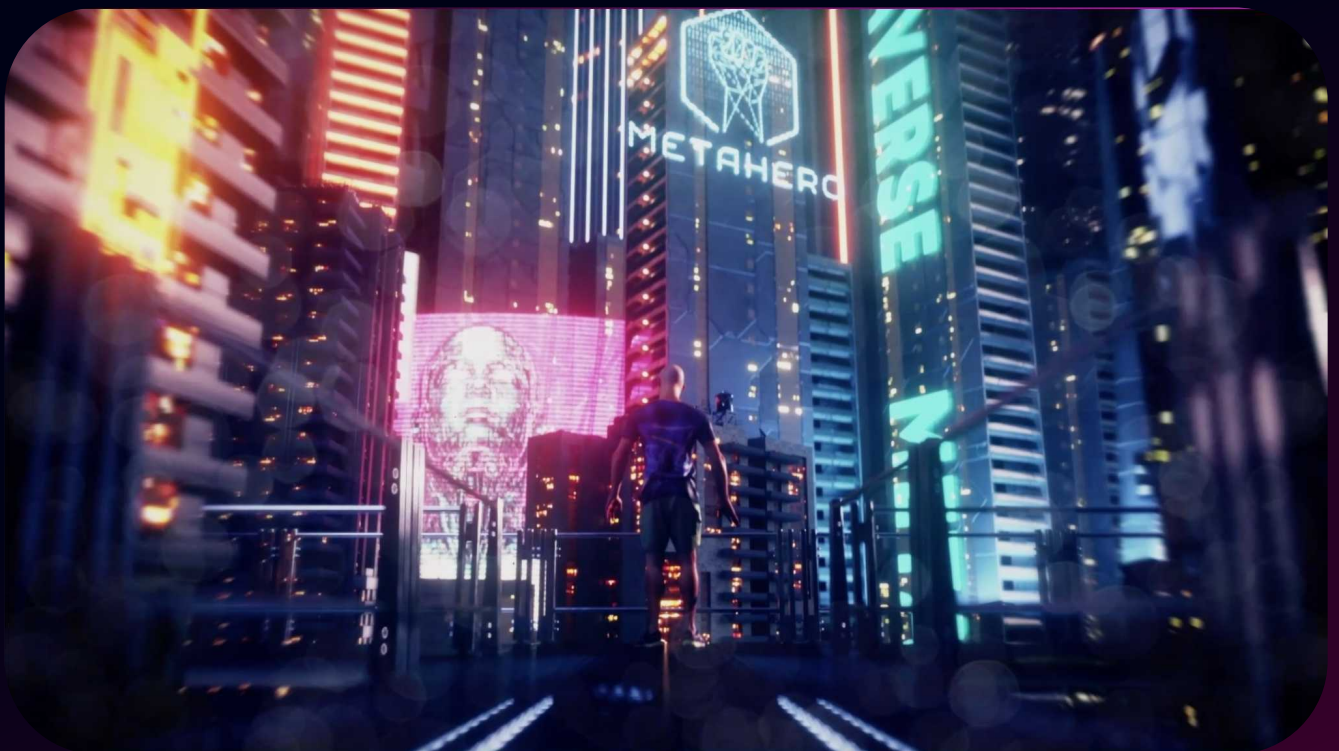
## 3D Avatars

Metahero 3D chambers placed around the world allow anyone to scan anything, including themselves, in ultra high-definition.

To add to the excitement of getting scanned. On their journey of creating the largest database of scanned people and real world objects, Metahero will be paying people, in \$HERO, to get scanned.

## 3D NFTs

Scanning artwork into 3D NFTs will be done in a similar fashion where usage time with their metascanner will be paid for using their native HERO token alternatively paying per scanned item.





# Metascanner Use Cases

Wolf Studios' first-generation metascanning tech has been trialed and tested commercially since 2017 by the likes of CD Projekt Red, Ferrari, musicians and artists. Commercial use cases so far have included:

- ✓ Music videos
- ✓ Fashion
- ✓ 3D printing
- ✓ In-game character creation (Cyberpunk 2077)
- ✓ Scanning artwork



WDW have recently launched their V3 metascanner which has many improvements over the first-gen model:

- ✓ 16K Ultra-HD quality
- ✓ Easier to calibrate and operate
- ✓ Foldable and mobile design to enable easy transportation, shipping and setup
- ✓ Integrated photogrammetry head scanning with ultra-realistic facial mimicry



# Dome-Estate Offering (Utility)

Land Sales - Purchase land in Everdome to increase your metaverse holding of NFTs and digital land.

## Property Sales/Rent

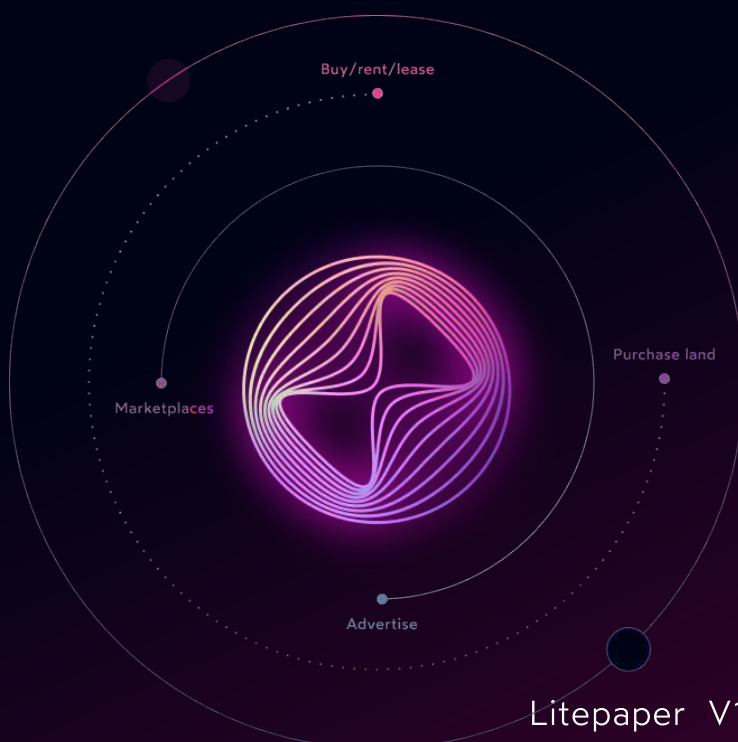
Not a developer, perhaps you'd like to get in on a project and purchase property, or even rent. With Everdome you will be able to expand your real-estate portfolio very similarly to the real world.

## Advertising

Everdome is a place where brands will flourish, getting in early doesn't necessarily mean that you need to own property. If you're looking to expand your company or product's footprint, both in the meta and real verses, advertising space will be available.

## Marketplace(s)

Need a new place to sell your products or services? Everdome will help you facilitate your marketplace, allowing you to increase your reach and customer base, while at the same time allowing you to offer new types of products for an exciting new world (metaverse).



# Everdome - Token Distribution



## Pre-Sale Opportunity

The presale offering of DOME will be given to the loyal holders and followers of Metahero, and the HERO token. As a way to reward loyalty we have decided to give holders the opportunity to get in on the ground floor of the Everdome project. The system will be set up in a tiered model, providing increased opportunity for those holding higher numbers of HERO - while at the same time giving everyone an opportunity to take part.

**Date: January TBD**

# Team



**Robert Gryn**

Founder & CEO

Robert Gryn is the youngest self-made entrepreneur to make the Forbes 100 Richest list in Poland. He's the former CEO of Codewise, the 2nd fastest growing company in Europe. After selling Codewise he shifted 100% of his attention and focus to crypto. His new mission is to help accelerate the mass adoption of this revolutionary technology. Like many, he believes that blockchain will make the world a better and more equitable place.



**Jeremy Lopez**

COO

(Ex-Codewise) With 15 years focused on early-stage tech startups, Jeremy brings a wealth of experience and vision in marketing strategy, business operations, lead generation, and hyper-growth antics. Jeremy has held Director and C-level positions in 8 startups, 5 of which have gone on to a profitable exit.



**Bally Singh**

CMO

Bally has extensive experience of combining tech with the music, entertainment and sports worlds. His past collaborations with numerous multinational companies have seen him combine international brands such as Microsoft, AMG, Sledgehammer Games, McLaren, Plextronics and EA Games with International artists including Sting, Jamiroquai, Pharrell Williams, 50 Cent, The Weekend and French Montana, amongst many others.



**Wojtek Wątor**

CPO

Wojtek has worked in the marketing and blockchain industry for more than 10 years. Ex fullstack developer. Experienced with leading technical and business teams. Crypto advisor & early adopter.



**Artur Kaczmarczyk**

Chief Growth Officer

With half a decade of designing and delivering successful AdTech partnerships and marketing campaigns in one of the fastest-growing companies in Europe, Artur brings war-room type decision making and extensive experience in partnerships, community growth & management.



**Serafin Saj**

Director of Community

(Ex-Codewise) Although Serafin is the youngest on the Metahero team, he might just be the hungriest too. His ability to tackle tasks rapidly and competently makes him a key player. His attention to detail does not impede his execution.



**Jan Bożek**

Media Production Specialist

(Ex- Codewise) Jan has over 7 years of experience in digital content creation. Jan has developed his post production skillset working on big projects with leading global brands as a post production and video content creation specialist.



**Mateusz Strzałka**

Creative Director

(Ex-Codewise) Mat is a full-time filmmaker with a decade of experience in videography. His creative genius was behind building one of the top YouTube channels and podcasts in Poland. He has a very unique ability to send a strong message without words.



# Team



**Kacper Kurek**

Metaverse Developer

Kacper has over 6 years engineering experience in IT. He's a highly experienced architect and full-stack software engineer with experience in a wide range of technologies. Specialisation in frontend and VR solutions. After hours plays games on Oculus.



**Grzegorz Słota**

Project Manager

Greg has over 20 years engineering experience in IT. The best technical and economic universities, combined with experience in multi-million projects. Flexibility, dialogue, understanding along with openness to a different views and changes they are the part of the game defining his approach to project management and products implementation.



**Grzegorz Szczepańczyk**

Metaverse Architect

An engineer and CTO for over 10 years. Fascinated by technology that can be practically used by all people. Until now involved in building highly scalable infrastructure in conventional IT, he is taking his experience to the metaverse.



**Grzegorz Błachut**

Metaverse Developer

With over 7 years of experience went into knowing every aspect of his job from backend and frontend to VR and game development. Very visual-oriented guy with attention to detail. Amazed by technology and what it will change in our lives in the future. Loves foreign cinema, especially sci-fi and B-movies.



**Mateusz Tokarz**

Metaverse Creative Director

"Matt Tokarz is a Senior VFX Supervisor, recently responsible for creating visual effects for The Witcher TV Series produced by Netflix. He is a problem solver, specialised in building dedicated teams and structures within extremely creative environments. That helped him to adapt his workflow to wide range type of projects - not only VFX, but also VR experiences, theme park CG stereo animations and mixed art projects."



**Julia Moś**

React Developer

JS magician. In love with web development and new technologies. Perfect balance of creativity and logical thinking. Moving the world into the metaverse with the best of the best!



**Paweł Hersztowski**

Metaverse Executive Director

I'm a seasoned entrepreneur and creative strategist. I combine leadership and raw imagination to foster innovative digital products and let them thrive. Head of [uigstudio.com](http://uigstudio.com) Investor [@getmeteotrack.com](https://www.instagram.com/getmeteotrack) Advisor [@getprintbox.com](https://www.instagram.com/getprintbox) Co-Founder [@letko.co](https://www.instagram.com/letko.co) [@studiopigeon.com](https://www.instagram.com/studiopigeon)



**Marta Skowron**

UI/UX Designer

Product Designer ready for every challenge. Experienced in designing for various fields, from furniture to mobile apps, excited to take part in creating the Metaverse. Sci-fi books lover, story-driven games player and a passionate hiker. Graduated from Academy of Fine Arts in Cracow with an MFA in Industrial Design.



# Team



**Paweł Barket**

Metaverse Product Designer

Over 6 years of experience in creating and improving digital products, including SaaS & eCommerce solutions. Tech & Crypto enthusiast, video games collector.



**Damian Lipiński**

UX Designer

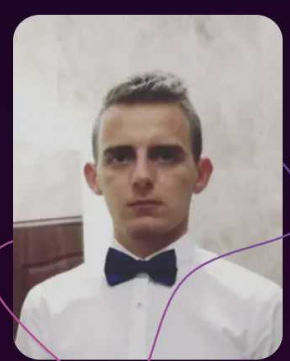
A back-end tech lead and software engineer with experience in building highly scalable real-time systems. Fascinated by creating systems and infrastructure in the cloud with a focus on optimization and performance. In love with motorsport, especially F1, and a big football fan.



**Wojciech Chrobak**

Back-end Tech Lead

A back-end tech lead and software engineer with experience in building highly scalable real-time systems. Fascinated by creating systems and infrastructure in the cloud with a focus on optimization and performance. In love with motorsport, especially F1, and a big football fan.



**Łukasz Micał**

Front-end Tech Lead

Lukasz has more than 5 years experience in the IT industry. Lead programmer with a track record of incorporating user and business requirements into cost-effective, secure and user-friendly solutions known for scalability and durability.



**Dorota Woropaj**

Producer

Dorota graduated in Film Production at Film School. She is currently working as a Creative Producer and Producer at Platige Image on animation development, 3D animation and VFX (The Witcher season 1 and 2).





EVERDOME

in partnership with



METAHERO

[www.everdome.io](http://www.everdome.io)

Litepaper V1.0