XOTIK
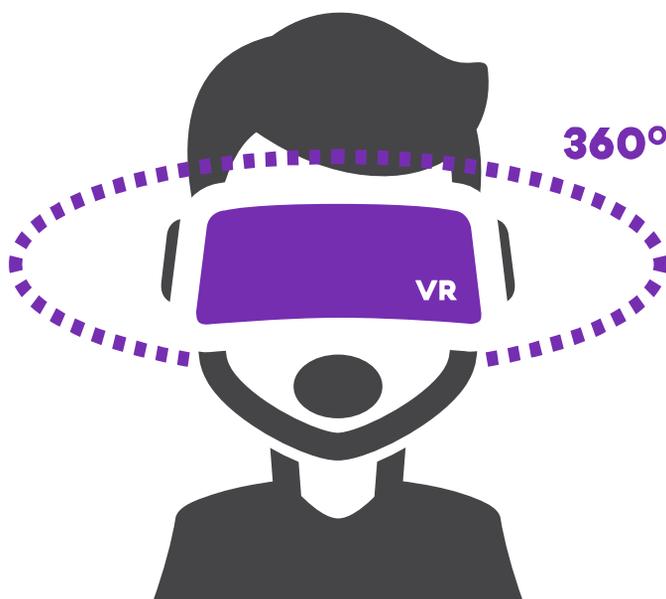
WHITEPAER

Next Level Project for metaverse collections

The **WIRED** Guide to Virtual Reality

Everything you ever wanted to know about VR headsets, Oculus, Vive, and simulator sickness.

ALL HAIL THE headset. Or, alternatively, all ignore the headset, because it's going to be a dismal failure anyway.

That's pretty much the conversation around virtual reality (VR), a technology by which computer-aided stimuli create the immersive illusion of being somewhere else—and a topic on which middle ground is about as scarce as affordable housing in Silicon Valley.

VR is either going to upend our lives in a way nothing has since the smartphone, or it's the technological equivalent of trying to make "fetch" happen. The poles of that debate were established in 2012, when VR first reemerged from obscurity at a videogame trade show; they've persisted through Facebook's $3 billion acquisition of headset maker Oculus in 2014, through years of refinement and improvement, and well into the first and a half generation of consumer hardware.
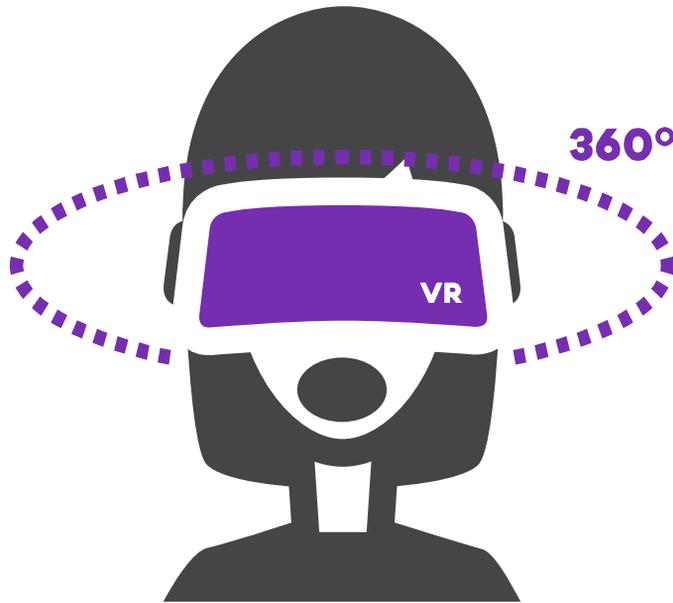
The truth is likely somewhere in between. But either way, virtual reality represents an extraordinary shift in the way humans experience the digital realm. Computing has always been a mediated experience: People pass information back and forth through screens and keyboards. VR promises to do away with that pesky middle layer altogether. As does VR's cousin augmented reality (AR), which is sometimes called mixed reality (MR)—not to mention that VR, AR, and MR can all be lumped into the umbrella term XR, for "extended reality."

VR depends on headsets, while AR is (for now, at least) more commonly experienced through your phone. Got all that? Don't worry, we're generally just going to stick with VR for the purposes of this guide. By enveloping you in an artificial world, or bringing virtual objects into your real-world environment, "spatial computing" allows you to interact more intuitively with those objects and information.

What does IMU mean?
Inertial measurement unit

What are degrees of freedom ?
Your power of in-VR movement.

What's latency ?
The time it takes for your head movement to be reflected by the headset's display.

What's VR presence ?
The phenomenon that occurs when VR is good.

What is the screen door effect ?
which can give the effect of peering through a fine mesh.

360°

Now VR is finally beginning to come of age, having survived the troublesome stages of the famous "hype cycle"—the Peak of Inflated Expectation, even the so-called Trough of Disillusionment. But it's doing so at a time when people are warier about technology than they've ever been. Privacy breaches, internet addiction, toxic online behavior: These ills are all at the forefront of the cultural conversation, and they all have the potential to be amplified many times over by VR and AR. As with the technology itself, "potential" is only one road of many. But, since VR and AR are poised to make significant leaps in the next two years (for real this time!), there's no better time to engage with their promise and their pitfalls.

VR HISTORY ANALYSIS

360°

VR
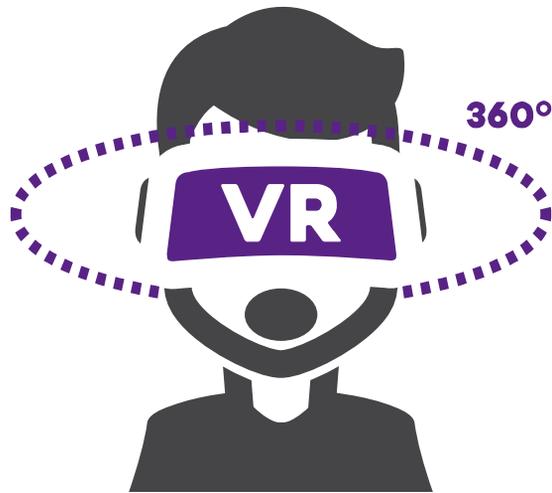
The Untold Story of Magic Leap, the World's Most Secretive Startup
When the first wave of high-end VR headsets landed in 2016, they realized a decades-long dream—but there was another technology already on the horizon.

The Inside Story of Oculus Rift and How Virtual Reality Became Reality
AR is moving from our smartphones to eyeglasses and now contact lenses. This new company is at the frontier..

The Display of the Future Might Be in Your Contact Lens
When the Oculus Rift first showed up at a videogame trade show in 2012, it was meant to be a Kickstarter project for a few VR die-hards. Turns out reality had other plans.

**What a Real Wedding in a Virtual Space Says About the Future**
They met in VR. They grew close in VR. They got married in VR, surrounded by their friends from around the world.

As Social VR Grows, Users Are the Ones Building Its Worlds
VR's growth hinges on the creativity of the people wearing the headset as much as it does on the technology powering it.

Introduction to Polygon
Layer-2
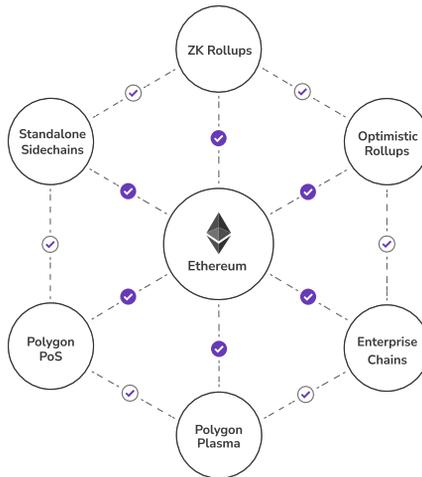
ETH Compatibility
Industry dominance, established tech stack, tools, languages, standards, enterprise adoption

Scalability
Dedicated blockchains, scalable consensus algorithms, custom Wasm execution environments

Security
Modular "security as a service", provided either by Ethereum or by a pool of professional validators

Sovereignty
Dedicated throughput/resources, fully customizable tech stack, sovereign governance

Interoperability
Native support for arbitrary message passing (tokens, contract calls etc.), bridges to external systems

User Experience
Comparable to Web2, "zero-gas" transactions, instant (deterministic) transaction finality

Developer Experience
Equivalent to Ethereum, no protocol level knowledge required, no token deposits, fees or permissions
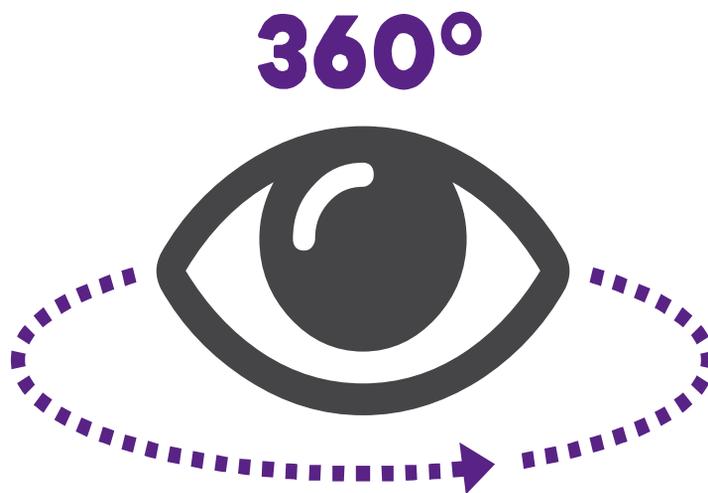
Modularity
High customizability, extensibility and upgradeability, short time-to-market, community collaboration

METAVERSE PRODUCTS & MARKET

Recent developments and marketing of metaverse products

Metaverse is *getting* popular but what about the **marketing** of meta products?

360°

What is the target market for virtual reality?

The global VR market size was estimated at USD 15.81 billion in 2020 and is expected to reach USD 21.83 billion in 2021.

Image result for market problem of virtual reality product

The thing is, VR is a technology that the Baby Boomers, Millennials, and the Founders (Post Millennials) embrace. VR skews more towards the younger generation, but that doesn't mean the elderly shuns it. In fact, a 2015 survey revealed that people in their golden years also find VR enjoyable.

Market model of XOTIK VR Universe

XOTIK's model for creating a wide marketplace for metaverse
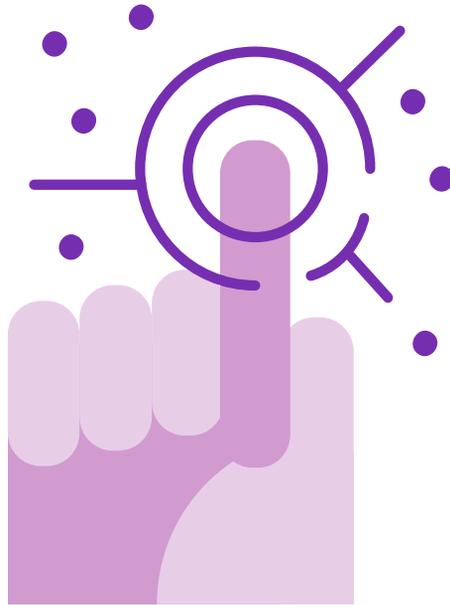
Technology has been rapidly growing and shifting. We're seeing innovations that were previously unimaginable. One of these innovations for many people includes the metaverse—a unique, immersive virtual environment that is quickly taking over the internet. You may have seen it first in science fiction movies like Ready Player One or The Matrix series, but now it is more than fiction.

We have designed a unique model for creator, marketers, users and for distributors to give them a common platform to be active here.

Project is powered by Polygon blockchain to reduce transaction costs and speed up contents with powerful polygon network which is already highly scalable in comparison with other blockchains.

XOTIK Market Place for All

⚛ Implementation of Cheap fee transaction system.

🖼 Implementation of environment for creators.

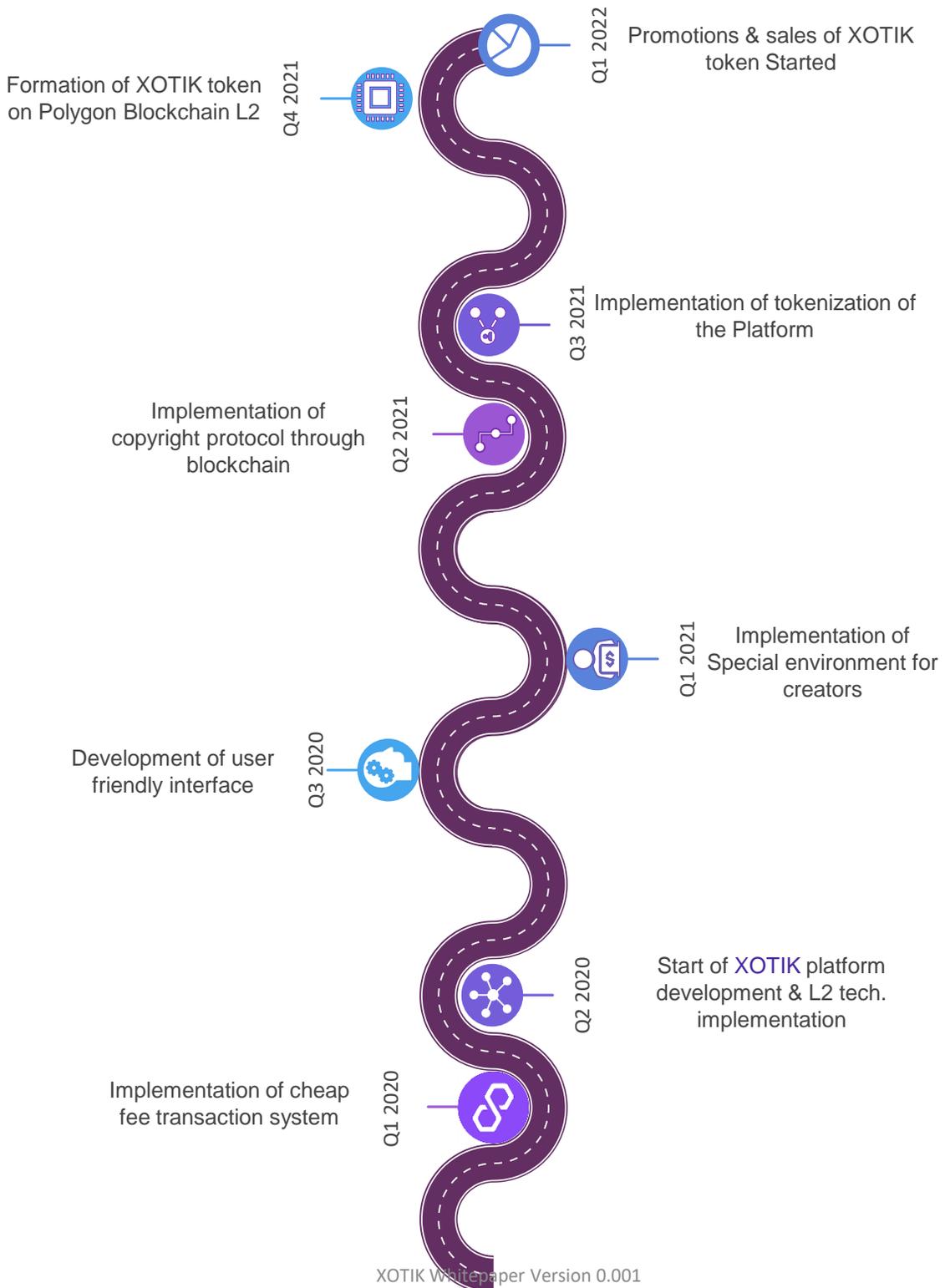◎ Implementation of copyright protocol through smart contract.

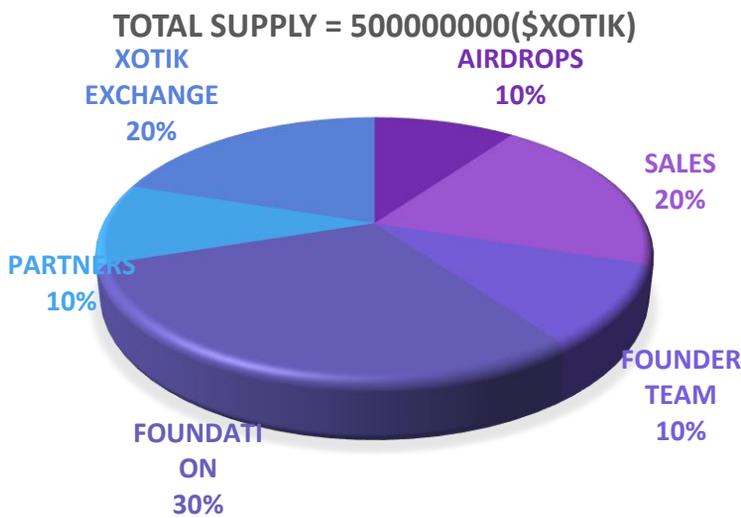▥ Implementation of sale for Games, NFT's, Movies & metaverse products.

We have made thins happened and now we are implementing it step by step to our all in one marketplace cum VR Universe .We want first of all cheapest transactional system because creators as well as users need it. With higher transaction fee creations are slowed down.

That's why we have chosen Polygon Chain to make thing easier and cheaper.

XOTIK Roadmap

Q1 2022 — Promotions & sales of XOTIK token Started

Q4 2021 — Formation of XOTIK token on Polygon Blockchain L2

Q3 2021 — Implementation of tokenization of the Platform

Q2 2021 — Implementation of copyright protocol through blockchain

Q1 2021 — Implementation of Special environment for creators

Q3 2020 — Development of user friendly interface

Q2 2020 — Start of XOTIK platform development & L2 tech. implementation

Q1 2020 — Implementation of cheap fee transaction system

XOTIK Tokenism

TOTAL SUPPLY = 500000000($XOTIK)

XOTIK EXCHANGE 20%
AIRDROPS 10%
SALES 20%
PARTNERS 10%
FOUNDER TEAM 10%
FOUNDATION 30%

Token Type	Locking
Airdrops	No locking
Sales	No locking
Founder Team	24 months
Foundation	48 months
Partners	24 months
Xotik Exchange	No minting before Live exchange

Latest Developments at XOTIK

360

Process of CoinmarketCap listing

Processing

Process of Trust wallet listing

Processing

Pre-sale Dapp

Running

Airdrop App

Running

Social Campaigns

Processing

XOTIK Future expansion Plan

Showcase of cheap Transaction cost System

We are almost ready to showcase and release of our cheap transactional cost Application to the world.

We have completed it's developments and now it is in testing face for final release.

With this application we want to represent our least cost transaction system which will charge almost zero cost for transfers, deployment and creations on blockchain with polygon L2 technology.

In this way we will encourage creators as well as sellers to our platform to use it.

XOTIK UI experience

Great User Interface Experience
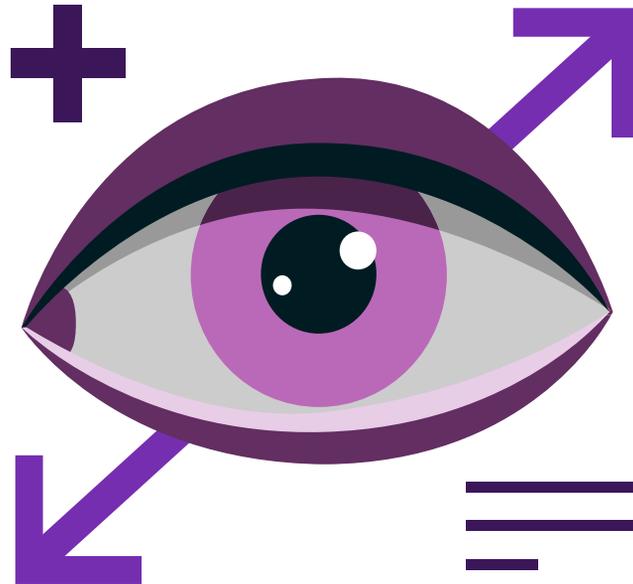
We are also working from years for great and easy to use user interface experience because we always trust user interface experience and easy to use platform with high grade of security of blockchain are always needed in the blockchain worlds. Blockchain technology is best in security but due to lack of great user interface many great applications are not adopted by most people and they lost their productivity and fame.

So user interface and easy to use interface is always our first priority.

XOTIK Fingertips plan

For Traders

We have already implemented and ready to release our least cost transaction system. It will be soon on your Fingertips

For Investors

VR technology and metaverse is the best ventures to invest and be in front line. Your investments on your fingertips.

For Creators

World is full of creators. But when creations on blockchain, gas fee always matters when you are ready to release your creativity. We developed least fee and showcase for your creativity. Use your Fingertips.

For Users

Great UI and least fee for our users to save gas fee, long time enjoy while playing games, saving while trading and forget budget when buying an NFT

VR **Product** manufacturing

Own manufacturing of VR wearables

When you think about virtual world, you need VR wearables to enter this world, that may be headsets, goggles or even may be a contact lance.

We are in process of starting own manufacturing of VR products so that we may assure quality as well as less cost of VR products.

We will produce VR wearables maintaining the quality standard as well as minimum cost so that it will affordable for people to get into the VR.

Copyright distribution through **Blockchain**
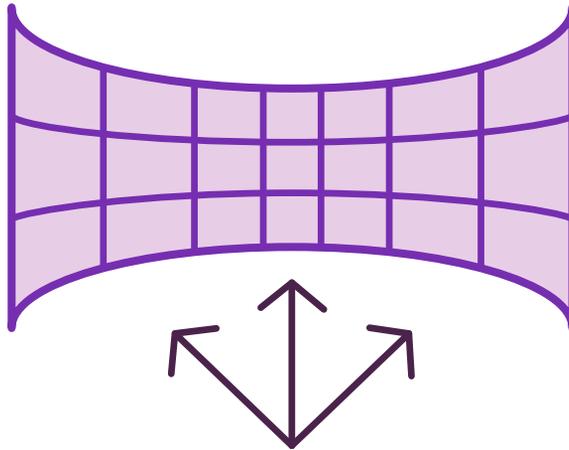
Copyright distribution on Blockchain

Copyright and right s of use is a big subject when it comes to creations of games, 3D movies , NFT's and other digital Virtual Reality products and projects.

We have created special protocol in our platform to help creator , buyers and distributor to help them exchange their rights through zero trust blockchain protocol.

We will not hold your right with us like any centralized way until you don't do any contract with us. You will be always owner of your contents until you get paid for your creations.

Also we implemented copyright exchange when transaction happens and copyright will be exchanged via proof of delivery protocol.

Thanks giving & Greetings

We are very thankful to for having a look at our innovations to bring VR technology to the distributed blockchain technology on world's cheapest transaction fee structure.
We have lot's of things are here to show, write and explain yet.
We are continuously working to make XOTIK more useful, more convenient and more easy to use platform.
We may issue another version of the whitepaper to inform you about latest developments on XOTIK platform.

For the time now once again we are very thankful for your precious time.

We at Publication & Media Team of XOTIK wish you a very prosperous new year.

Best Wishes & Regards
Publication & Media Team
XOTIK

If you have any query regarding the project
Please contact us at : contact@xotik.io
visit us at: https://xotik.io