

Metaverse

～ the relation between real and virtual world ～

Version: 3.0

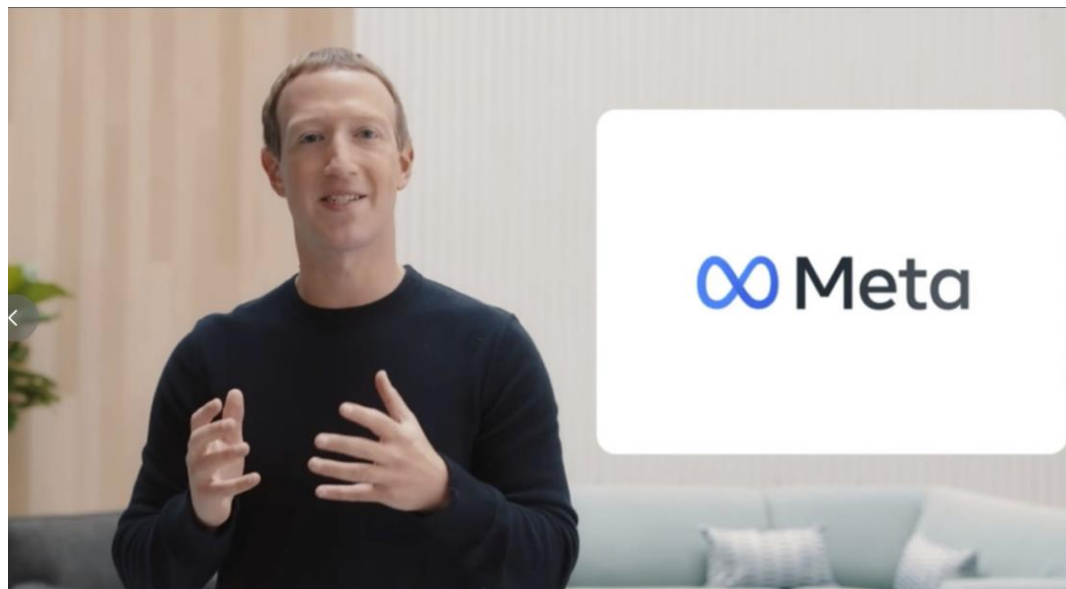
Date: 2022/03/30

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■ The Graduate School of Digital Content ■



■ Meta 爆誕

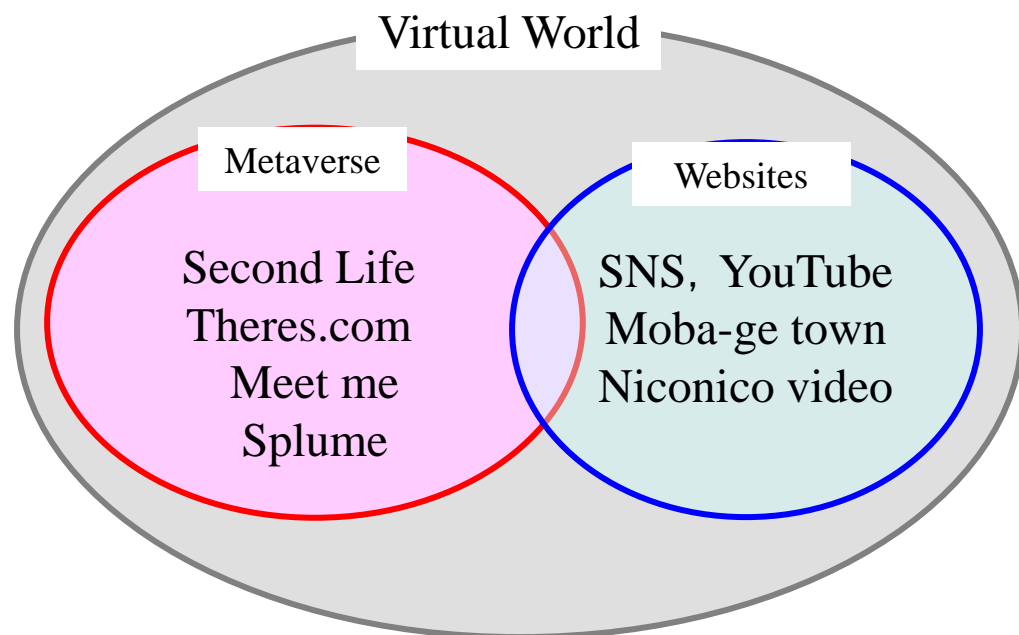


Facebook announced on October 28, 2021 that it will change its company name to “Meta”. It will invest about 10 billion dollars (about 1.14 trillion yen) in 2021 related to XR and Metaverse, and it is expected to increase the investment amount in the next few years.



What is Metaverse ?

A virtual world with a three-dimensional simulation is defined as **Metavers**.



■ Triverse Fusion 三界融合

Triverse Fusion

三界融合

インタースペース

Metaverse

バーチャル空間(デジタル)

Universe

リアル空間(アナログ)

仮想世界
Virtual World



人工知能
ヒューマンAPI

アバター
疑似感覚

仮想現実
Virtual Reality



ロボット/センサー
空間OS



3Dプリンター
プロジェクション
マッピング



融合現実
Mix Reality



拡張現実
Augmented Reality



五感覚
身体



意識、思考、思想



記憶、体験、知識

Mindverse

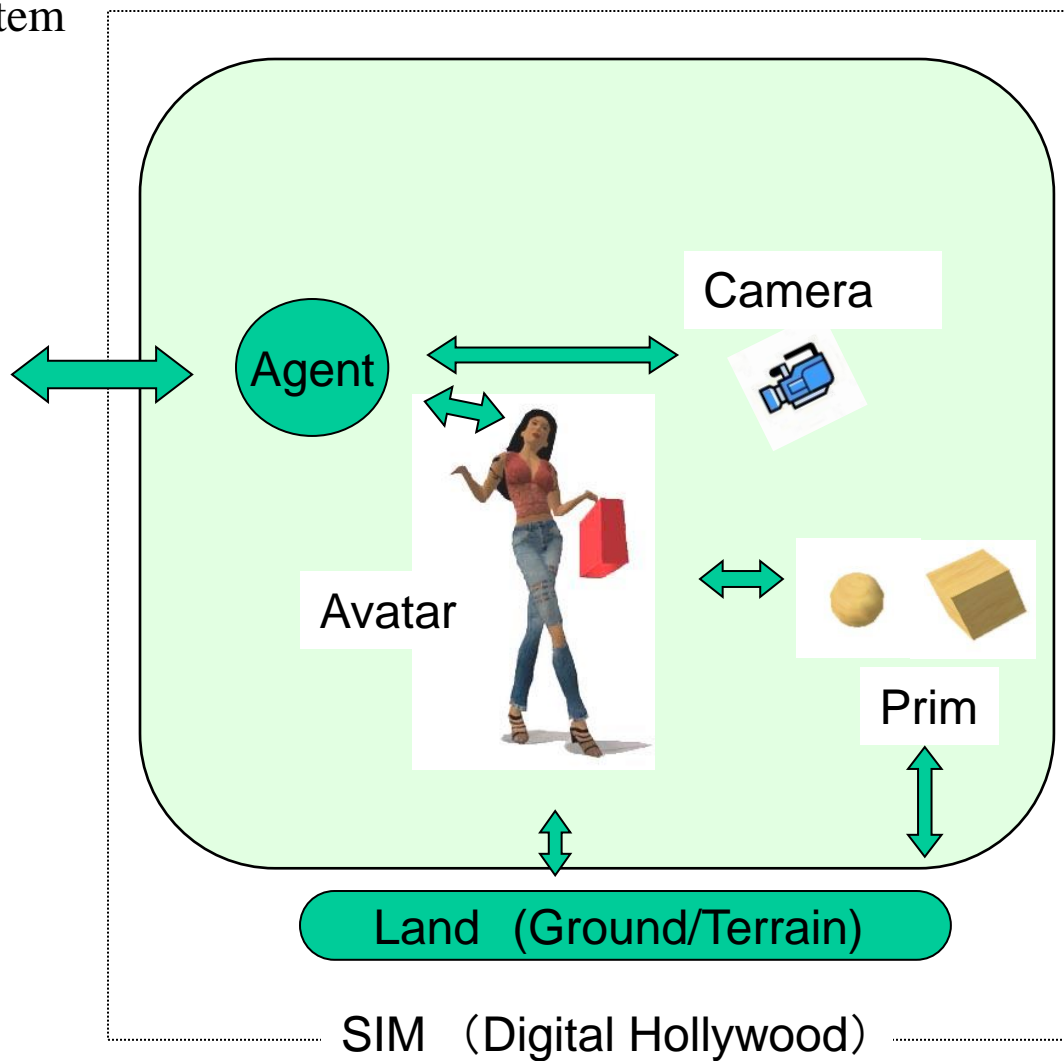
思考空間(バイオ)



Metavese System



SIM Server



■ Characteristics of Metavers

1. 3D simulation

It is an emotional information space and share experiences.

2. Avatar Communication

They can interact and with others and express themselves in the virtual space.

3. User Created Contents (UCC)

4. Real Money Trade (RMT)



■ 1. Three-dimensional virtual space

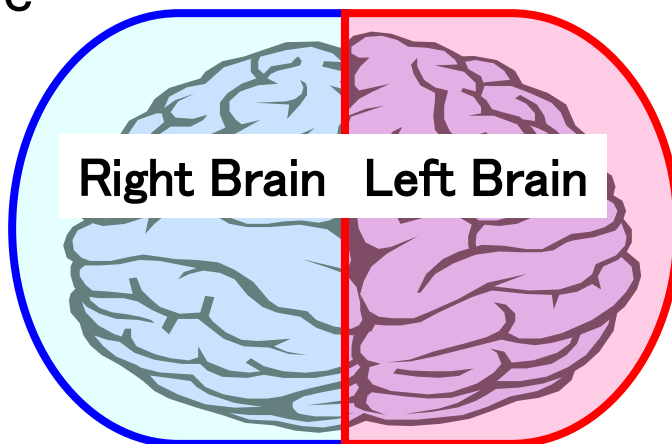
3D virtual space = “Right Brain information space”

Information space
of sensibility,
“Emotional”

Music sense,
Space composition,
Design, Feeling,
Second Life



Metaverse



Logical Information
Space
“Conceptual”

Number, Language
Theory, Assumption,
Research Engine,
Internet, WWW

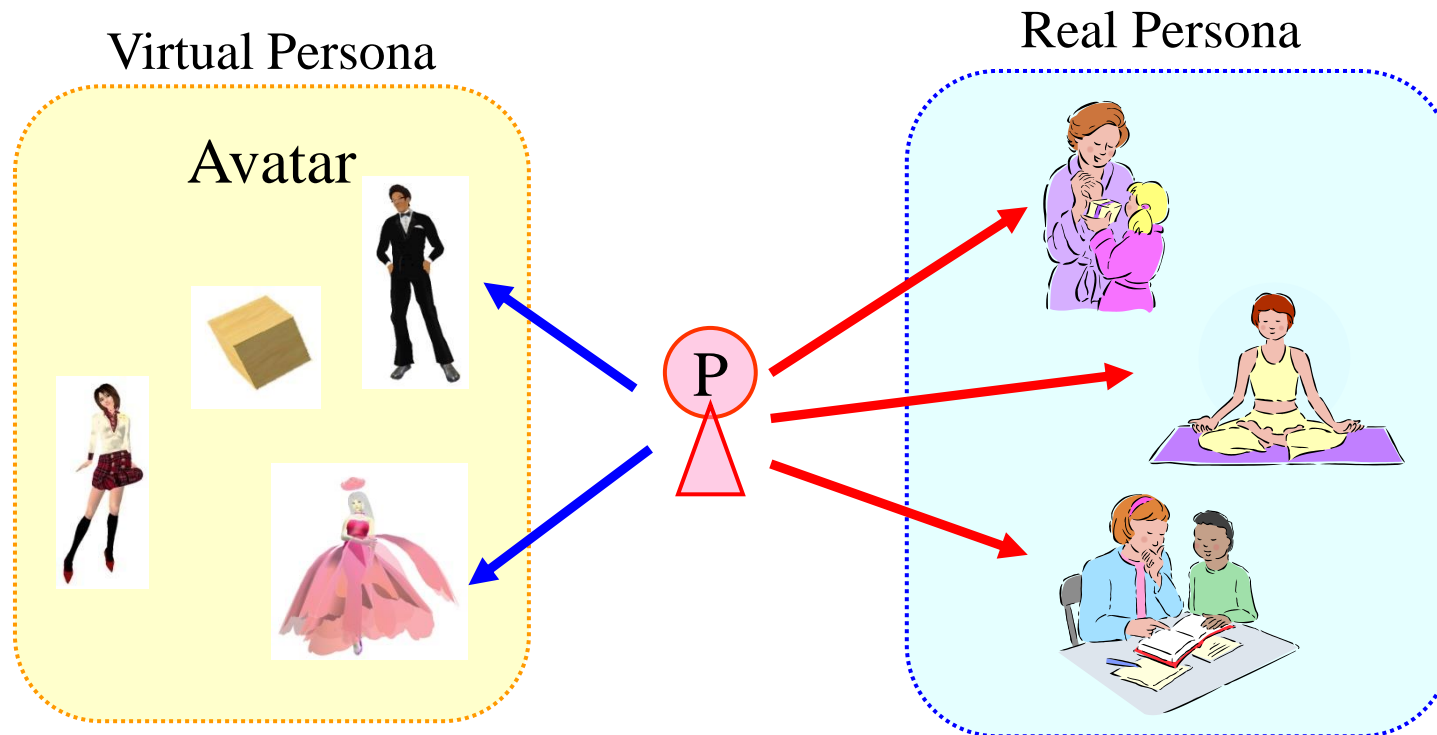


Semantice Web



■ Characteristics of Avatar

Avatar = Virtual Persona
(Free from physical and psychological restriction)



Avatars may be applied as extreme appearance due to the freedom of physical and psychological restriction. This phenomenon was seen in early-adaptor

Avatars.



■ 2. Liberality within Avatar Communication

Conventional
Communication



Free from
time and space

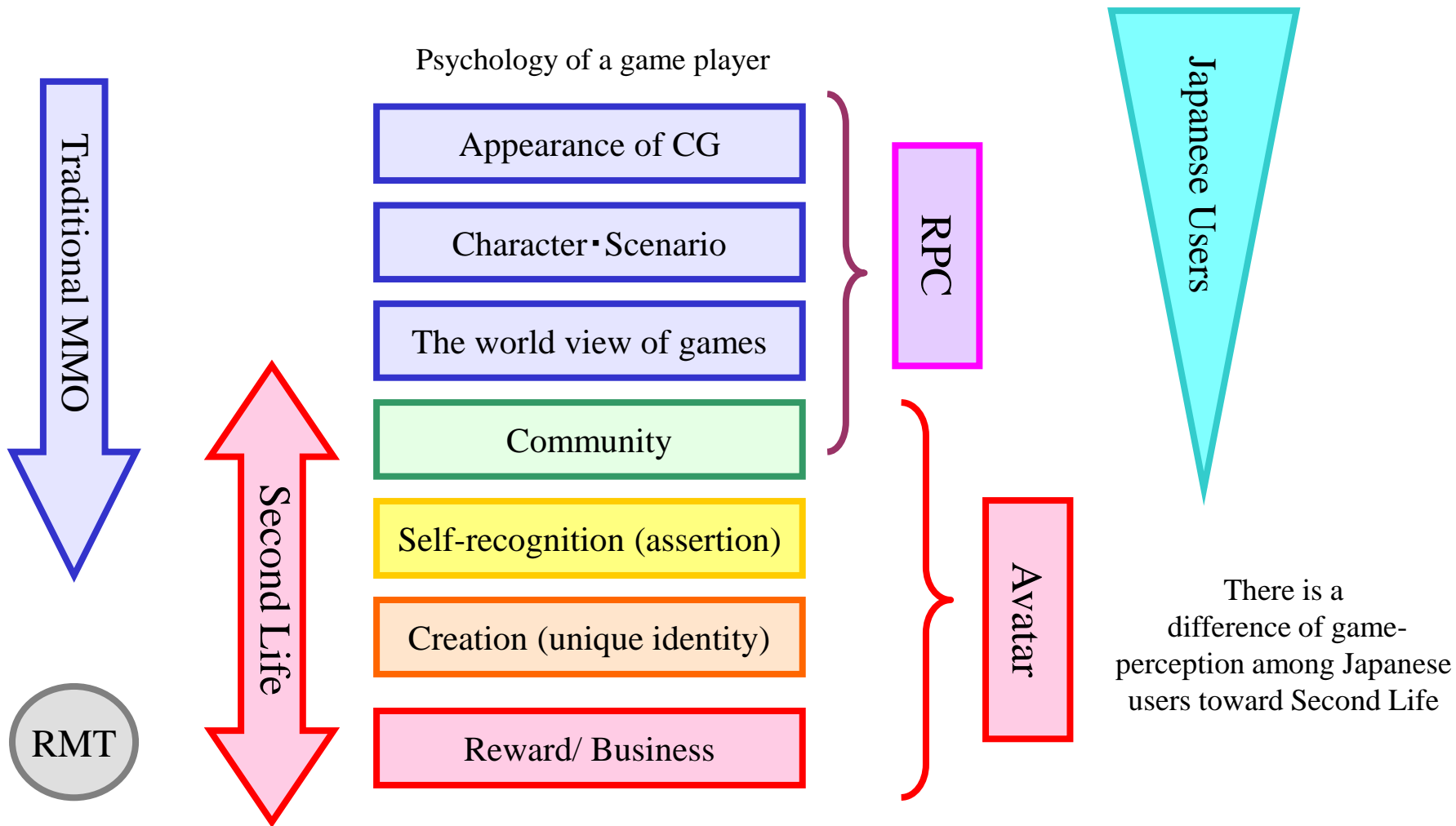
Avatar
Communication



Free from
Physical body and
Mental block

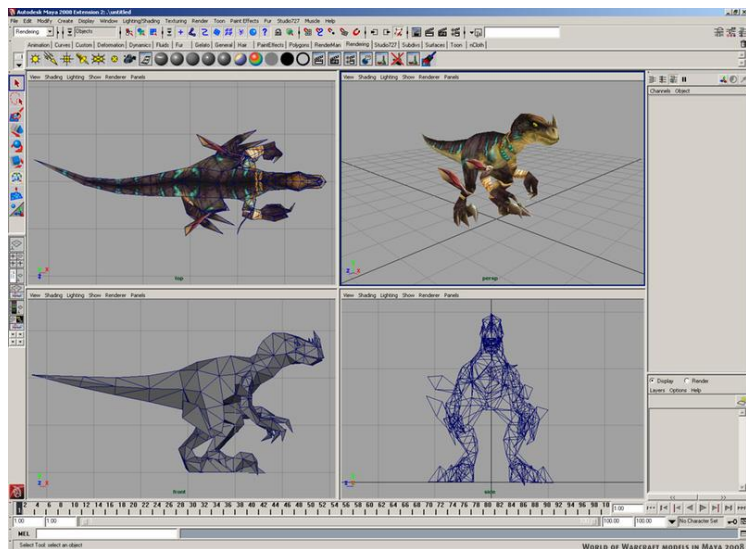
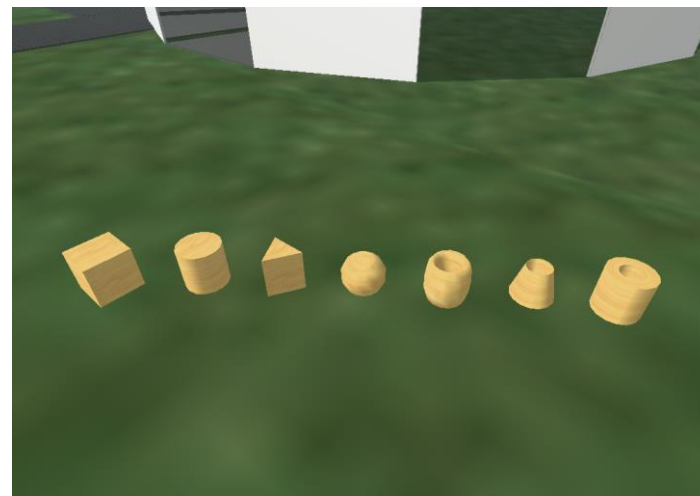


Avatar vs Role Playing Character(RPC)



■ UCC Creation

With SL, we create objects with basic shapes (prims) and combine them. Anyone can make anything



You can use 3D modeling tools to handle texture-type scalps and highly accurate meshes (polygons)



Virtual Products



■ Seondlife News Week



May 1, 2006 cover story
'Virtual World, Real Money',
propelled Second Life's virtual
resident Anshe Chung into the
global spotlight as the game's first
millionaire.



July 22, 2007



■ 着実に増加している。

Second Life's
landmass is nearly
700 SQ. MI.



roughly 14 times the size of San Francisco,
where Linden Lab is headquartered

セカンドライフの土地
700 スクエアーマイル = 1813 km²
サンフランシスコ市の14倍
東京都の82%の面積



■ RMT (Real Maney Trade)

年間6億ドルの国内総生産(GDP)
20億以上のユーザー資産が作成され、
毎日20万人のアクティブユーザー
年間3億4500万件以上の取引
ユーザーに還元された報酬は
年間8,040万ドル以上

2021.09.06 Bridge

<https://thebridge.jp/2021/09/the-deanbeat-will-the-metaverse-bring-the-second-coming-of-second-life-the-first->

[part#:~:text=%E3%81%A1%E3%81%AA%E3%81%BF%E3%81%ABSecond%20Life%E3%81%AF%E5%B9%B4%E9%96%93,%E4%B8%87%E3%83%89%E3%83%AB%E4%BB%A5%E4%B8%8A%E3%82%82%E3%81%82%E3%82%8B%E3%80%82](https://thebridge.jp/2021/09/the-deanbeat-will-the-metaverse-bring-the-second-coming-of-second-life-the-first-part#:~:text=%E3%81%A1%E3%81%AA%E3%81%BF%E3%81%ABSecond%20Life%E3%81%AF%E5%B9%B4%E9%96%93,%E4%B8%87%E3%83%89%E3%83%AB%E4%BB%A5%E4%B8%8A%E3%82%82%E3%81%82%E3%82%8B%E3%80%82)



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Second Life

Industry: Virtual Worlds/Gaming

Location: San Francisco, Seattle, Atlanta, Boston

Company Bio

Second Life is the largest and most successful 3D virtual world created entirely by its users. A huge part of Second Life's foundation is its flourishing economy, with users selling everything from high fashion garments to puppies and motorcycles.

Today, tens of thousands of creators develop exciting new content and experiences.

The Challenge

Second Life pioneered player-to-creator direct payments - and the ability for those creators to convert their virtual profits into real currencies. However, money transmitter regulations apply when a company facilitates payments between players and creators. Complying with applicable regulations in the U.S. requires licensure in as many as 50 States and U.S. Territories.



■ Community management

Community construction and management

1. Communication

Avatar can construct identity with communication then behavior of avatar will be gentle.

2. Structure

Size of community can handle by one reader will be 30–40 users maximum. So need to create hierarchical structure.

3. Metaphor

Need some common concepts or rule to share like real world in order to manage users.

4. Objective

Need a common objective which can keep motivation to attend a community.



■ Digital Academeia

Metaphor = School



Campus , Class rooms, and Uniform



■ Graduation



■ Community management Digital Academeia

1. Communication

Inter-active class work, event management, and club activities.

2. Structure

President, Administration office, faculty, and club reader.

3. Metaphor

School buildings, class rooms, .uniform, and school activities.

4. Objective

Each community has different objectives.



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