

Virtually Real

White Paper 2.0

LEPASA METAVERSE

Whitepaper 2.0

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Introduction -

Lepasa is a metaverse project conceptualised by team of artists, real estate developers, marketers and engineered by blockchain & gaming enthusiasts. The vision is to establish a virtually real ecosystem that allows users to create, experience, and monetise their ideas and applications. Every asset from Lepasa is an NFT.

All of these NFTs can be swapped by its native token Lepa only.

Unlike other virtual properties, Lepasa is not controlled by a centralised organisation. There is no single authority with the power to modify the rules of the software, contents, economics of the tokens, or prevent others from accessing it.

This document explains the ideology, technical establishments, and economics of Lepasa.

Ideology -

The emergence of large social media platforms/networks and importance of web presence have allowed hundreds of millions of users to gather, interact, share and consume content online.

The new term Web 3.0 has made it possible to dream internet more powerful by decentralisation. Lepasa aims to establish a planned virtual Island (Metaverse) with real life use cases with being tokenized. A such world that allows businesses and individuals to express/interact their ideas with better experience and monetise real value of their contribution.

The adoption of crypto assets is still in early stage, blockchain based infrastructure makes it robust for creators and holders. It is easier and stabled for developers to build safer applications over Lepasa because of its nature of being decentralised and governed by Dao.

Proposition –

Token

Lepasa has created 100 Million Utility tokens (Lepa) for issuance of its art NFTs and Virtual assets in metaverse. Lepa tokens will be burnt after swapping against Lepasa NFT (Fine art & Virtual Lands) assets.

Metaverse

Lepasa will develop a virtual island (Metaverse) with 400K saleable land grids. Each grid consists size of 20X20 Meters. The common/public areas apart from 400K land grids will be used for pathways, road network, cantors, river and other scenes/utilities. The common areas will forever remain non-saleable. The average price of each land grid will be 200 Lepa.

Game Ready NFTs

There will be total of 40K fine art 3D game ready NFTs created by Lepasa. These NFTs will play a role of Visa to buy Land in Lepasa Metaverse. The average price of each fine art NFT will be 500 Lepa. Additionally these NFTs are gamed rigged and can be integrated into videos, games and metaverse in the future. Each NFT will have ALBP (Average Land Buying Power) to buy land grids in Lepasa metaverse against Lepa tokens.

Token Utilization Logic - 100 Million Lepa

Asset Category	Total Collection	Average Price	Total
Fine Art NFTs	40000	500 Lepa	20 Million
Virtual Land Grids	400000	200 Lepa	80 Million

In-world Economy -

Lepasa's value proposition to application and virtual real estate developers is that they can fully capitalise on the economic interactions between their applications and users. To allow those economic interactions, the platform would allow crypto tokens, digital goods, and services to be traded

Possible Use Cases -

Experience Centres

For many years, architects, interior designers, real estate builders, contractors have been using 2D/3D Modelling for their clients/projects and showcasing it into formats of images and videos. There is amazing possibilities to make the end

user/clients experience with power of ARE/VR in 3D zone. The way they develop images or videos, a space can be developed and established on the layer of land grid in metaverse. Eventually it delivers realism experience to the end user.

The scripting language would allow to develop the applications and dynamic 3D scenes and to handle a wide range of capabilities, including creating objects, loading textures, handling physics, encoding user interactions, sounds, payments, and external calls.

Advertising

Brands may advertise using billboards near, or in, high-interest areas of the metaverse to promote their products, services, and events. Some neighbourhoods may become virtual versions of prominent locations for advertisers because of high interest of users. Additionally, brands may showcase products, services and create shared experiences to engage with their audience.

Digital Collectibles (NFT)

Architects may showcase their talent by developing virtual houses/ buildings and selling them as NFT collectibles. It gives them large exposure to the global audience with relevant revenue and gives collectors to access source files of such creations to utilise in real world. There can be furniture designers or 3D artists present their creativities as an NFT collection and generate revenue by letting users buying original creations.

Socialising

Groups that currently gather in online forums, chat groups, or even other centralised multiplayer games could port their communities into Lepasa. Offline communities could also find in Lepasa a space to gather and interact. For example social media platforms have large number of users from around the world and they give them ability to create groups, applications and sub platforms, where they interact for their objectives. Similarly in Lepasa users should be able to create their own communities and gathering on a public places or private virtual homes, restaurants, meetings rooms or once of their experience areas . We can imagine businesses creating their meditation zones for their employees to spend 20 minutes a

day. Such practice brings all of them closer and feel connected.

Tourism

Virtual Tourism is something that has a strong future. When artists across the globe can inhabit their imaginations on Lepasa platform, it brings possibilities even for school students and researchers to visit Lepasa for learning, training and adventure. For example someone can develop a pavilion in Lepasa with history of roman architecture to display 3D models with information. Another good example can be of a museum about particular culture and that can be opportunity for students to visit and learn with gaming experience. Another example for kids can be a virtual mythological park where mythological creatures are showcased with information and it becomes play to learn activity.

E-Commerce

Online shopping on website and mobile are very well established to the core of every corner across the globe, Possibility of large number of Lepasa habitants can inspire global sellers to sell virtual

service/stuff to the users by their virtual store on the platform and eventually the real stuff too. Other virtual world games have witnessed this already. There can be possible play to earn discount or play to buy games for select businesses/products.

NFT Overview -

Non-Fungible Token is innovative and exciting product in luxury market. Since crypto community is blessed in monetary terms, But the current offerings are not enough mature to monetise the market. NFT is in its early stage in lot of aspects. And there are many strong use cases for potential business in current situation ie.

- A. Art (As Collectible)
- B. Virtual Land (As Utility)
- C. Music (As Collectible/Business)
- D. 3D Object Modelling (Collectible/Business)

Technology & Architecture -

The proposed protocol has 3 divisions.

1. Registry Layer - This layer records permanent data of land owners and their content.
2. Content Layer - Here it brings assets built on top of the land block using decentralised systems.
3. Communication Layer - Facilitates developer's, land owner's users to interact with each other with various channels like text & voice chat.

Registry Layer

Ethereum smart contract (ERC-721) to maintain a ledger of ownership records for land blocks. These non-fungible digital assets can be called as Land Grid: each Land Grid has unique (Direction, Zone#, Land#,) coordinates, an owner, and a reference to the content description file, which encodes what the landowner wants to serve there. Lepasa clients will connect to the Ethereum network to fetch updates to the state of the Land Grid smart contract.

Land Grid is claimed by LEPA, a fungible ERC-20 token of fixed supply. And every swap burns LEPA to create scarcity of the token. This token

serves as a proxy for the cost of claiming a new land block.

Furthermore, the NFTs can be offered on user choice network for example if someone wants to buy Lepasa NFT with Lepa(BSC bridged token) so should be able to mint NFT on BSC network.

Content Layer

Lepasa uses a decentralised storage system to distribute the content needed to render the scene. For each block that needs to be rendered, a reference to a file with the description of the block's content is retrieved from the smart contract meta data. As of today the Inter-Planetary File System (IPFS) that provides a mature solution for the requirements, shall be used.

This decentralised distribution system allows project to work without the need of any centralised server infrastructure. This allows the world to exist as long as it has contributors distributing content, shifting the cost of running

the system to the same actors that benefit from it.

However, hosting these files and the bandwidth required to serve this content has costs. Sooner, this infrastructure cost can be covered by the use distributed network of servers owned by functional business owners at Lepasa. Until this formation becomes mature. The sale of LEPA shall cover these costs over the period.

Communication Layer

Peer-to-peer connections are required to provide interactions among users, as well as programmes that the landowner wants to run inside the block. To coordinate the establishment of peer-to-peer connections, landowners will have to provide assigned servers.

The social experience of users in Lepasa will include avatars, the positioning of other users, voice chat, messaging, and interaction with the virtual environment. The different protocols used to coordinate these features can work on top of existing P2P solutions like Federated VoIP or WebRTC.

Metaverse Planning/distribution maths -

Lepasa Metaverse is planned to be spread across approximately 416 square kilometres, Which will consist 400K saleable land grids each of 20X20 meters which consumes total of approximately 160 square kilometres. Rest of the virtual land will be used to create utilities like road network, parks, river, cantors and natural scenes.

The metaverse cab be fully planned in a manner of use cases, there would be already allocated areas, For example riverside or mountain view interactive residential villas (as collectible), Meditation centres in peace zone, Art NFT marketplaces in the artists district. The divided areas should be based on utilities and each property type can consume more than one land grid.

The Conceptualised Plan

Lepasa Virtual Island is spread across 416 sq. mtr. and is in shape of amoeba. The whole design is inspired by 7 cosmic energy centres in human

body. Each district would be designed on top of the science into 7 cosmic points.

There would be approximately 20 districts on completely unique design lines with variable number of land grids and types.

To initiate with -

Since Lepasa has been conceptualised by the team of artists, we propose to offer uniquely designed mythological fantasy collectables as NFT against LEPA token. These NFTs are stored as NFT on Ethereum, BSC and Polygon blockchain and can be integrated into other blockchain projects. Lepasa's value proposition to NFT holders apart from being rare collectibles, is that These NFTs will be mandate to hold for buying land in Lepasa Metaverse. And Each of these NFTs will contain dynamic power/capability to buy certain number of land grids against Lepa tokens. In simple words Lepasa fine art NFTs are visa to buy land in Lepasa Metaverse.