THE WORLD OF VIRTUAL REALITY

OASIS CITY

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OASIS CITY LIGHTPAPER

Virtual Reality at the Center of 4th Industrial Revolution

Experiencing What You Have Not Experienced

Over the past decades, mankind's view of the world has shifted from being that of immediate surroundings to one in which distant or even imaginary places are now commonplace in the daily digital explorations of users around the world. In a swirl of images, text, video, and raw information, humanity is growing increasingly connected. However, despite this sharing of information, there is still a barrier between the users and the information. The screen, the conduit through which so much human experience and knowledge has flowed, is now the barrier. This is a barrier which is being gradually ground down by virtual reality (VR).

Key Industry of the 4th Industrial Revolution : Virtual Reality (Hereinafter ""VR"")
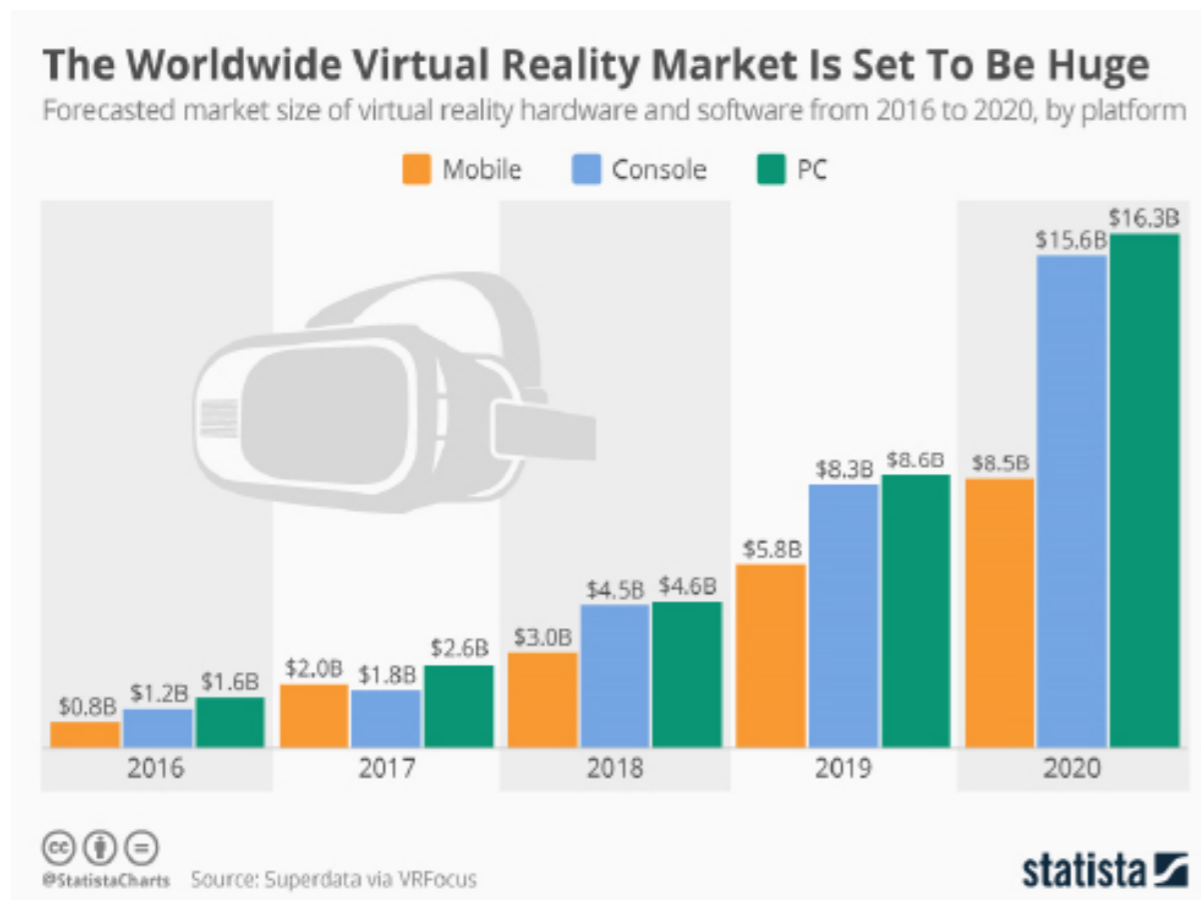
VR is known as one of key industries in the era of the 4th industrial revolution. Thanks to recent advances in technology, the boundary between the real and virtual worlds is eroding. Advanced image processing and telecommunications technologies are making it possible for near-photorealistic displays in VR headsets. Through this medium, it is possible to visit sites you could not access bodily, such as the surface of the moon or the bottom of an oceanic trench. Gaming, travel, business, education, and nearly all other industries can benefit from integration with this cutting-edge field. VR will make it possible for people to experience that which has never been possible.

World VR Market Size and the Future Prospect

VR has been often regarded as the key element of the 4th industrial revolution since 2014, when Facebook, the world's largest social network service provider, acquired Oculus VR for 2.3 billion USD. The size of the global VR technology-related market is growing annually, and the amount of corporate investments and governmental assistance is significantly increasing. According to the data from SuperData Research, the leading gaming market survey firm, it is anticipated that the world VR market will grow from 3.6 billion USD in 2016, to 12.1 USD and 40.4 billion USD by 2018 and 2020, respectively.
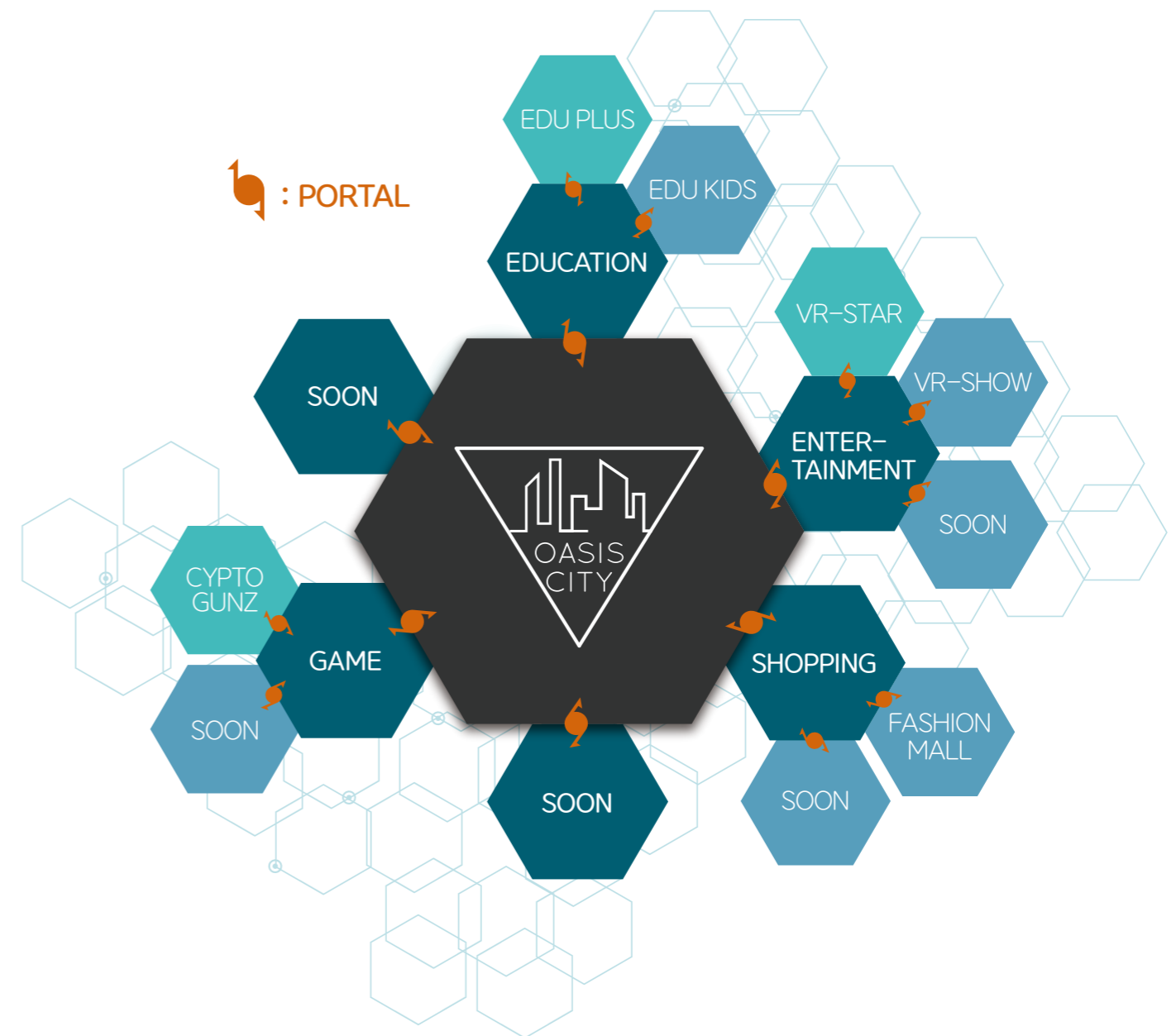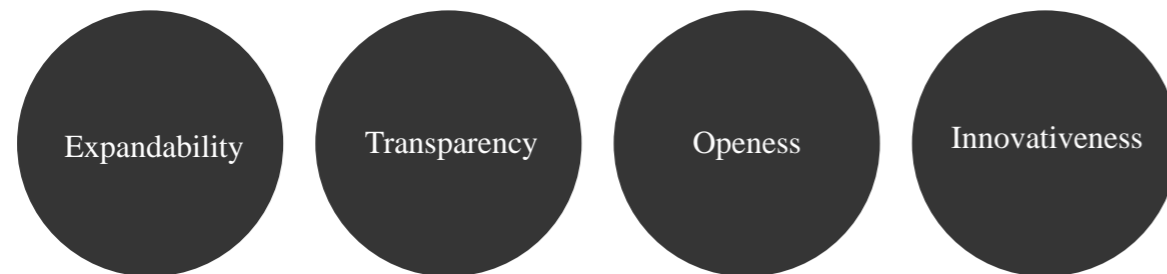
View on the VR Market and Recognition of Current Problems

The Oasis City Project Team believes that simultaneous growth of both contents and hardware-based convergent technology is required for the vitalization of the VR market and industry. As a measure to fundamentally solve current problems, the Oasis City Project Team is aiming to establish the Oasis City Platform to support hardware technology that will help translate the delicate human movements to the VR world in real-time. Meanwhile, the platform will be based on a blockchain billing economy system that will allow for the transparent reward and distribution systems, as well as serve as a powerful DRM management system.

The Worldwide Virtual Reality Market Is Set To Be Huge

Forecasted market size of virtual reality hardware and software from 2016 to 2020, by platform

Legend: Mobile · Console · PC

Year	Mobile	Console	PC
2016	$0.8B	$1.2B	$1.6B
2017	$2.0B	$1.8B	$2.6B
2018	$3.0B	$4.5B	$4.6B
2019	$5.8B	$8.3B	$8.6B
2020	$8.5B	$15.6B	$16.3B

@StatistaCharts Source: Superdata via VRFocus

statista

We welcome you to OASIS CITY

The Oasis City Project Team aims to actualize the Oasis City Platform which was inspired by "Ready Player One", a science fiction novel by Ernest Cline. Ready Player One depicts a story of a boy who faces an adventure in a virtual reality gaming world in 2045. In the VR world realized through this platform, we are expecting that physical space will no longer be our limitation through the balanced development of hardware and software. The platform has the unlimited potential and innovation identical to that of 'Ready Player One', and it will become a part of our daily life.

Expandability

Transparency

Openess

Innovativeness

: PORTAL

EDU PLUS

EDU KIDS

EDUCATION

VR–STAR

VR–SHOW

SOON

ENTER-TAINMENT

SOON

OASIS CITY

CYPTO GUNZ

GAME

SHOPPING

SOON

FASHION MALL

SOON

SOON

Orientation of Contents in OASIS CITY

The goal of the Oasis City Project Team is to facilitate a breakthrough from existing VR contents, which are typically produced by a single designer for a single platform, into a world in which all VR content is available cross-platform. This will allow a richer user experience and greater interaction between the various constituent developers working together to build our shared virtual worlds.

To support the creation of these assets, the Oasis City Team will create the Oasis City Token, which will serve as a blockchain-based payment asset in the Oasis City Ecosystem. The unique nature of the Oasis City is that all assets within this virtual space will be directly tied to the blockchain, making it possible for developers to introduce the concept of scarcity to their produced items, designs, or experiences. Unlike other games, where developers have had problems with runaway inflation, oversupply of specific drops, or people scamming for gold, the Oasis City Platform will solve these problems through introducing block-chain-based asset management.

| Tangible Content

Oasis City's content will help create realistic VR experiences in which the users freely walk, run, and touch various elements within the platform, rather than staying in one particular spot. The users can experience tangible content that can satisfy the user's five senses by exploring a specific space, just like FPS or arcade games.

| Interactive Content

Through the use of AI and pre-programmed behavioral algorihsm, much of the content within Oasis City will respond directly to the presence of the users. For example, when an animal (VR content) makes an eye contact with the user, the animal may gaze at the user or approach the user.

| AI Content

By combining the artificial intelligence technology to VR content, the elements of VR content respond like real creatures, and change their actions according to each situation and variable. For example, a dog can run to the owner after seeing the owner, or react and keep an eye on the stranger.

OASIS CITY
Entertainment Hub

Recently, there has been a shift from a simple producer-consumer business model to one in which the majority of the public become "prosumers" where they both create and consume content. However, it is still difficult for the public to enter the entertainment market due to limitations including but not limited to social status, age and look, regardless of their talent.

Oasis City's Entertainment Hub, which utilizes VR technology, is the solution that can help the public to enter the entertainment market and generate various creative content. At the Entertainment Hub, anyone can show their talent regardless of their social status, age and look, based on the anonymity in the VR world. This will allow people to become who they really want to be in the virtual world, regardless of who they are in the real world.

'A highschool principal who dreams
of becoming a comedian'

'A mountain village girl who dreams of
becoming an idol singer'

OASIS CITY
Game Hub

Gaming has become an increasingly important part of everyday life for a growing segment of the global population. One of the key components of the Oasis City ecosystem is the community-sponsored creation of VR content. Currently, the absence of killer content limits the growth of Virtual Reality gaming. The Oasis City ecosystem will change this by bringing more games and a broader selection of developers into the Oasis City Gaming Hub. This will bring about a convergence of highly-immersive contents and the motion tracking hardware, allowing users to truly live their gaming experiences to the fullest. Additionally, through recording in-game assets on the blockchain, users will be able to guarantee that the items they own are unique and limited and can therefore be collected and traded like never before.

'Become a Terminator at a virtual battlefield with extremely sensitive motion tracking VR suit and technology.'

'In-game assets will have a real value by being recorded on the blockchain'

OASIS CITY
Education Hub

People remember more than 90% of what they experience, but less than 30% of what they read, hear or passively see. This means that direct experience is the most definite way of educating people. However, there are various limitations like space and time for people to directly experience things in the reality. The solution to this problem is Education Hub which utilizes VR technology.

Military

Medicine

Disaster

'In a department store about to collapse due to fire.
Where should I head to escape?
What should I do first?'

'Emotional education through mutual
connection with deep sea animals'

OASIS CITY
Shopping Hub

It is impossible for people to examine products in the three-dimension way or try the clothing at an online shopping mall, unlike the way they do in the offline stores. A solution to this problem can be reached through the application of VR technology. In the Shopping Hub, buyers will be able to test and purchase digital assets for their avatars. In addition, they will be able to configure avatars to mimic their real-world shape and size to test products for delivery in the real world.

| OASIS MALL

The Oasis Mall is one of the shopping mall complexes located in the Shopping Hub. The Oasis Mall will be developed under the lead of the Oasis City Project Team as a real estate project which will be sold, rented, and leases to individuals who want to run a business in the Oasis Mall. The buyers who acquire a slot at the Oasis Mall will be provided with software tools which will allow them to decorate their stores and display and sell their products. Analysis on the big data that are gathered at the Oasis Mall, including but not limited to consumer behavior and consumption patterns, will allow sellers to execute targeted marketing campaigns.

Decentralized Exchange (DEX)

The OASIS Marketplace

The Oasis Marketplace will also serve as a decentralized exchange where users can freely deal with trades and auctions on assets including but not limited to characters and items using Non-Fungible Token (NFT) within the Oasis City Platform. The Oasis City Marketplace will support PC and Mobile platforms to make it widely accessible to end-users.

OASIS CITY Design Store

The Oasis City Design Store will be opened for the purpose of delivering various design elements that are needed for the Oasis City including but not limited to building design, interior design, avatar character, clothing, electronics, furniture, ornament, building, automobile, pet, weapon, and items. The Oasis City Design Store will be a platform where VR end users and designers can interact and exchange. Anyone can develop and market according to their unique taste.

Billing Economy System

The Billing Economy System, applied to Oasis City Platform, is a system for transparent rewarding and revenue sharing developed for the purpose of establishing a supplementary economy interface between of virtual reality and real world. Blockchain-powered billing economy system can be used by virtual reality users, VR businesses in the real world, content developers and even business entities in general. Billing Economy System can become an innovative system that more reflects the capability of companies that participates in OSC ecosystem on the value of the coin, rather than the influence of current cryptocurrency ecosystem. Billing Economy System reflects the confidence of Oasis City Project Team on business operations, technology development, and expansion. The system suggests an innovative vision for the establishment of healthy and transparent cryptocurrency ecosystem.

*OSC : OASIS CITY's Payment Method

Billing Economy System in OASIS CITY Platform

The Billing Economy System is the foundational system that develops and fosters the Oasis City ecosystem. Oasis City ecosystem participants can register and generate content through the Billing Economy System and set the rate for revenue sharing per contributor of the concerned content. Also, blockchain-powered ledger technology can guarantee the ownership on content to individual participants. Furthermore, transparency in operations can be guaranteed as the payment of operating income cannot be forged or falsified.

Billing Economy System in the Real World

The Billing Economy System can also be applied in the real world to improve cash flow issues for entire supply chains. The Lock-Key, a special feature of the billing system, controls the system and can prevent illegal use of content or physical objects when payment is overdue. Moreover, blockchain technology provides the protection against hacking, forgery, and falsification. Furthermore, end-users are automatically charged with the payment according to the service usage period length and the service usage count via smart contracts. Meanwhile, revenues can fairly and transparently be shared with relevant partners.

VR Motion Capture Technology

[Wireless Communications-based Real-time Motion Tracking Sensor Technology]

Motion tracking technology is a must to the users in Oasis City's virtual world. All projects have to map the user's movements with the user's avatar in the virtual world in order to realize the true virtual world. The Oasis City Team can completely solve motion tracking issues at the point where they are translated to the virtual world. These innovative technologies require technology that measures the exact location of the user including real-time hand tracking/full-body motion tracking data and location data. Also, fast wireless Internet speed must be supported in order to receive and transmit high definition VR videos above 4k in real-time. Unlike 4G that uses frequency below 2GHz, 5G technology that uses high frequency above 28GHz is more than 70 times faster than current mobile communications speed 300Mbps, and 280 times faster than LTE. Such data transmission speed has no issue processing real-time motion data of multiplayer network participants using VR and high definition video data transmitted in real-time into HMD through streaming method. Haptic technology for body reaction which is a supplementary VR technology is a technology that enables users to feel physical pressure and touch with their hands and body. Adding the haptic function to motion tracking VR suit will make the users to feel the actual impact from in-game gunshot. Also, the users will be able to feel the touch of piano keys at the tip of their fingers when playing a piano in the world of VR. In the future, users will be able to feel the skin incision done by scalpel during a surgery practice inside a virtual reality, and feel the tactile feeling of clothing when touching or examining objects at a shopping mall inside Oasis City.

Next-Generation VR Motion Capture Technology

For the user's movement or real-time motion recognition mapping, Oasis City is planning to support various progressive and innovative next-generation VR technologies in order to accurately synchronize the user's motion with that of their avatar. This new, cutting edge sensor method is the real-time motion tracking technology using fiber-optic measurement technology. This technology is the most accurate motion tracking technology and is far superior to all the other motion tracking technologies. Furthermore, the technology enables the users to experience amazing experience in Oasis City's virtual world. This technology tracks down all fingers and joint movements in micro units, and all minute motions can be expressed by an avatar in a virtual world.

Full Body Motion Tracking

Full body motion tracking is the technology that realizes each and every motion through mapping process after wearing wireless sensors. The technology can reflect motions more accurate than existing technologies, and recognition errors do not occur even when multiple users participate in a single content [IMU Sensor + FBG Sensor]

Marker-type Position Tracking +Space Tracking-type Location Tracking System

Users are attached with a camera and a marker (sticker) that notifies specific location is attached at the ceiling of an experience zone. After that, a camera attached at the user's bag shoots the marker at the ceiling. This innovative technology figures out the user location accurately with less than +1cm error range. Space tracking-type technology uses GPS and ultrasound triangulation technology to perform position correction. Therefore, it is possible for the technology to wirelessly track down multiple user locations at both indoor and outdoor locations in arcade or arena locations.
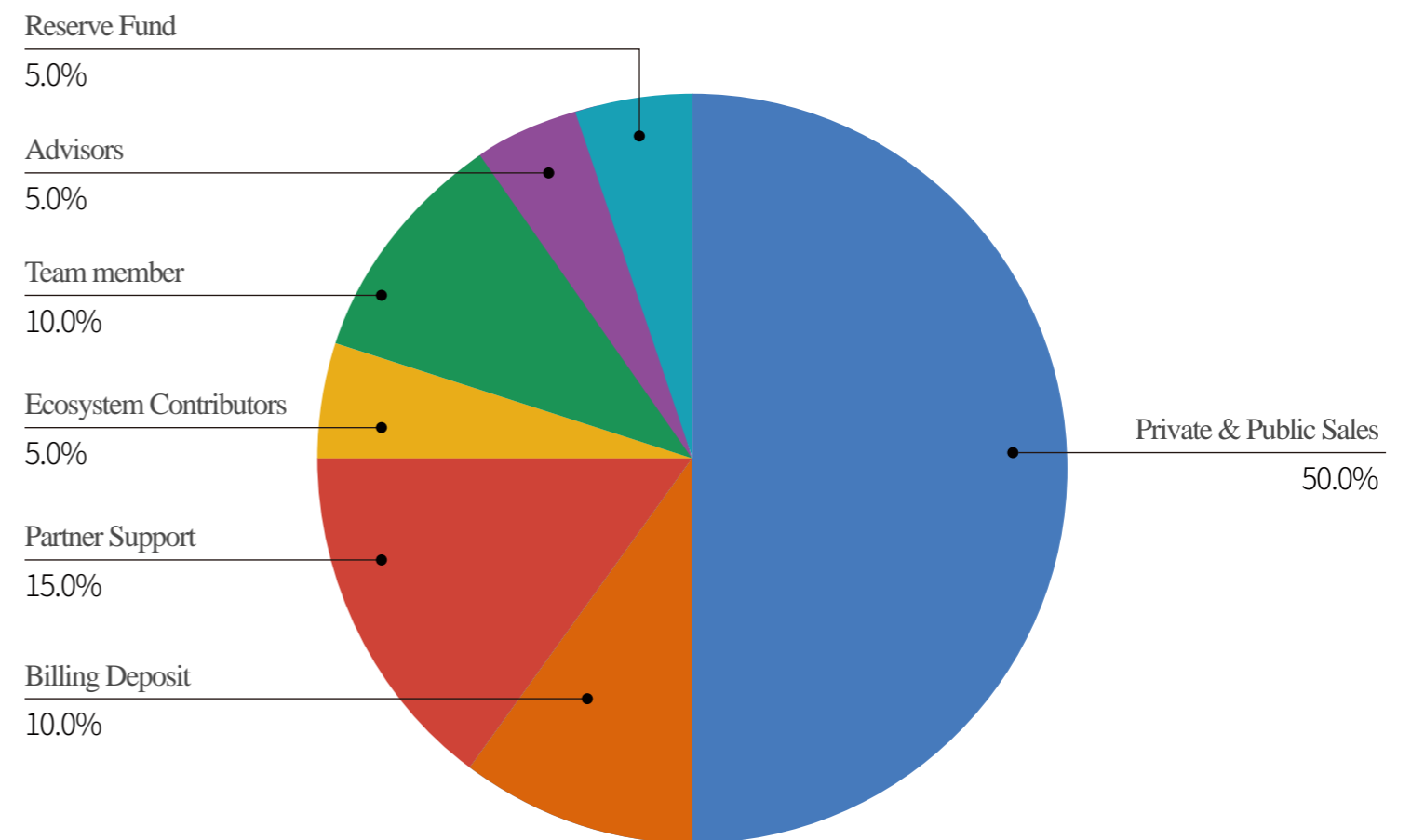
IMU Sensor + Lidar (Light Detection and Ranging)

IMU(Inertial Measurement Unit) sensor is made up of gyroscope, acceleration sensor and terrestrial magnetism sensor. However, radar technology that extracts location coordinate is used to solve IMU sensor's location-related accumulated errors. Error errors are dramatically reduced through the technology enabling large scale VR content operation at outdoor setting. The error range is below ±1cm, and it has strengths of easy installation and no spatial limit.

OSC Sales and Distribution Plan

OSC is the key foundational currency in the Oasis City platform. Users can purchase OSC through the ICO or earn through various activities in the Oasis City ecosystem. OSC will initially be issues as an ERC20 token, but would be swapped into more suitable custom blockchain developed for the Oasis City platform in the future. A total of six billion OSC will be issued, with the first 50% available for purchase during the ICO. The rest will be distributed as follows:

* Detailed information is subject to change.

Reserve Fund
5.0%

Advisors
5.0%

Team member
10.0%

Ecosystem Contributors
5.0%

Partner Support
15.0%

Billing Deposit
10.0%

Private & Public Sales
50.0%

Developer and Partner Support

During Oasis City's early stage, basic platform ecosystem will be established under the lead of the Oasis City Project Team. However, as Oasis City will further develop into a platform hub of various complex virtual reality after going through several stages of development. Hubs specific to industry sectors will be set up so that anyone can participate in the ecosystem. Here, Oasis City Project Team will actively support developers and partners to participate in the ecosystem. The following description are the supports and benefits provided to the developers and partners so that anyone can easily develop VR content and provide service inside Oasis City.

| Developer Reputation Management

Developers who completed content development will go through a mutual evaluation process. The results will be open to other developers willing to participate in Oasis City Platform and individuals can assist the successful development of content. Such development of quality content will lead to high level of trust among participants.

| Marketing Effect and Content Vitalization

As participants can obtain OSC by using various VR content in Oasis City Platform, huge number of participants can be introduced to the platform. The vitalization of VR content consumption will lead to the increase in sales of game studios. Also, game studios can maximize marketing efficiency and vitalize content by exposing advertisements on objects including but not limited to plazas and buildings inside the platform.

| Oasis City Platform Interwork Support

When developers want to develop content that applies highly sensitive hand motion tracking technology or full-body motion tracking technology that can only be applied to the Oasis City Platform, the Oasis City Project Team will provide various development guidelines including but not limited to motion signal libraries and developer support. Also, developers can also receive support on interwork between pre-developed services and the Oasis City Platform.

| Focus on VR Content Development

When developing content by using the Oasis City Platform, tasks including but not limited to membership management, account management, in-service resource management can be simplified. Therefore, developers can focus more on VR content development.

| Development of VR Content Utilizing Billing System

Anyone including developers, planners and general participants can participate in the development of VR content in the Oasis City Platform. The Billing Economy System makes it possible for vast number of experts from all over the world to generate content for Oasis City Platform and to fairly distribute revenues generated from consumer participation. This can help solve the problem that is caused by exchange rate fluctuations among national currencies and make it possible to develop content through cooperation. Furthermore, the burden on initial investment can be lowered by using Oasis City's development infrastructure.

CEO's Greetings

"All men constantly dreamed about a VR through various films. The dream world beyond our imagination will now come to you. Our project, OASIS CITY, will bring a huge change to mankind. This amazing change in the world is just the beginning. You won't be able to control your amazement."

We've been considering VR, a subject in Sci-Fi realm, as a dream thing that will happen in the future. We've been handling VR as groundless Sci-Fi novel or film. However, I could not calm my beating heart after experiencing the world of virtual reality through the innovation in VR technology and designing the future of infinite potential which VR will bring to us. I did not think a lot about entering VR market as if VR was part of my life from the very beginning. I have been putting my blood, toil, tears and sweat on researching all elements and makes up VR. After tens of years, my dream is now being realized with virtual reality platform named Oasis City based on blockchain-powered billing system and full body motion tracking suit (Hereinafter "OS Suit").

My existence was only valid in virtual reality within HMD in the past, and existing technologies weren't enough to express the real me who performs actions and make transactions within a virtual space. Unlike first-generation VR market where the user had to experience content in the observer's view point, Moiin Corp. has produced motion-tracking simulator that connects with VR for the purpose of maximizing the experience of the users. Based on my 20 years of experience at a company developing industrial equipment and game simulator equipment, I have extended my knowledge to cutting edge technologies including but not limited to hardware, motion-control and device design which are still unknown to existing content-driven companies.

For five years, Moiin Corp. focused on solving the biggest technological dilemma in VR industry by developing full-body motion tracking technology which is a real-time motion synchronization-tracking technology. After countless trials and errors, experiments and tests for five years, Moiin Corp. finally developed IMU Suit which will become the foundation for OS Suit. Currently, Moiin Corp. has given birth to the world's first full-body motion system that can be used indoors and outdoors in the level that allows FPS gameplay with IMU suit with the development of leading technology.

From now on, users that wear OS Suit will be free from limited feelings and sense of displacement delivered by simple stick-type controller and will experience a whole new world of self-driven control by using full-body motion tracking technology that uses each and every part of their body. Meanwhile, haptic touch technology upgrade will track all movements and allow users in virtual reality to feel things.

This is an innovative new technology which will become the turning point for education industry, military training, disaster safety industry, job experience and gaming industry. All companies, developers, planner, and the public who contributes to the establishment of Oasis City which will realize the founding technology will receive rewards according to their contribution through the blockchain-powered billing system. Oasis City which embraces limitless imagination will become a VR platform that contains the philosophy of Oasis City Team. When all users enter Oasis City, the users will be amazed at how valuable their characters have become after expanding beyond individual's limit of imagination.

I don't think that the term 'limit' will exist in Oasis City where we will belong. At the moment when the user wears motion-tracking suit which will be used to control each and every movement in real time, the user can become the administrator, user and owner within the content in VR created by the user him or herself. The user can stay in the ecosystem after becoming the owner of self-operated decentralized society. VR will become a part of our daily life, and you will be able to live inside Oasis City.

Thank you.

Ok Jae yun, CEO, OASIS CITY