CELEMETA METAVERSE WHITE PAPER

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I　OVERVIEW

Welcome to Celemeta, a brand new WEB3.0 metaverse. In this universe, you create your own identity, explore various areas, interact with others, participate and earn profits from amazing activities.

Celemeta is a decentralized metaverse that runs on the Ethereum blockchain. All assets within are stored on blockchain and controlled by users, Celemeta's blockchain technology and decentralized features allows users to freely control their assets. You can create virtual homes, shops, or entertainment venues by purchasing virtual land. You can also invite someone to visit, shop, or entertain. You can even rent out your virtual real estate and, earn profits that way.

When you enter Celemeta, you will see a virtual world with mountains, rivers, plains, islands, various buildings and creative spaces. The applications of metaverse are extensive! One can create or participate in various activities, including meetings, concerts, art exhibitions, game competitions, and social gatherings. You can communicate and interact worldwide with other users, establishing your own reputation and identity in this virtual world. Whether you are a developer, a creative person, or an everyday visitor, you can find your own fun in the Celemeta metaverse.

II　Getting Started

- Software & Hardware

  Celemeta can be accessed through web browsers on PC and MAC, such as Google Chrome, Firefox, and Microsoft Edge. Safari currently not supported.

● Wallet

Users need to create a cryptocurrency wallet and authorize access. Celemeta currently supports the METAMASK wallet. When using a cryptocurrency wallet, please store the Secret Recovery Phrase properly and securely.

III Application

● Social

Applications of Celemeta are extensive, including creating or participating in activities, and socializing with friends who share common interests.

Create personalized objects to decorate one's land, load service applications, and hold various themed activities to attract players, form community settlements, and achieve social experiences.
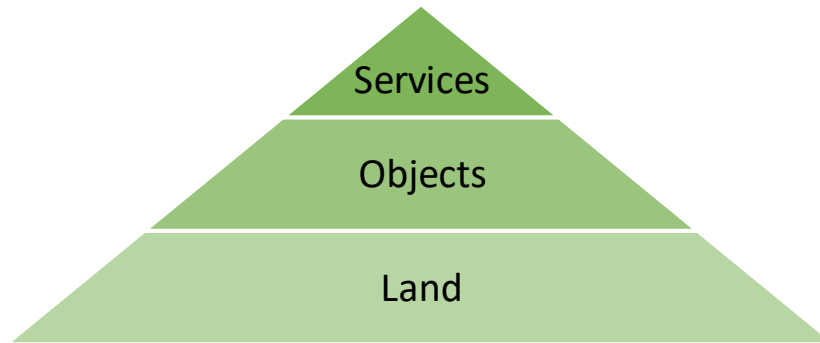
● Create

The objects on the ground, indoor scenes, avatars and other things in Celemeta can all be purchased from the NFT Store. In the future, users can create them using Celemeta's own model editor.

● Trade

Celemeta has an NFT Store trading market where users can trade assets. Multiple profit-sharing models will be introduced in the future.

IV ECONOMICS

Celemeta's assets are NFTs on the blockchain, divided into several categories, including land, land rights, objects on the ground, indoor spaces, avatars, and tokens. The concept of real estate is used to operate metaverse's economy. Celemeta's assets are categorized in a stacked architecture as shown below.

```
           Services
          Objects
         Land
```

- **Lands**

  Land is Celemeta's most important asset, serving as the foundation for placing and using other assets. Celemeta identifies its land with numeric labels. 25m x 25m is the standard land size. Land location on the map is permanently fixed and cannot be moved.

  Land itself is a tradeable asset. In the future, adjacent lands can be merged to increase value. Users can create objects on the ground and load personalized services to attract flow to the land and generate profit.

- **Rights**

  In order to add objects, create or load services onto the land, users must mint land rights upon receiving the land. Hence land rights can be traded or leased. Users who obtain land rights can develop the land by installing objects on the ground, load services, and posting advertisements.

  Land rights are limited, and each standard land only have one land right. In the future, adjacent lands rights can be obtained through mergers and increasing the number of land rights the users can use, creating application possibilities and value.

- **Buildings**

  Users can place objects on the land where land rights have been minted to decorate it and attract players. Currently, objects on the ground can be purchased from the NFT Store. In the future, users can create them using

Celemeta's own model editor.

Objects itself are assets that can be transferred and traded.

Objects can be linked to WEB2.0, display image advertisements, and can be linked to indoor spaces to access special services.

- **AVATAR**

  AVATAR is the user's character image in Celemeta.

  Currently, it can be purchased from the NFT Store, and in the future, users can create it themselves using Celemeta's editor.

- **SERVICE**

  In the future, users can set up various services, such as meeting rooms, forums, concerts, art galleries, to enrich their land in Celemeta and also obtain corresponding profits.

  Celemeta can provide users with customized services, such as personalized appearance and internal space planning and use of objects in setting up their land. In the future, users can also create it themselves or obtain them from third-party creators.

- **Token**

  CETA is the ERC-20 token required to operate in Celemeta.

  It is used to mint various assets, trade, pay transaction fees, and more. (Detailed token and economic system plans will be released soon.)

- **NFT Store**

  Celemeta has a trading market where users can sell assets or purchase works created by others for use on their own land.

- **Tax and Fee**

  Celemeta will collect taxes on various activities.

(The tax plan is still being planned and will be released soon.)

V   Team and Partners

The Celemeta team is composed of Celemeta Platform & Archasia Design Group.

For more details, please visit the official website at https://celemeta.world/.

VI   ROADMAP

March 2022	The first hand-drawn maps were created
April 2022	Blueprint Phase (Map Asset Layer)
August 2022	Sand Phase (3D Experience Layer)
October 2022	The first Land Minted
February 2023	Alpha Test Starting
April 2023	Deploy CETA Token

VII Whitepaper Update Log

As development progresses and improves, this whitepaper will continue to be updated. Please refer to the update log.