SOON
Introduction to the Metaverse

Metaverse

The formation of the concept of the metacosm

The metacosm is a new type of Virtual Reality Fusion Internet application and social form produced by integrating a variety of new technologies.

It provides immersive experiences based on extended reality technology, as well as digital twin technology to generate mirror images of the real world, builds an economic system through blockchain technology, closely integrates the virtual world with the real world on economic systems, social systems, identity systems, and allows each user to produce and edit content.

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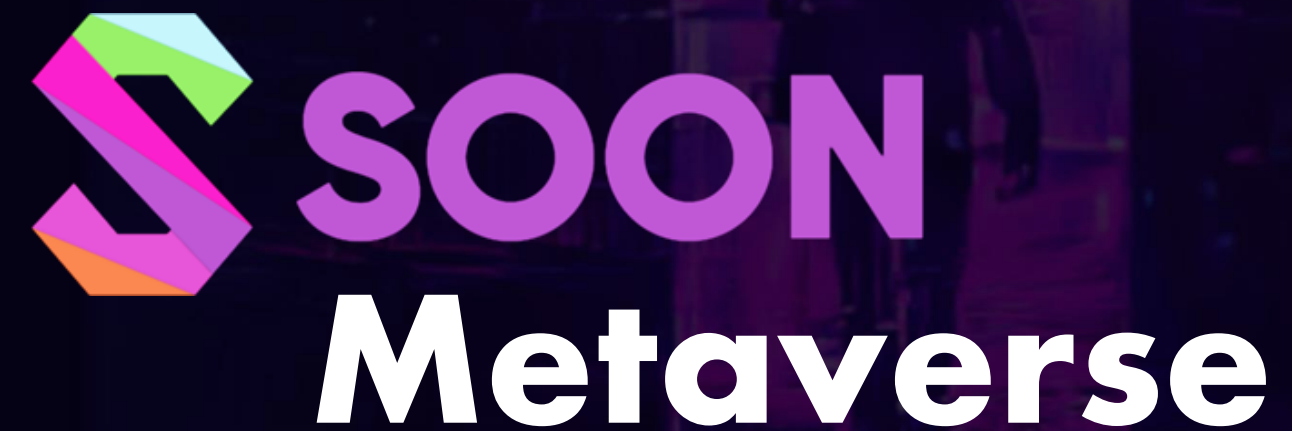
Not a video game

Virtual World X Real World

Metacosms rise with blockchains

Meta-universe set 5G, VR, AR, Internet of Things, cloud computing, big data, blockchain, artificial intelligence and other cutting-edge digital technologies. It will become the next stage of Internet development and will be the main battlefield of a new generation of information technology innovation and entrepreneurship. The curtain of Internet reform has been opened!

2020 is the tipping point for the virtualization of human society, paving the way for 2021 to become the first year of the meta-universe.

Internet web 2.0 to web 3.0

The time spent on the Internet in the whole society has increased significantly, the "home economy" has developed rapidly, and the metacosm is the future development direction. At present, Internet Web 2.0 is shifting to Web 3.0.

The global impact of the pandemic is changing lifestyles to accelerate the metacosmonic concept

Due to the impact of the epidemic, staying at home has become the norm for people, and online interaction has become more and more frequent. From starting out as a complement to the real world, it has shifted to parallel the real world.

Metacosmic model ecology establishes mass recognition in life

More and more people recognize and look forward to joining the lifestyle that combines real life with metaversonic models.

Governments and major companies have entered the market

China, the United States and other governments have accelerated the layout of the meta-universe industry. Business giants such as Facebook and Microsoft have integrated their commercial layouts into the concept of meta-universe, pushing the "meta-universe" boom to a new height.

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1 **Metacosmity has rapidly developed into a major industry trend, and in 2022 it will be listed as one of the top five emerging trends and technologies.**

Nowadays, the metacosm of the virtual world has been recognized by the investment community as a grand and promising investment theme, and has become a new field of digital economy innovation and industrial chain.

2 **The world's major Internet giants have entered the meta-universe, and governments and enterprises have stepped up the layout of the meta-universe industry track.**

In addition to Facebook. Microsoft, which has always been critical of the concept of "metacosm", recently announced plans to turn its Microsoft Teams into a 'metacosm', combining the digital world and the physical world. It can be said that the addition of many big guys has pushed the "meta-universe" boom to a new height.

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3

The metaverse boom continues, but there is a gap in the market for real life application empowerment.

In recent years, Gamefi (while playing and earning) chain games have been popular, but there is no real empowerment for real life applications, and what follows is that the concept is overused and lacks certain interactive attributes.

4

Capture the wind: Realize the application-based interactive experience that is truly related to people under the concept of metacosm.

The core logic of the SOON project is to implement practical applications such as e-commerce interaction, office meetings, and live selling under Web 3.0. Through the form of live video, it has advanced to become the Web 3.0 version of Tiktok: users can not only make money through live broadcasting in the SOON metaverse, but also make money by watching videos, truly achieving the form of DAO under Web 3.0.

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5 Supported by VR virtual reality technology, it maximizes the immersive sensory impact.

SOON will restore the real world street view, match the real products with 3D scenes, and create an immersive sci-fi movie-like effect, bringing a strong visual impact to the live audience. Users can show their real appearance in the virtual world, the project is ready to be implemented on the VR side, with the future popularity of VR, we will produce a greater transformation effect in the future.

6 Professional endorsement team and investment support to help the SUCCESSFUL landing of THE SOON project.

THE SOON project has the support of the start-up funds of the project that has been popular in the market, including the project production and operation of NFT stars and film and television dramas that have signed A STAR projects with the Hollywood Oscars in the United States. At the same time, a $6 million financing plan is under discussion, and the above advantages will be used to continuously increase the number of users and the viscosity of users.

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