

# Qubism whitepaper



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## Overview

Qubism is composed by a very professional team; in our team we have 3D designers, smart contract developers, website developers, business developers, user experience engineers and marketing experts.

We aim to be the number one decentralized platform for NFT, exploring all the possible solutions to have massive user adoption, offering simplicity and great customer support!

Here at Qubism we believe in the future of NFTs, our idea comes from a nearby museum while we walk in a modern art gallery, and we see very discutable art selling for millions of dollars !

At that point we understand that art has no limits and so do digital art, and as art lovers we decide to have a big role in the NFT ecosystem as the main character.

NFTs are something cool and unique to show off, but many people still think that the NFTs are only a bubble, while they truly underestimate the real value of them, we are here to change their minds forever!

Qubism will implement a unique feature, where you can finally show your NFTs collection in a 3D VR museum and you can directly sell your NFTs or just showing them off to the whole world!

You will be able to make your own gallery using our friendly users App, without having a clue about coding skills!

Now take a moment to read through our whitepaper and you will understand our dedication and passion for digital art!

# 1. Problems in the Current NFT Market

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All existent marketplaces use a not friendly interface, and all the users that just arrive in this market for the first time struggle with filters or buying and selling items.

As well, if any customer makes any mistake on any decentralized marketplace they will not have any help from the customer service. Sometimes, despite decentralization, it would be more simple to give them help, to prevent any error like buying a fake item or messing up with blockchains!

In the image below some of the most common issues:

Common NFT marketplace issues
• Unfriendly user interface
• Difficult to verify the authenticity of the NFT
• Filters that only work partially
• Difficult to visualize artist inventories
• Buy and sell NFTs
• Not cross chain options

And this list could keep going, this is making it difficult to understand and trade these kinds of assets!

## *1.2 Why Do These Problems Exist?*

The majority of NFT platforms are focused on the creation of NFTs rather than the buyer or seller's experience.

As a result, there are far too many designers and far too few customers. Owing to a lack of experience designing these types of complex systems and a lack of emphasis on the user.

There are not many resources for new users to learn how the underlying technology works. As a result, many new users have left the space, often losing money or overpaying for their first experience.

There are no platform tokens that fully appreciate the value of community through incentive-driven models of token economics.

Many promising platforms have already lost traction due to stagnant community growth. Limited payment options for users are a major impediment to adoption as well.

## 2. SOLUTION



Here at Qubims, we understand that prevention is better than healing.

So for Qubism it is crucial to create a live communication channel and a friendly user interface to bring the percentage of mistakes very close to zero!

These are some needs and solution we provide:

1	Friendly user interface	Our engineer are expert in website design and have built different marketplaces in the past. We will create the best user friendly platform!
2	Advanced filter	We will introduce an innovative filter, that will reduce the searching time at only few seconds.
3	Show your art	Thanks to Unity, we will build an app where you can customize your own 3D museum, with your personal NFT.
4	Customer support	We will spent resources to help all our customer, providing live chat and email with fast response time
5	Increase user	Adoption is fundamental! That is why we have a very well structured Roadmap plus cross chain interoperability.

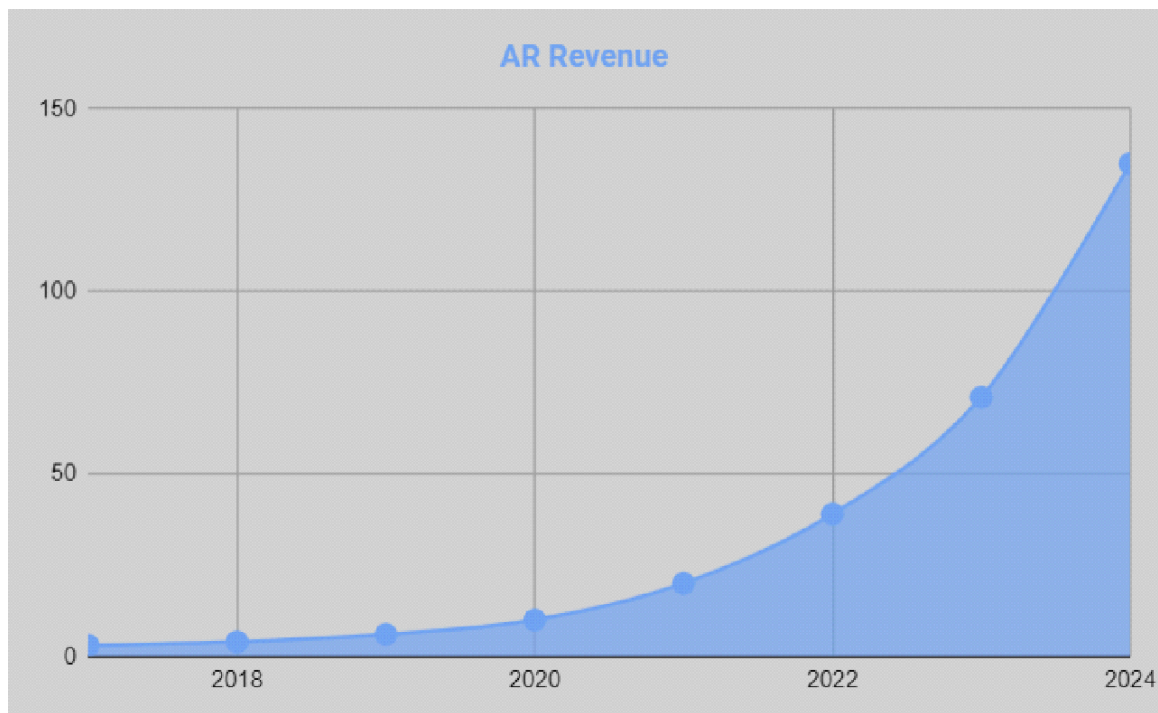
### 3. Market

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In 2018 Augmented Reality technologies were introduced on the market.

Most successful companies such as Apple, Facebook and Tik Tok made major investments and acquisitions increasingly aimed at implementing such technology with contents devoted to the consumer market.

According to a recent forecast published by IDC, consumer industry will expand its position as the largest spender in AR and VR closely followed by Retail.



IDC source

This growth is also due to the fact that the smartphone market goes in such a direction that all the devices produced since 2018 fully support Augmented Reality.

Also the market related to smart glasses technologies is growing fast and many technological companies are investing to launch a powerful and affordable product on the market.

According to IDC, the augmented reality market will reach \$11 billion in 2020, when it is expected to reach \$137 billion by the end of 2024.

Latest research highlights and investments from most of the technological giants, show how these companies have understood the enormous potential of the Augmented Reality, not only as a technology, but as a new and powerful communication channel, able to convey any type of content and usable in any sector.

### *3.1 Addressing Market Needs*

Qubism will be a community that uses a real economic system and can revolutionise AR and NFT world-scale experiences.

Thanks to this system, Qubism will represent the solution to the needs of various market segments.

Qubism aims to provide a single free augmented reality tool that allows you to build your own 3D art gallery and travel around all different galleries with advanced filters.

Plus we aim to be the best cross chain and NFT marketplace in crypto history!



### *3.2 Law of the marketing*

- **User experience:** Your customers are the best marketers in the world. We will focus our efforts solely on our products. Qubism will grow exponentially through word-of-mouth.
- **Accessibility:** Digital accessibility is important at Qubism, we will provide a multilingual platform to text-to-speech and speech-to-text for the hearing and visually impaired. Plus we will be accessible from the most important blockchain.
- **Community:** Civilizations have risen and fallen based on the productivity and participation of their communities. Here at Qubism we will take extra care of the community to make it fun and profitable.
- **Partnership:** Qubism will look for the best partnership to bring more users and an exponential growth of the platform.

## 4. Virtual exhibition with Qubism:



### *4.1 What is a Qubism virtual exhibition:*

Virtual Reality exhibitions showcase artworks in virtual spaces. They are created by taking high quality scans or photographs of digital art pieces which are then curated in a virtual space using the Qubism APP editor.

With the ability to edit your exhibitions, you can arrange the position of artworks and change the lighting and color of the walls as needed.

### *4.2 Qubism augmented Reality:*

The Augmented Reality exhibition is a mobile-accessible virtual space that imitates a real-life exhibition.

Using Augmented Reality technology, you can visualize virtual exhibitions and objects in your real space through the window of your mobile phone or tablet. Simply place NFTs art pieces into your surrounding environment. Use the Qubism APP to showcase your artworks to potential buyers wherever you go.

Qubism is currently developing an app with unity 3D, where all our members will be able to use these incredible features in a very easy and intuitive way, without any coding skills.

## 5.Bridge



Blockchain technology has come a long way since 2008 when the Bitcoin white paper was published. Since then, an explosion of blockchain networks have been created, with a huge variety of designs and intended functionality.

One of the key value propositions of blockchain technology revolves around the promise of decentralization — the ability for networks to be “owned” and run by several, sometimes thousands or even millions of stakeholders rather than the conventional, more centralized corporate model of governance.

But as the number (and often the size) of blockchain networks continues to grow, they remain largely cut off from one-another, like islands with their own communities and economies that can’t exchange information or value with the outside world. The siloed nature of today’s blockchain networks goes against the principle of decentralization and re-establishes the Balkanization of the existing centralized web (often called Web 2.0).

Not only does the lack of interaction between blockchain networks limit decentralization, it hinders the advancement and relevance of the technology by placing boundaries around innovation, economic growth and free trade. Generally, applications designed for one network only work within that network, limiting their potential for broader adoption.

As blockchain technology matures, several projects are addressing this problem by building “bridges” between networks. The move to a world where blockchains and systems are interoperable will allow applications to build on each other’s services and strengths. This will likely have a major impact across a wide range of services, as a new, decentralized and interoperable internet begins to take shape. Applications such as decentralized finance (DeFi) will benefit from increased liquidity and the ability to build a network of services that interact with each other across communities, increasing their user base and expanding the resources available.

## *5.1 What Is a Blockchain Bridge?*

A blockchain bridge is a connection that allows the transfer of tokens and/or arbitrary data from one chain to another. Both chains can have different protocols, rules and governance models, but the bridge provides a compatible way to interoperate securely on both sides.

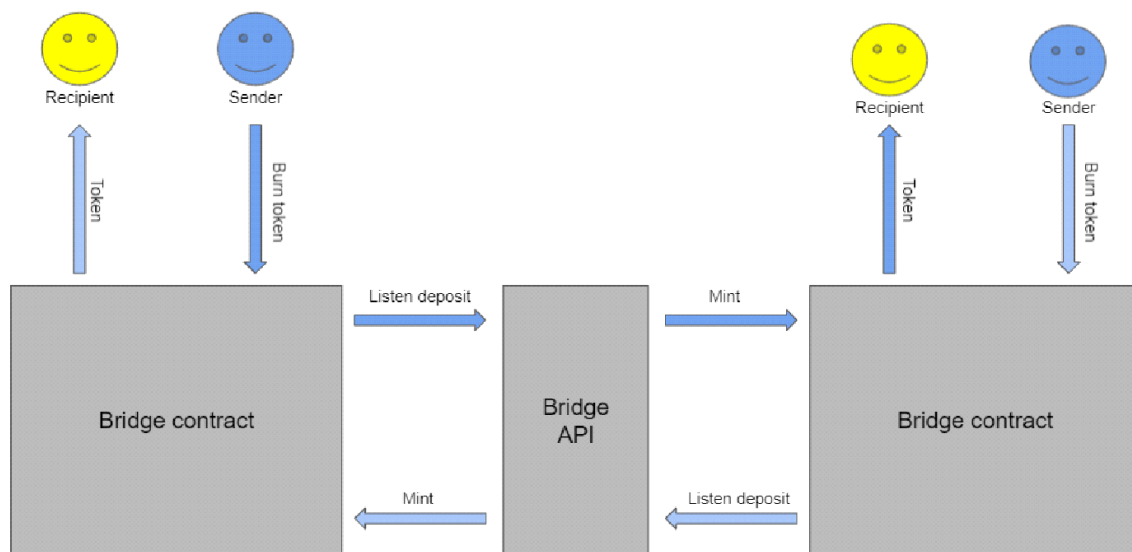
There are many different designs for bridges, but they can generally be divided into two camps: more centralized bridges that rely on trust or federation, and so-called “trustless” bridges that are more decentralized. Centralized bridges rely on some type of central authority or system to operate, meaning that users are required to place trust in a mediator to use a given app or service.

By contrast, trustless bridges are those in which users don’t have to place trust in a single entity or authority. Rather, the trust is placed in the mathematical truth built into the code. In a decentralized blockchain system, this truth is achieved by many computer nodes reaching a common agreement according to the rules written into the software. This removes many of the problems of centralized systems, which are open to corruption or abuse of power, by using transparency and incentivization of widespread participation.

Bridges can be created to suit various purposes. They are not only capable of enabling a token on one network to be used on another network, they can also be built to exchange any type of data, including smart contract calls, decentralized identifiers, off-chain information from oracles such as stock market price feeds and much more. For example, a chain anchoring verifiable credentials on Solana could be used for KYC (Know Your Customer) requirements by a gaming company built on Ethereum. Bridges allow applications to be even more decentralized, as they are no longer limited by their network of origin.

## 5.2 Qubism token bridge.

Qubism token QUB will use a innovative smart contract made by our engineers, for bridging QUB token, for better understanding of bridging, we create a very intuitive and simplified illustration.



When Qub tokens are sended to another blockchain our smart contract will burn it, and will release a new mint QUB in the new blockchain. With the same procedure all the way around! These technologies will help to attract more users from different blockchain.

## 6. Token QUB use case:



The QUB token economy is built across utilities across different platforms, community and business models. Our team of experts consider three big factors for economic growth.

1. Valuable for a holder
2. Use cases of tokens that help fuel the growth of an ecosystem.
3. A burning system for decrease the supply

Based on our research, the Qubism team decided to implement a burning system, staking, membership feature and a QUB option available for buy and sell any NFT right on the marketplace. These features will bring the value of the token to an exponential rise in price over the time.

### *6.2 Burning:*

Every transaction on the Qubism marketplace will have a fee of 2% of total price, these fees will be distributed 1% to members and 1% will be burned forever. All others buy or sell, with different tokens from our native token. Will be used for buyback and burn QUB.

These features will decrease the supply of QUB over the time, and increase the value of the token.

We set a minimum supply of 200mln QUB, at this point all burning will stop. This amount can be reduced or increased by a governance proposal!

### *6.3 Staking:*

Staking function will be available at the day of the NFT marketplace launch, we reserve 20% of the supply that will be released over 4 years to all our stakeholders.

Plus extra staking rewards for our members!

### *6.4 Membership:*

We will have 3 grades of membership that will bring different advantages.

- **Bronze:** 5k QUB, normal size 3D art gallery.
- **Silver:** 15k QUB, Big size 3D art gallery.
- **Gold:** 100k QUB, Max size 3D art gallery, extra for staking.

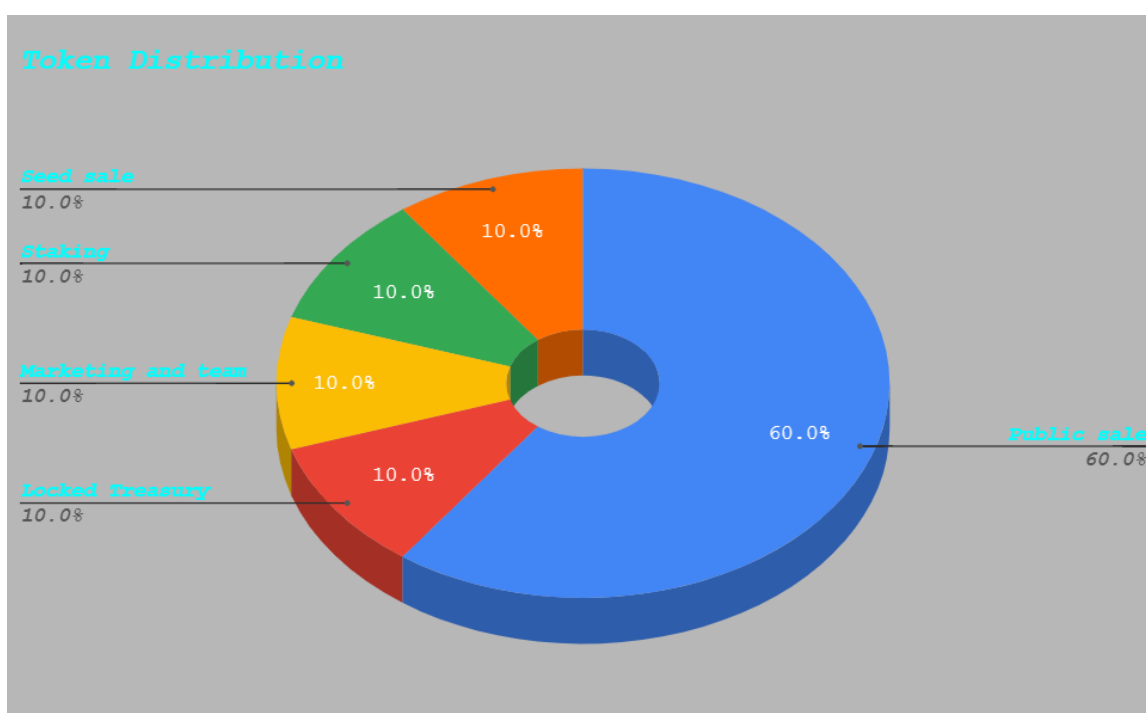
Gold members will earn 1% of all fees in payment paid with QUB..

### *6.5 Governance:*

QUB token will be used to vote for future proposals.

## 6.6 Distribution:

- This is how we will distribute QUB tokens.
- Team token locked for 1 year
- Seed-sale tokens will be unlocked 50% at the launch and 50% after 10 weeks, this will help to avoid dumps and increase in token price.
- Pre-sale QUB will be distributed on **Binance smart chain**.
- Minimum supply is cap at 200mln



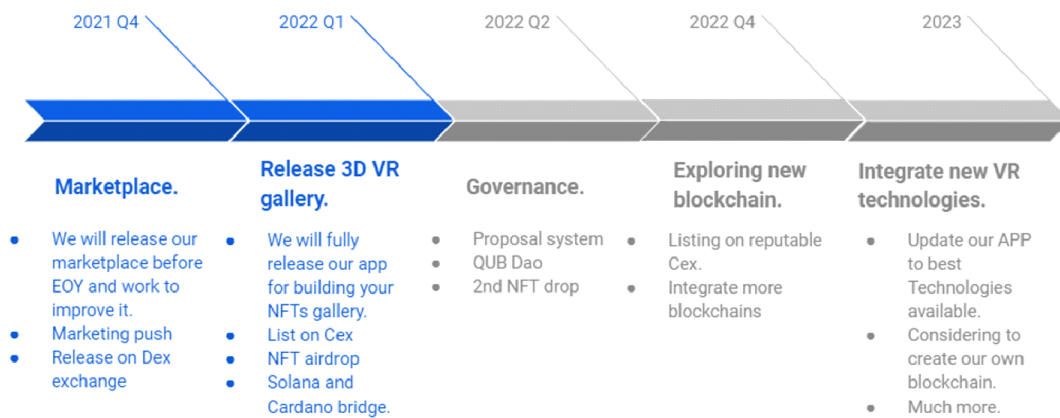
Description	%	Amount	Price
Seed sale	10	50 mln	0.002
Staking	10	50 mln	N/A
Team and marketing	10	50 mln	N/A
Public sale	60	300 mln	0.003
Treasury	10	50 mln	N/A



## 7. Roadmap

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**Indicative roadmap, we expect to achieve this goal ahead of schedule...**



## 8. Founders

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Giovanni  
Imperato



Graham  
Brodie



## Conclusion



Thanks dear investors for reading till this point, our mission is to make you feel like a child. Children are innocent and always happy to discover new things, far from the hard and chaotic world, which we adults live in right now.

We greet you with a citation from Pablo Picasso, our inspiration for this project !

*"Every child is an artist. The problem is how to remain an artist once he grows up."*

Thank you!