

## WHAT IS SIX3D?

With SIX3D, we'll change the way people express their ideas, gain knowledge, and live new experiences. In short, the way people interact with their real, virtual world.

SIX3D is a 3D Metaverse and Virtual Reality, in which anyone can create, share and consume content in Virtual Reality, Augmented Reality, 3d and 2d.

The content can be enjoyed on any screen, PCs, mobiles and tablets, virtual or augmented reality glasses.

In addition, creators will be able to monetize the content through non-fungible tokens (NFT).

In SIX3D users will also be able to mine SIX<sup>3</sup>, cryptocurrency based on Ethereum, with which the different assets and resources of the platform can be acquired.



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## CONCEPT TABLE

<b>ART</b>	Asset Right Token. Is an NFT that grants the right to exploit the assets of the SIX3d Marketplace. 6 rights per asset will be issued and the user who acquires this right will obtain 30% of the sale price of the asset every 6 sales made.
<b>ASSET</b>	Assets are the basis of SIX3D, these assets are the elements that users will use to make their SIX or presentations. They can be purchased in the SIX3D marketplace. These assets will be tokenized with ART.
<b>CANVAX<sup>YZ</sup></b>	It is an NFT that will give the right to convert a SIX into a tokenized SIX (SIX <sup>tk</sup> ). Only 666,666 CANVAX <sup>YZ</sup> will be issued.
<b>SIX3D</b>	SIX3D is a 3D Metaverse and Virtual Reality, in which anyone can create, share and consume content in Virtual Reality, Augmented, 3d and 2d.
<b>SIX</b>	User generated experience. If users would like to monetize yours SIXs, they will must purchase a CANVAX <sup>YZ</sup> to convert SIX to SIX <sup>tk</sup> .
<b>SIX<sup>tk</sup></b>	SIX tokenized, being an NFT it can be monetized by its creator. It's a NFT ERC721.
<b>SIX<sup>3</sup></b>	Cryptocurrency powered on Ethereum ERC20.



# CHARACTERISTICS SIX3D METAVERSE

Content generated by SIX3D users:



Virtual Reality



Augmented Reality



2D content



3D content

Key features



Social



Multi-device



Cloud-based



## SIX 3D



Like the sci-fi novel Ready Player ONE (Ernest Cline), with SIX3D users will be able to enjoy the experiences created by other users (OASIS), and in a few minutes, they will be able to create their own experiences, with almost no prior knowledge of the platform, in the purest style of the second part of the novel Ready Player Two and the technology "ONI".

These experiences can be shared with millions of users and monetized as NFT's.

**Our SIX<sup>3</sup> coin is based on the ERC20.**

**SIX3D uses The Ethereum ERC721 standard so that the user can create their NFT.**

### 1.0 Ethereum Blockchain usage scheme on SIX3D

SIX3D is a 3D and VR metaverse powered by Ethereum Blockchain.

In it, the creator user will be able to perform the SIX experience. If the user wants to monetize his experience, he can do so by tokenizing the SIX. By doing so, it will become a SIX<sup>tk</sup> (SIX tokenized), which is a non-expendable Token (NFT).

Tokenization will be done using ERC721 Ethereum Blockchain technology. To do this you must acquire a Tokenization right called CANVAX<sup>v2</sup>, which is another NFT, and it will be acquired through SIX<sup>3</sup> which is the Cryptocurrency Token based ERC-20 of SIX3D.



# HOW TO MAKE PROFITS IN SIX3D?

In SIX3D there are several methods to make a profit. These Methods are:

## 1 - Doing a SIX<sup>tk</sup>

A SIX3D user can create experiences and then sell them, to do so they must first acquire Tokenization Rights (CANVAS<sup>YZ</sup>) once these rights are acquired, they can create a SIX<sup>tk</sup> (Tokenized SIX) which they can sell or rent.

## 2 - Negotiating with the CANVAS<sup>YZ</sup>

A user can acquire tokenization rights from a SIX3D, purchasing the CANVAS<sup>YZ</sup> available on the market and then putting them up for sale for those users who want to tokenize their SIX3D experiences.



## 3 - Acquiring an ART

ART (Asset Right Token) are rights to SIX3D Store Assets that can be purchased by users, if a user purchases the right to an asset, they will get 50% of every 6 purchases. Therefore, each asset in the store will have a maximum of 6 proprietary rights.

The concept is like Royalties in industries such as musical.



There are many methods for the user to make a profit on SIX3D and all of them are fun and exciting



---

#### 4 - Mining SIX<sup>3</sup> coins on SIX3D

A user can mine on SIX3D itself, while creating or enjoying a SIX experience, the user can find mineral that will be exchanged for SIX<sup>3</sup> coins or directly find a SIX<sup>3</sup> coin.

**SIX3D will make available to users 100,000,000 of SIX<sup>3</sup> coins hidden in their Metaverse!!!**

**SIX3D is like others  
*virtual-worlds*  
Decentraland or  
The Sandbox Game.**

**In these Metaverses the  
creators to monetize  
their creations or sell a  
limited number of NFT  
and even earn a  
percentage on  
Marketplace sales.**



# ESTIMATED VALUE ISSUED OF SIX<sup>3</sup>

To tokenize and sell in SIX3D marketplace, a currency called SIX<sup>3</sup> has been created from which a total of 666,666,666 units have been issued.

The issuance of these currencies is supported by the value of two token issues (NFT) which are:

- **CANVAX<sup>yz</sup> issued:** An initial issued of **666,666 CANVAX<sup>yz</sup>** will be made, for example initially only 666,666 tokenizable experiences (transformable to NFT) will be created, each **CANVAX<sup>yz</sup> has an initial price of 66 euros (paid in SIX<sup>3</sup>)**. This NFT can be traded on the SIX3D marketplace or external platform, either with SIX<sup>3</sup> or with FIAT currency. **The SIX<sup>3</sup> coins used to acquire the CANVAX<sup>yz</sup> 666,666 will be burned.**

## Market Value of CANVAX<sup>yz</sup>

<i>Initial price of the CANVAX<sup>yz</sup></i>	66 €
<i>x Initial number of CANVAX<sup>yz</sup></i>	x 666.666
<b>Total =</b>	<b>43.999.956 €</b>

- **Marketplace Assets Rights Tokens (ART: Asset Right Token):** The SIX3D marketplace currently has about 45,000 assets, of which 50% ownership will be tokenized. Each Asset has 6 property rights, which are NFT (Non fungible Tokens), these tokens are called **ART** (Asset Right Token). Assets will continue to be sold in-store to other users (but only usufruct and not ownership), so that 50% of profits will go to each of the owners of each ART and the remaining 50% to SIX3D. The average price of the assets is 0.66 euros, the right of ownership of the assets will be sold at 100 times its price, that is, at 66 €/ART.
- **Payment for the initial sale of ART will be made with SIX<sup>3</sup> coins and these will be automatically burned.**

## Nº Total de ARTs

<i>Tokenizable Assets Rights</i>	22.500 tokens
<i>Nº Property Rights for Asset</i>	6 Rights
<i>Nº Total Property Rights</i>	135.000 ART (22.500 Tokens x 6 Rights)

## ART Sales Market Value

<i>Nº Total Property Rights</i>	135.000 ARTs
<i>x Average value of ART</i>	x 66€
<b>Total =</b>	<b>8.910.000 €.</b>

## Initial TOTAL Market Value

<i>Market Value of CANVAX<sup>yz</sup></i>	43.999.956 €
<i>+ Market Value of ARTs</i>	+ 8.910.000 €.
<b>Total =</b>	<b>52.909.956 €.</b>

It should be remembered that **both CANVAX<sup>yz</sup> and ART** can be traded on the SIX3D marketplace or external traders at all times.

As the initial issued of coins will be 666,666,666 SIX<sup>3</sup> coins with a market value of 52,909,956 euros, the estimated starting value of SIX<sup>3</sup> coin would be 0.079 €/SIX<sup>3</sup>

**The estimated starting value of each SIX<sup>3</sup> coin is 0.07936 €/SIX<sup>3</sup>**

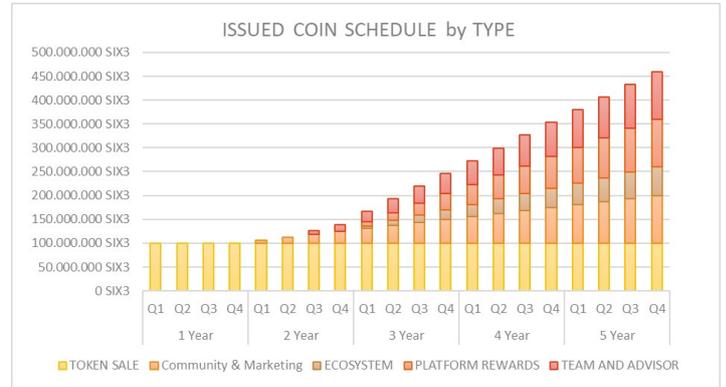


# ALLOCATION SIX<sup>3</sup>

The SIX3D team aims to raise between \$6,000,000 to \$10,000,000 during the public sale to finalize the platform. The rest of SIX3 will be used in the following



Of the 666,666,666 SIX3 that can be issued, it is estimated to issued only 499,999,999 SIX3, maintaining 206,666,667 SIX3 in reserve, which is not originally planned to be issued.



areas.

ALLOCATION TYPE	TOKEN AMOUNT
TOKEN SALE	99.999.999 SIX <sup>3</sup>
TEAM AND ADVISOR	100.000.000 SIX <sup>3</sup>
Community & Marketing	100.000.000 SIX <sup>3</sup>
PLATFORM REWARDS	100.000.000 SIX <sup>3</sup>
RESERVE	206.666.667 SIX <sup>3</sup>
ECOSYSTEM	60.000.000 SIX <sup>3</sup>
<b>TOTAL AMOUNT</b>	<b>666.666.666 SIX<sup>3</sup></b>

From the date of public sale, all other tokens will be issued according to the following schedule:

	DATE TOKEN SALE	ISSUED COIN SCHEDULE by TYPE (%)																				% TOTAL	TOKEN AMOUNT
		1 Year				2 Year				3 Year				4 Year				5 Year					
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4		
TOKEN SALE	100%																					100%	99.999.999 SIX <sup>3</sup>
TEAM AND ADVISOR								7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	7,143%	100%	100.000.000 SIX <sup>3</sup>
Community & Marketing						6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	6,25%	100%	100.000.000 SIX <sup>3</sup>
PLATFORM REWARDS								8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	100%	100.000.000 SIX <sup>3</sup>
ECOSYSTEM								8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	8,33%	100%	60.000.000 SIX <sup>3</sup>
<b>TOTAL TOKEN ISSUED</b>																							<b>499.999.999 SIX<sup>3</sup></b>
<b>RESERVE TOKEN</b>																							<b>206.666.667 SIX<sup>3</sup></b>

The issue of the coins held of the company will not be carried out before 12 months of public sale.

The issued of the coins held by the company will not be made before 12 months of public sale.

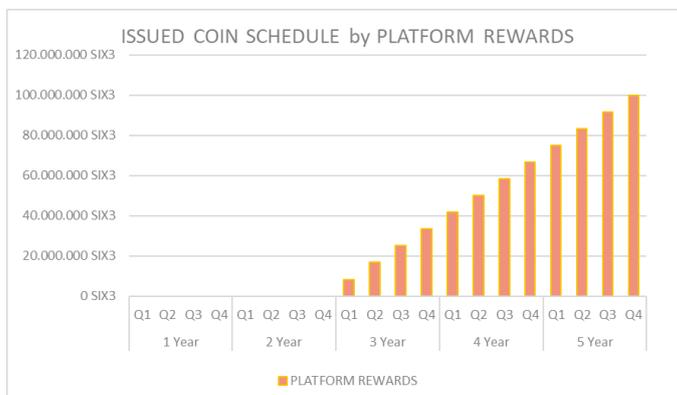


# BURNING

As mentioned above, each time you buy a **CANVAX<sup>yz</sup>** or **TAP** the SIX<sup>3</sup> used in your purchase will be burned, so that after 5 years the number of SIX<sup>3</sup> in circulation will be significantly lower than shown here.

# PLATFORM REWARDS

The SIX3D team wants to have the METAVVERSE fully operational two years after the public sale of tokens, at that time, SIX3D users will be able to mine SIX<sup>3</sup> in each of the SIX they make. For this purpose, 100,000,000 SIX<sup>3</sup> have been reserved and will be issued continuously during the following 12 Quarters, so that between Q1 of year 3 and Q4 of year 5 the 100,000,000 of SIX<sup>3</sup> will have been released.

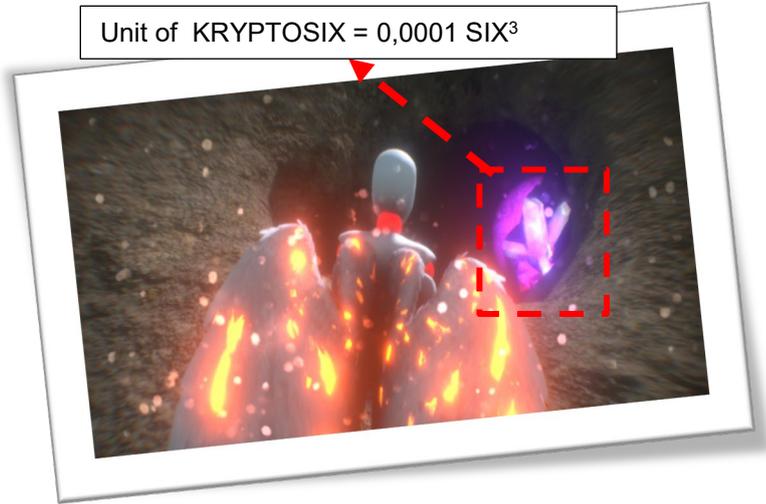


## Mining method

The SIX<sup>3</sup> mining method will be using the platform, so that in each SIX that users enter, there will be a certain amount of mineral called KRYPTOSIX, which, when mined, will give 1 CENT SIX<sup>3</sup> for every 100 units of KRYPTOSIX mined.

During the estimated 3 years of mining, 3,805 SIX<sup>3</sup> per hour will be released. So, the amount of KRYPTOSIX to be released between the different SIXs will be **38,051,175 KRYPTOSIX per hour**. If for one hour not all KRYPTOSIX are mined, they will accumulate for the next hour, so that the mining will be carried out in a minimum of 3 years, however this period can be extended depending on the mining activity that SIX3D users have.

Unit of KRYPTOSIX = 0,0001 SIX<sup>3</sup>



## Mining method in Virtual Reality

To promote the use of Virtual Reality, miners who perform mining in Virtual Reality will have a 100 times greater chance of finding mineral than users who do not use this technology.

KRYPTOSIX will be an NTFs that can also be used to make purchases within the SIX3D marketplace.

**SIX3D Promote the use of Virtual Reality by increasing the probability of finding kryptosix when mining with VR by 100 times.**





## II. HOW DOES IT WORK?

In this section we will briefly explain how SIX3D works and main features.



# SIX3D METAVERSE

The user enters the platform and accesses their account, where the different experiences they have created are located. Unlike other **metaverses** such as **The Sandbox** or **Roblox**, the user will be able to both **CREATE** and **CONSUME** the different experiences, from the same platform, without installing any additional software.

In our Metaverse, the creation and consumption of experiences are carried out on the same platform, which will increase the number of creators exponentially, because to start creating you only must press an icon without having to download any additional software. In metaverses such as **ROBLOX**, the relationship of **Creators vs Users** is very unequal (25 to 1), mainly due to the separation of consumer and creation platforms and the difficulty of managing the latter. In **SIX3D** this will not happen.

In **SIX3D** the user will be able to:

- Access free or paid **EXPERIENCES** created by other users.
- Create your own experiences and monetized them, when creating **NFTs**.
- Access your **NFT's**.
- Access the **Marketplace** to make purchase and sale of **NFT's** and **Token Fungible**.
- Trading with the **NFT's** in external platforms.
- Mine **SIX<sup>3</sup>** (**SIX3D** Cryptocurrency).

The platform will be free, once, downloaded and installed, runs **SIX3D**.

## Login Screen: The user login or creates an account.

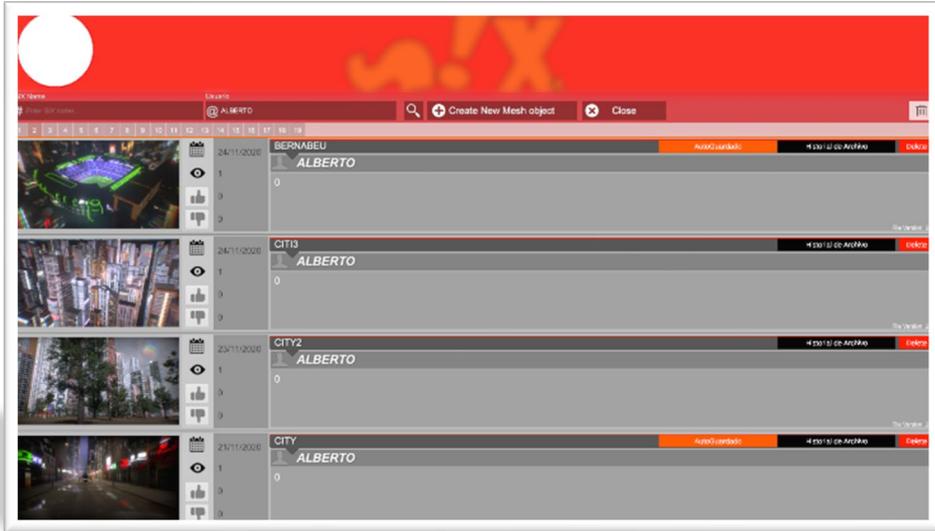
When creating the account, the user will be automatically and transparently created a wallet in which they can deposit their **SIX<sup>3</sup>**. In addition, the amount of **0.001 SIX<sup>3</sup>** will be deposited in it.



**In SIX3D both creation and consumption of content is carried out within the SIX3D itself without the need for external tools.**



Once you have login in SIX3D, the main page shows the User Created Experiences, from this page you can upload your own or other user experiences.

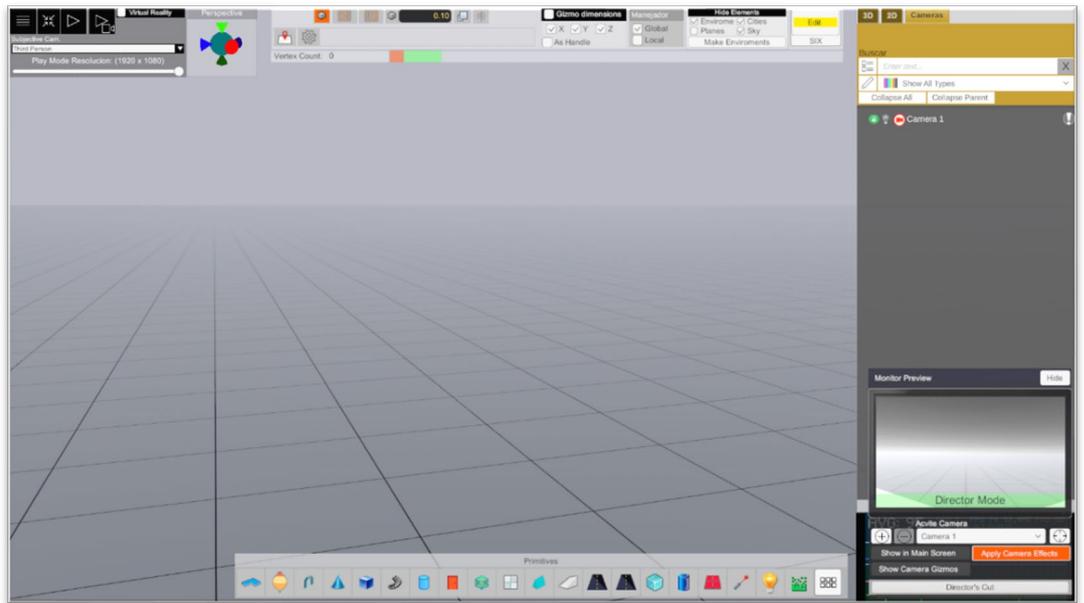


Here we see of different experiences created in SIX3D.



# HOW TO CREATE A SIX

Each piece of content (EXPERIENCES) generated on our platform is called SIX and is made on what we call Digital Canvas. When you open a SIX, a 3D digital canvas appears on which the user will be able to perform the EXPERIENCE.

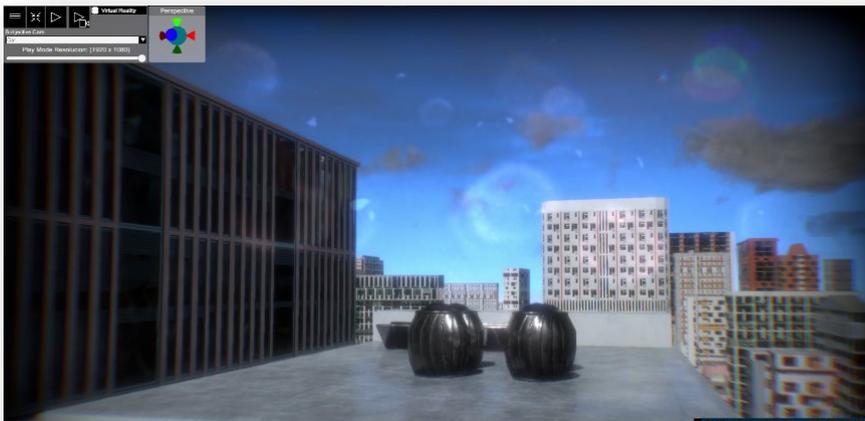
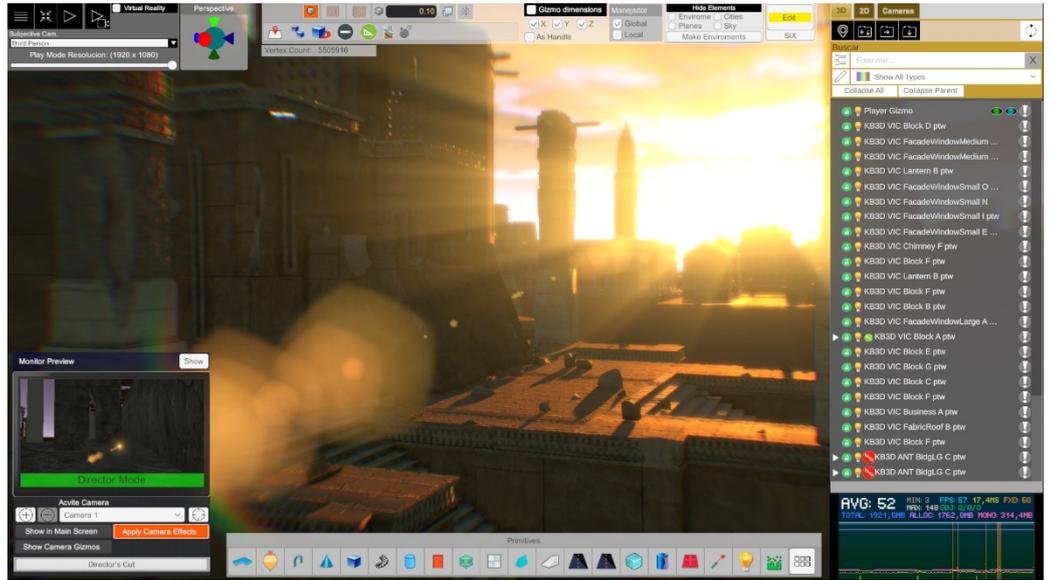


On the next screen we can see an example of a photorealistic experience of natural place, this experience can be automatically enjoyed in Virtual Reality (oculus, htc, Windows mixed Reality).

**SIX3D allows you to create high-quality experiences, thanks to its graphics engine and the inclusion of its own programming language, called BASIX.**



For the creation of the SIX, there is a marketplace with more than 45,000 different non-Fungible tokens (NFTs), with free and paid tokens. It also has internal elements of the program itself to be able to perform EXPERIENCES based on natural environments, such as the one shown in the previous photo, or URBAN EXPERIENCES like the following.



**SIX 3D allows you to create experiences that are automatically available in VR, without the need for specific knowledge.**



# EXAMPLE VIDEOS



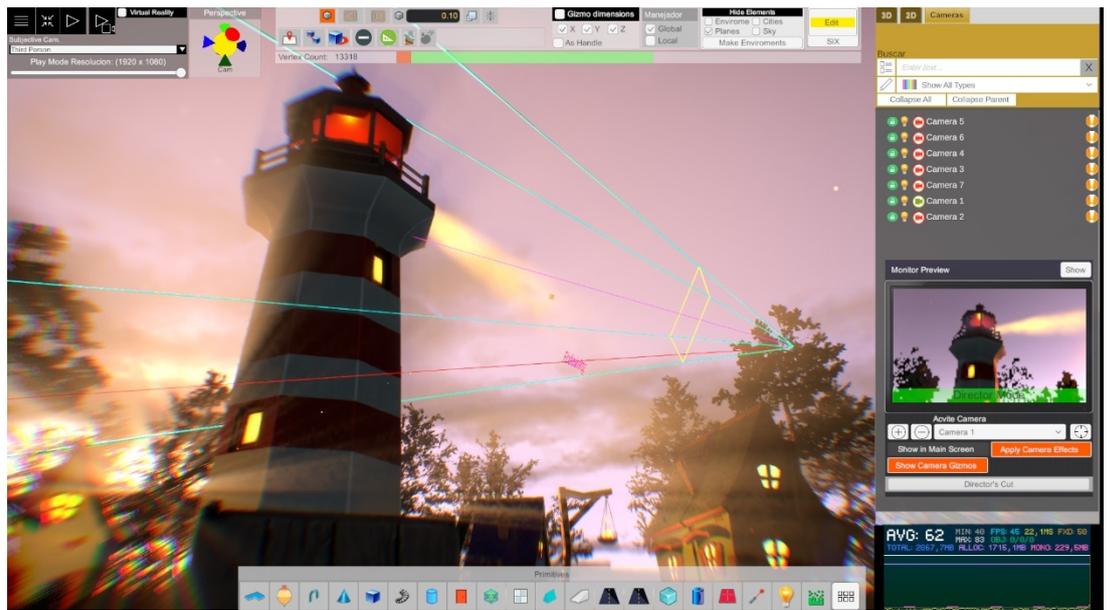
## Story Telling

SIXs are not static EXPERIENCES, through a cinematic system, all kinds of stories can be told. This will allow users to telling their stories, making SIX3D an unprecedented communication tool.

In short, through SIX3D, people will be able to express their ideas, acquire knowledge and live new experiences in an immersive way like never before.

SIX3D has a powerful camera system, to generate all kinds of professional quality animations, in addition the 'Cut Scene' mode allows the editing of the scene including audio synchronization.

SIX 3D Features powerful Audio and Video editing tools to tell any Story.



## BASIX: Programming in SIX3D

SIX3D has a complete, object-oriented language, called BASIX, this language has all the basic structures of any other language, such as Basic, Phyton, C, or Making it ideal for any user to enter the exciting world of programming.

It also has powerful dedicated instructions, which allow you to execute "Action Paths" (Basic SIX3D Animation Unit), Sounds, Effects, etc..

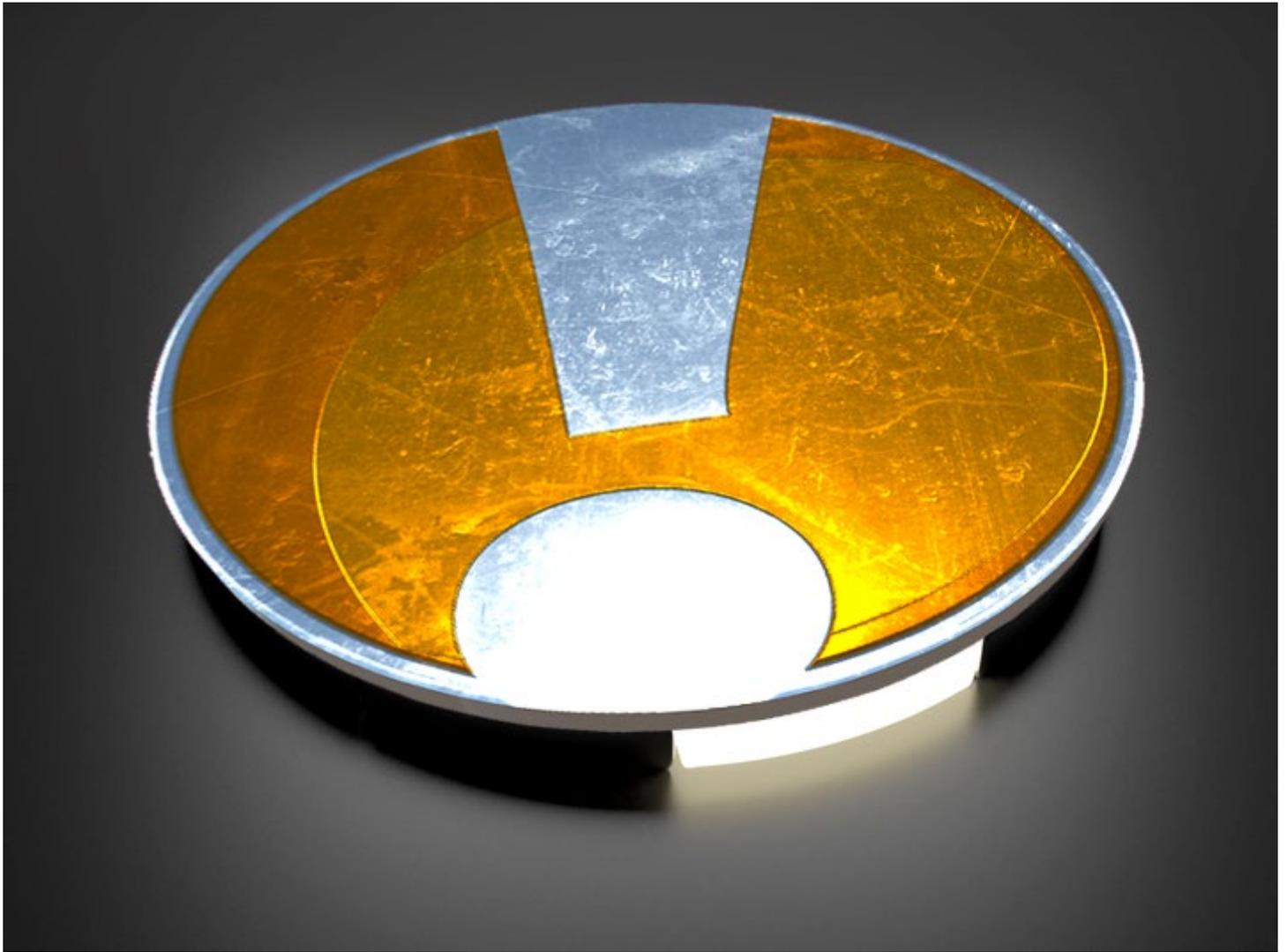
Thanks to Basix and its simple code editor (Block Based), the user will be able to create everything from incredible interactive experiences, to complete games with AAA quality, and everything can be automatically enjoyed on 2D, 3D, Virtual Reality, Augmented Reality, Mobile, Tablet or Computer (PC or MAC).

SIX3D, don't need to open editors or external programs to start creating code, everything is integrated, from the editor to a simple but powerful debugger that allows you to debug the code step by step.

Without a doubt a powerful tool that will make any user, can learn to program in a dynamic and fun way.

**SIX3D will allow more curious users, enter the world of programming effortlessly. With SIX3D, young people will be able to acquire the main skills that the labor market will demand in the not too distant future.**





### III. ROADMAP, MARKET ANALYSIS AND BUSINESS MODEL

In this section we'll look at the SIX3D Launch Roadmap, look at the market it covers, and the SIX3D business model.



# ROADMAP

•**Q1-2021: RELEASE CANDIDATE PRIVATE** we currently have a private Release Candidate version, which is used to perform testing of the platform.

•**Q2-2021 → Q4 - 2021:** During this period, BASIX will be completed.

•**Q2-2021 → Q4 - 2021:** During this period, the assets that will make up the SIX3D marketplace will be terminated, currently there are already more than 45,000 assets. In the future, it will open up the possibility for users to enter their own assets, provided that they meet certain minimum quality specifications.

•**Q1-2022 → Q4 - 2022:** During this period, a public beta will be released to a limited number of users, to test the platform and give us feedback. SIX<sup>3</sup> holder will be primed to enter the betatester circle. During this period, marketing campaigns will be actively launched.

SIX3D will feature a private Release Candidate in the first Quarter of 2021, and will be released in the first quarter of 2023.

Updates will follow the DAO system, with HOLDERS of SIX<sup>3</sup> coins being able to participate in them.

ROAD MAP SIX3D												
	2.021				2.022				2.023			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
RELEASE CANDIDATE PRIVATE	█											
BASIX DEVELOPMENT		█	█	█								
MARKETPLACE		█	█	█								
RC PUBLIC					█	█	█	█				
MARKETING					█	█	█	█	█	█	█	█
LAUNCH SIX3D 1.0									█			
UPDATE 1.1										█		
UPDATE 1.2											█	
UPDATE 1.3												█

\* UPDATES: Se realizaran siguiendo el sistema DAO, de tal forma que los holders de SIX3 podrán participar en las nuevas actualizaciones, realizando sugerencias para las mismas

•**Q1-2023: Launch SIX3D 1.0.:** Will be released, during the different quarters different versions, will be released with the improvements proposed by the users, giving more vote to the holders users of SIX<sup>3</sup>.



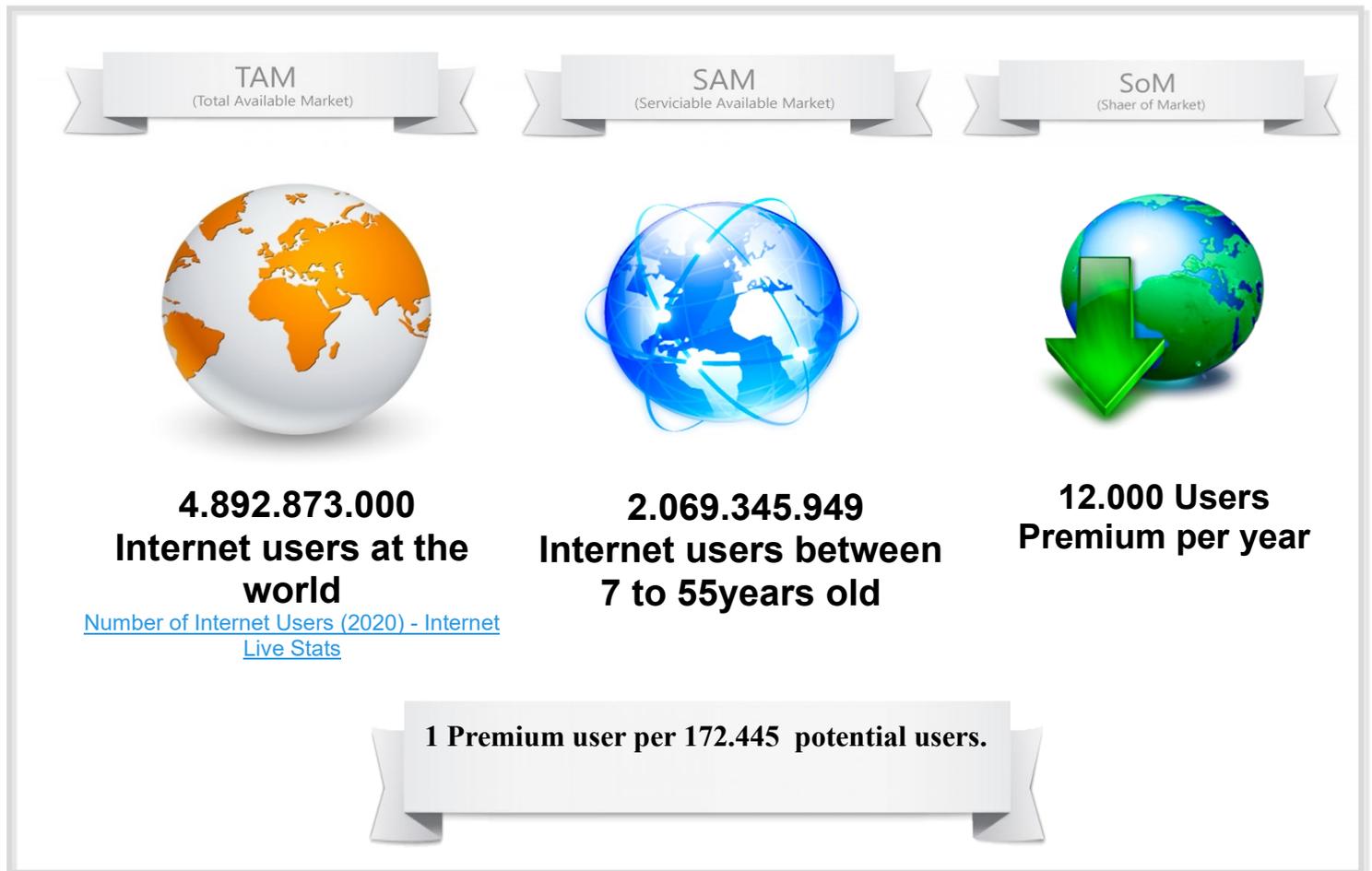
# MARKET ANALYSIS

## 2.1 Market size

Our potential market are companies and individuals with internet connection and in an age range between 7 years and 55 years:

**Individuals:** Ours potencial market reache 2,069,345,949 people who have access to the internet of age between 7 and 55 years, highlighting mainly: Millennial generation, tweens, marketing professionals, designers, medical, finance, engineers and education professionals, in short, anyone who has to present their ideas.

The main market of SIX3D are companies and individuals between 7 and 55 years old with internet connection.



**Multinacional companies:** as a marketing platform and selling virtual products through NFT technology. Interactive assembly manual generator, use in Technical Service departments, mechanics, etc...



### 2.1.1. SIZE MARKET EDUCATION

Due to the social and economic importance of the education sector, we want to make special mention of the market for this particular sector. According to WolframAlpha estimates, we have that globally there are:

**Only on the EDtech side SIX3D does it have a very high potential market**

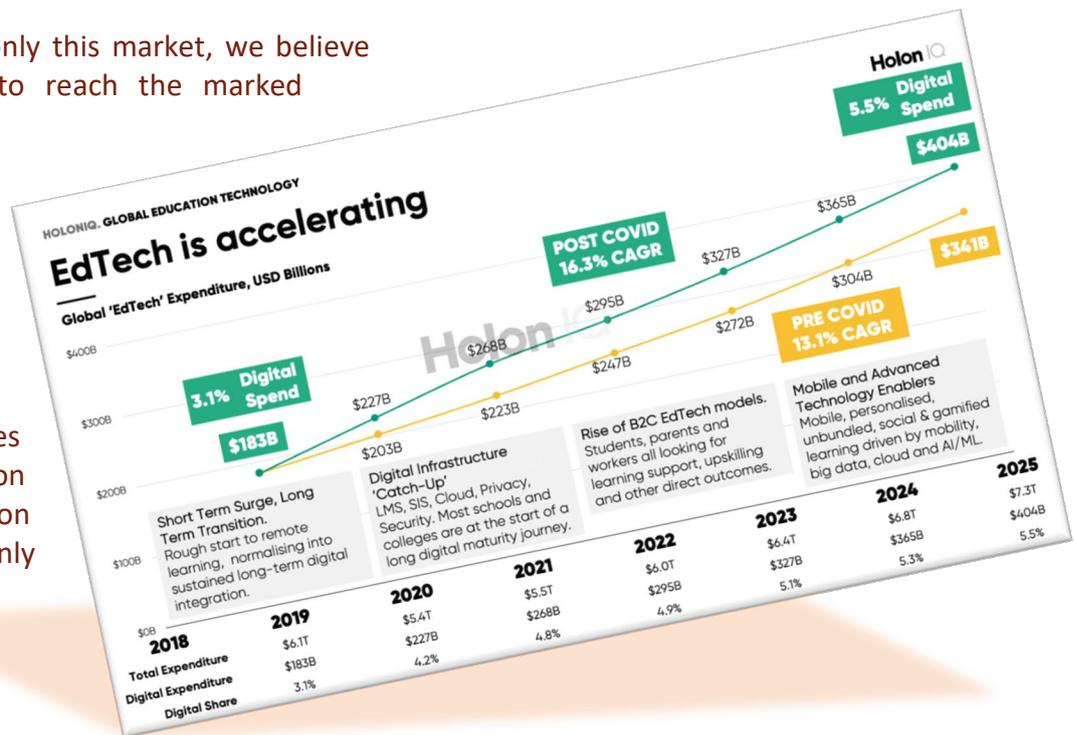
Size Market Education	
Teachers	62.200.000
+ Alumnos	1.436.000.000
=	1.498.200.000

Applying the correction factor of % of internet use worldwide which amounts to 40.7 %.

SAM applying correction factor	
teachers	62.200.000 x 40.7%= 25.315.400
+ Students	1.436.000.000 x 40.7%= 584.452.000
=	SAM Education = 609.767.400

Taking into account only this market, we believe that it is quite likely to reach the marked forecasts of 12,000 premium users in the first year.

It should be noted that globally the education spending budget is around 4.59% of global GDP. Studies indicate that spending on EDTECH will be \$404 billion by 2025. As you can see only on the EDtech SIX3D side has a very high potential market.<sup>12</sup>



<sup>1</sup> [Public spending on education, total \(% of GDP\) | Data \(bancomundial.org\)](https://data.bancomundial.org/)

<sup>2</sup> [Sizing the Global EdTech Market. Mode vs Model – HolonIQ](#)



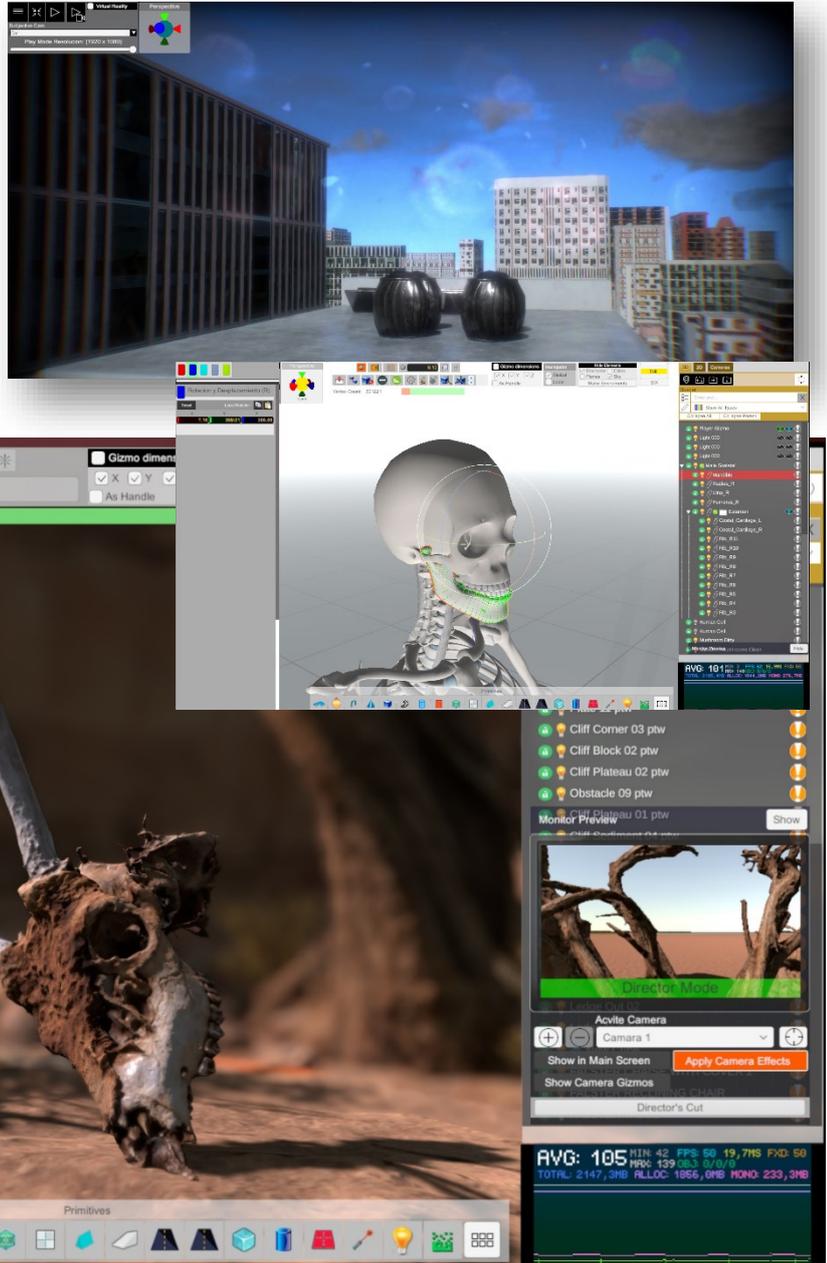
## 2.2 Use cases

As we have mentioned, SIX3D is a 3D METAVERSE and hyperrealistic VR, which allows it to be used by users from the age of 7 to 55 and can also have very varied uses such as those shown below. SIX3D has as its main uses:

**Healthcare:** Treatment of phobias (e.g. Vertigo) through experiences in Virtual Reality.

**Education:** SIX3D will be the tool that will finally allow teachers and students to speak the same language, as it will be used by teachers as a powerful presentation tool and will be seen by students as a game.

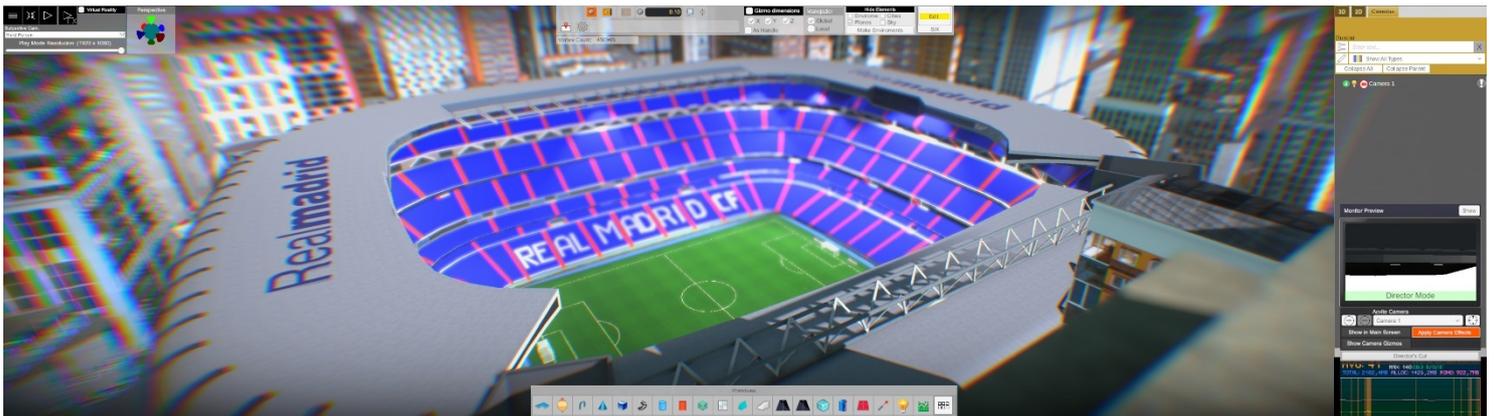
Healthcare (treatment of phobias with VR), education, Marketing, Productivity, Spare-time, SIX3D options are almost



**Marketing and Merchandising:** E.g. Sport Clubs<sup>3</sup>, you can create channels in SIX3D.

SIX3D, will allow sports entities to open channels to interact with their fans, being able to sell merchandising in NFT format, such as the SANTIAGO BERNABEU stadium, which can be sold to the more than 250 million followers that REAL MADRID has on different social networks. The market size is very large, to show that between Real Madrid CF and FC Barcelona they have more than 500 million followers worldwide.

Through SIX3D kinematics, users will be able to perform SIX (experiences) by replicating epic moves from each of the clubs. Imagine, recreate in 3d and VR the unforgettable baskets of the NBA or the great football games.



Each new signing of a club will be put up for sale on its SIX3D channel for fans to acquire and complete the squad, being able to take out limited series supported by NFT technology. A new celebration of an athlete, can be sold as an animation of the avatars, being able to reach millions of sales in a few minutes.

**Any company or entity, you can open a channel in SIX3D, to include in it, experiences that link your brand with potential customers.**

**E.g. Sports Clubs such as Real Madrid C.F.**



3

<https://www2.deloitte.com/content/dam/Deloitte/uk/Documents/sports-business-group/deloitte-uk-deloitte-football-money-league-2021.pdf>

The logos shown here are the property of their respective clubs.



[WWW.SIX3D.COM](http://WWW.SIX3D.COM)

## Virtual Avatars

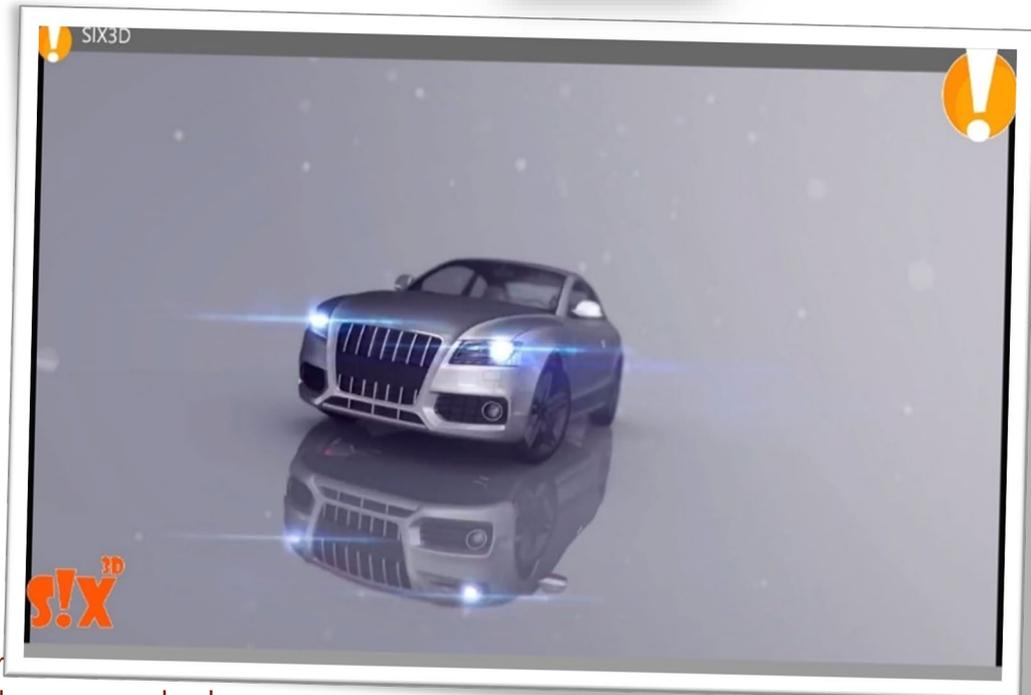
With SIX3D, people with thousands of fans such as footballers, actresses, actors, singers, etc... they will be able to create their VIRTUAL AVATARS that their followers can acquire to live experiences with them. The intensity of these experiences will be increased with the use of Virtual Reality.



## Example Six/Audi Car Manufacturers

SIX3D is a spectacular marketing channel for big brands. E.g. Motorsport companies can leave their car models in 3d, for users to use in their presentations, or create their own virtual garages, in these models, brands can enter all vehicle specifications for users to know them. Once you have it in your virtual garage it is easier that you want to have it in the real one.

This can also be extended to other companies, such as IKEA, which will see in SIX3D a fundamental tool so that their customers, in a simple and enjoyable way, can check how their home will look.



## Six/Nike Textile Companies Example

Use of virtual reality to buy clothing online, by recreating a virtual mannequin, with consumer measurements, in such a way that it looks exactly and from home as the garment will fit.

## Example Immersion Journalism: SIX/CNN

SIX3D, the media will be able to recreate, in minutes, the most impactful news (accident, natural disasters, etc...), being able to be enjoyed in 3D or Virtual Reality. This use would entail the signing of the license for Broadcast.

**Audi could create its SIX3D channel to showcase its latest models in VR.**



## Interactive manuals and assembly instructions:

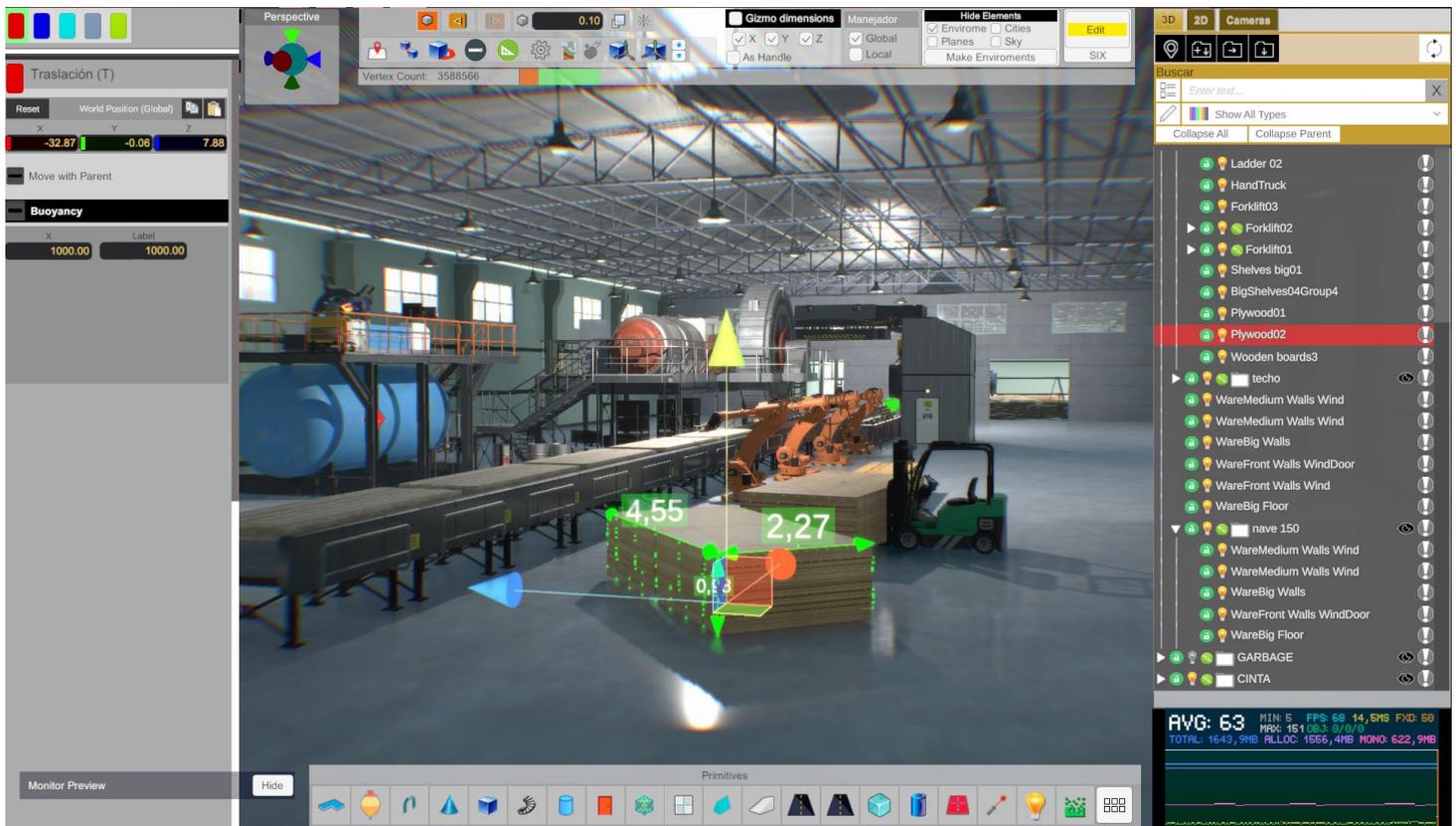
Companies will be able to make interactive assembly instructions, much more understandable

Interactive assembly instructions, presentations...  
The possibilities are endless...



## Presentations:

It will be used by all kinds of professionals (doctors, architects, engineers, etc..) to make impressive presentations:

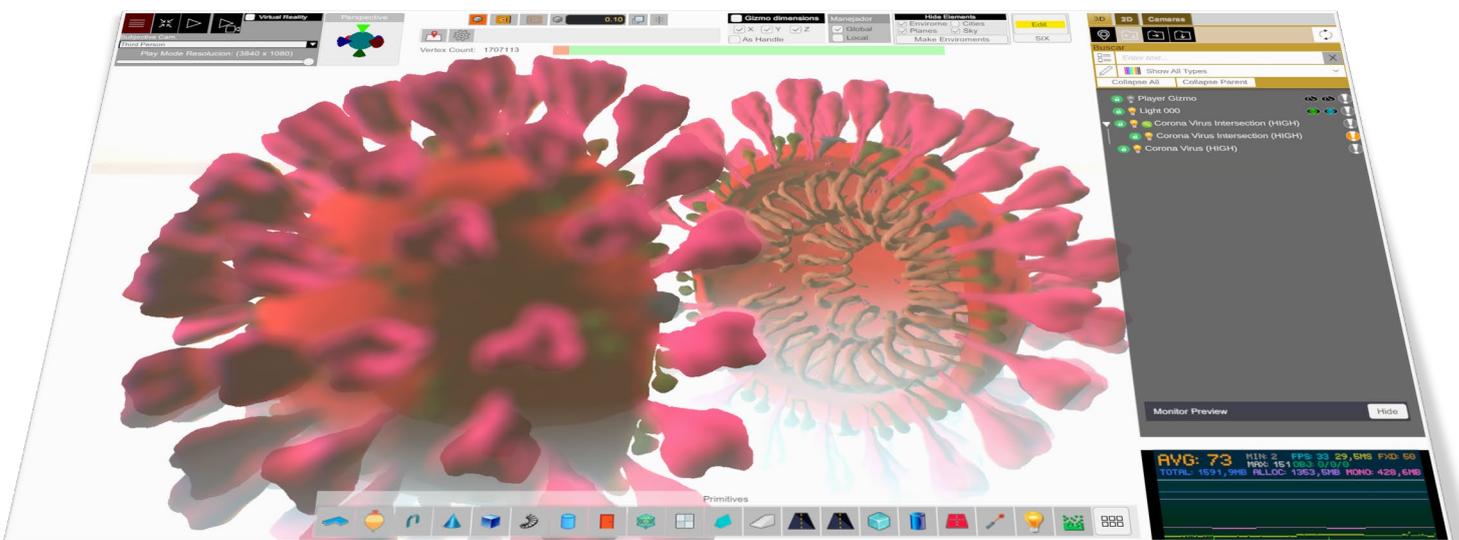
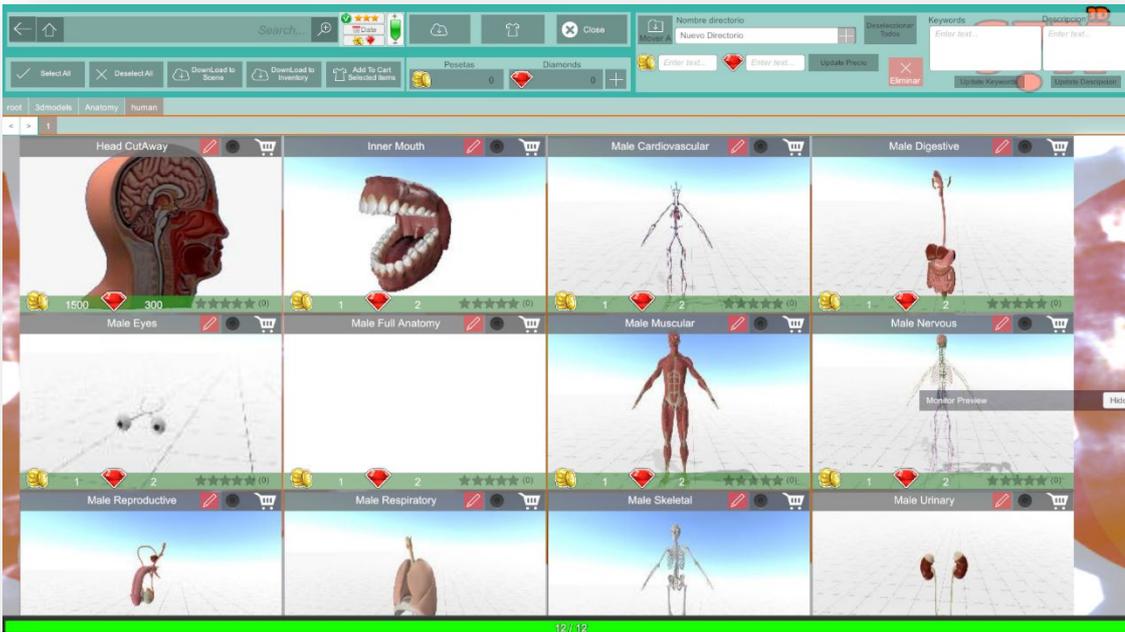


## Health Presentations:

Healthcare professionals will find in SIX3D a great ally, since in our MarketPlace, there are detailed models of the human body as well as various organs.

There are also viruses and bacteria to be able to make presentations in 3D and VR.

... Health is another field in which you can enter with SIX3D...



## Architecture and interior design:

SIX3D has a simple but powerful building plants generator, with which you can build a floor with doors and windows in a few minutes.

Subsequently materials are changed, furniture is included and we already have ready a presentation of an architectural project ready to be enjoyed in VR or Normal Monitor.

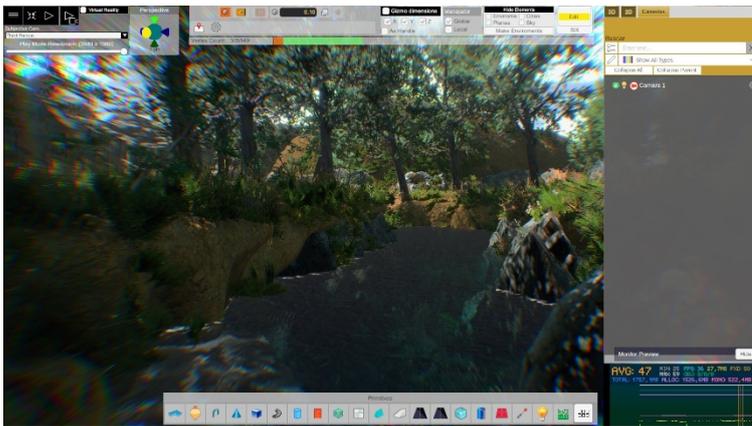
...SIX3D is ideal for  
architecture and interior  
design...



## Leisure:

SIX3D is a Metaverse, in which the user can experience any kind of experience imaginable. This Metaverse will feed on community-built experiences, and because great

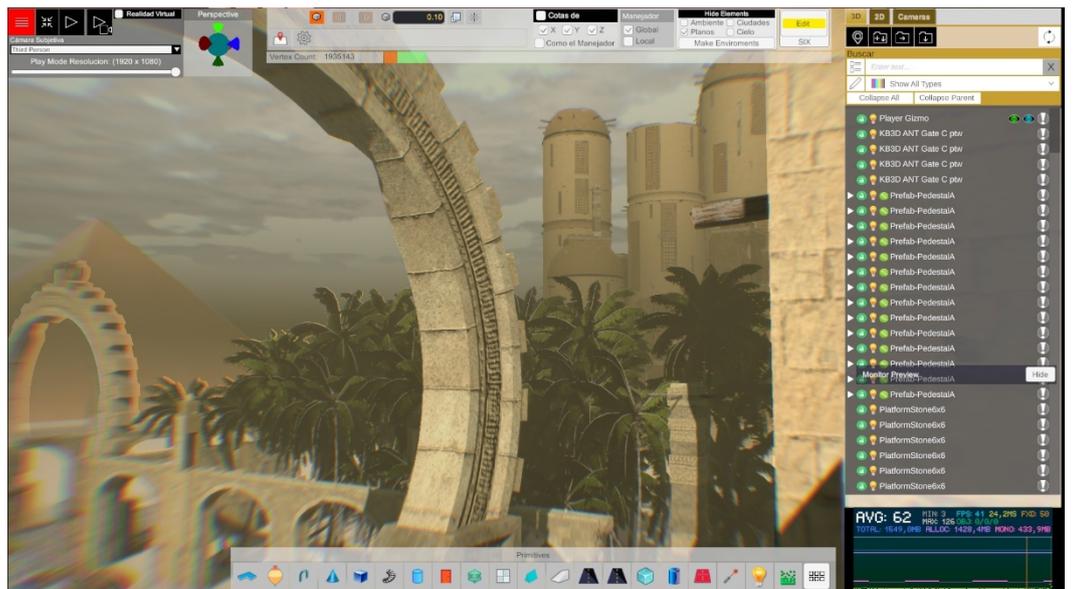
knowledge and tools outside of SIX3D are not needed, all users are potential content creators, who can monetize, if they wish, through NFT's.



... and of course Leisure, Fun and Collaboration are also part of the DNA of the SIX3D Metaverse.

The potential is infinite, from graphic adventures, trivial, dreamlike, sensory experiences, etc... and all the content can be viewed in 2D, 3D Monitors or Virtual or Augmented Reality Glasses, without the need for complicated installations, the user chooses where they want to live the experience and SIX

Leisure and culture created by and for the SIX3D Metaverse Community.



## 2.3 Competence

Depending on the use given to SIX3D we have different competitors:

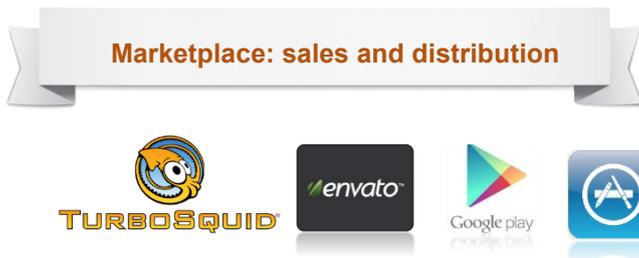
### Used as a Content Generation Tool

The main use of our platform is the generation of disruptive content, which can be produced in any format and consumed on any device.



### MarketPlace

SIX3D is also a Marketplace, in which users themselves will be able to sell the contents they make, designers will be able to sell their designs and trademarks will be able to sell their virtual products.



The possibilities of SIX3D are so wide that the competition depends on the use we give to the tool.

### Social Network

Our platform is a Social Network, in which its users will be able to share and consume the content created by other users on their SIX3D channels.



### Digital Leisure:

Our platform is, above all, leisure. You will be able to generate Cinema through CGI (Computer Generated Imagery), tell stories through storytelling technique, etc... in short, create ideas and virtual worlds, which other users will be able to enjoy (for free or for a fee).



# INCOME, PRICE AND MARGIN MODEL

## 3.1 Business model

Payment for the services may be made either in FIAT currency (credit card or PayPal) or SIX<sup>3</sup>. In SIX3D there are several lines of business, among them it is worth highlighting:

### 3.1.1 PREMIUM SERVICE

In the Freemium model all created SIXs will be public, that is, they can be seen by all members of the community. If the user wants them to be private, they can either switch to the Premium model or make a particular SIX private by paying a small amount. Another advantage of the PREMIUM model is that there will be no limits on the creation of Six's, nor in the storage space. The PREMIUM contract will be 10 euros/month or its equivalent in \$ or SIX<sup>3</sup>.

### 3.1.2 BUYING ASSETS

Assets are the basis of SIX3D, these assets are the elements that users will use to make their SIX or presentations. In the following example, the assets would be the airport runways, the planes and different elements of the scene. Assets can be purchased separately or in packs.

We recall that as part of the Assets will be tokenized, through the use of Ethereum-based NFT technology to create ART (Asset Right Token), 30% of the sale of these Assets will be distributed among the owners of the same.

### 3.1.3 SIX3D PERSONAL WAREHOUSE HOLLOW

In SIX3D users will also be able to enter their own assets, example, personal photographs, models made in autocad to make presentations of real estate, engineering, etc... in this case, the user will pay for the container for those assets. Initially the personal store will allow each user to have 100 personal assets, in this count do not enter the assets acquired in the SIX3D marketplace.

### 3.1.4 PRIVACY OF SIX

If the user does not have a PREMIUM account, all the SIX that he/she makes will be public, unless the user wants to make them private, for this, he must pay 0.20 euros (or its equivalent in \$ or SIX<sup>3</sup>) for each SIX that he wants to make private, so that only the users that the creator chooses can see it. This viewing permission is free of charge. If the creator of the SIX wanted to demand a payment from the consumer, he must tokenize the SIX and convert it to SIX<sup>tk</sup> (NFT) for which he must purchase one of the 666,666 CANVAX<sup>v2</sup> available.



## 3.2 MarketPlace

In SIX3D there will be a repository of Assets that the user can purchase to be able to use it in their SIXs (EXPERIENCES). In principle this repository will be powered by our company, but in the future, we will open the possibility for any SIX3D user to create content to sell in our Market (in the style of the stickers of the LINE, CANVA, ETC...) app, obtaining a commission of 30%. The elements that users can create range from elements that other users can use (e.g. 3d models of animals) to experiences made in SIXtk (e.g. discovery of America, extinction of dinosaurs, etc...). Big companies like Disney, Warnner, etc.. , they will be able to sell their characters in our virtual store as NFT and users will be able to use them to create stories, video executioners, etc.. I mean, we're going to become some kind of Mattel or Virtual Hasbro. Where big brands will be able to license their characters to sell them in our virtual environment, greatly expanding their sales channel.

## 3.3 Marketing for Multinationals

Big companies will be able to create Assets of their products, for example, Audi can create the new car models and leave them free for download or monetize them, selling them on their SIX3D channel.

SIX3D can become a powerful channel of connection of brands with their potential customers, allowing companies to offer unique experiences, based on their products. These may be free or paid for.

## 3.4 Immersive Journalism

Through Six3d, the media will be able to recreate, in a matter of minutes, the most impactful news (accident, natural disasters, etc...), being able to be enjoyed in 3d or Virtual Reality and exposing them in the different media (TV, Web, etc...). This use would entail the signing of the license for Broadcast.

## 3.5 Textile enterprises

Use of virtual reality to buy clothing online, by recreating a virtual mannequin, with consumer measurements, in such a way that it looks exactly and from home as the garment will fit.

**Due to the countless uses of SIX3D, architecture, medicine, education, Marketing, leisure, etc... the revenue the platform can achieve can approach revenue from other platforms such as MINECRAFT<sup>4</sup> (\$415,000,000/YEAR) or ROBLOX (\$1,500,000,000/YEAR)<sup>5</sup>**

<sup>4</sup> [Minecraft Revenue and Usage Statistics \(2021\) - Business of Apps](#)

<sup>5</sup> [Roblox - Roblox Expects Approximately \\$1.5 Billion of Revenue, \\$2.1 Billion in Non-GAAP Bookings For Year Ending December 31, 2021](#)



# TEAM OF SIX3D

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