



RealLand

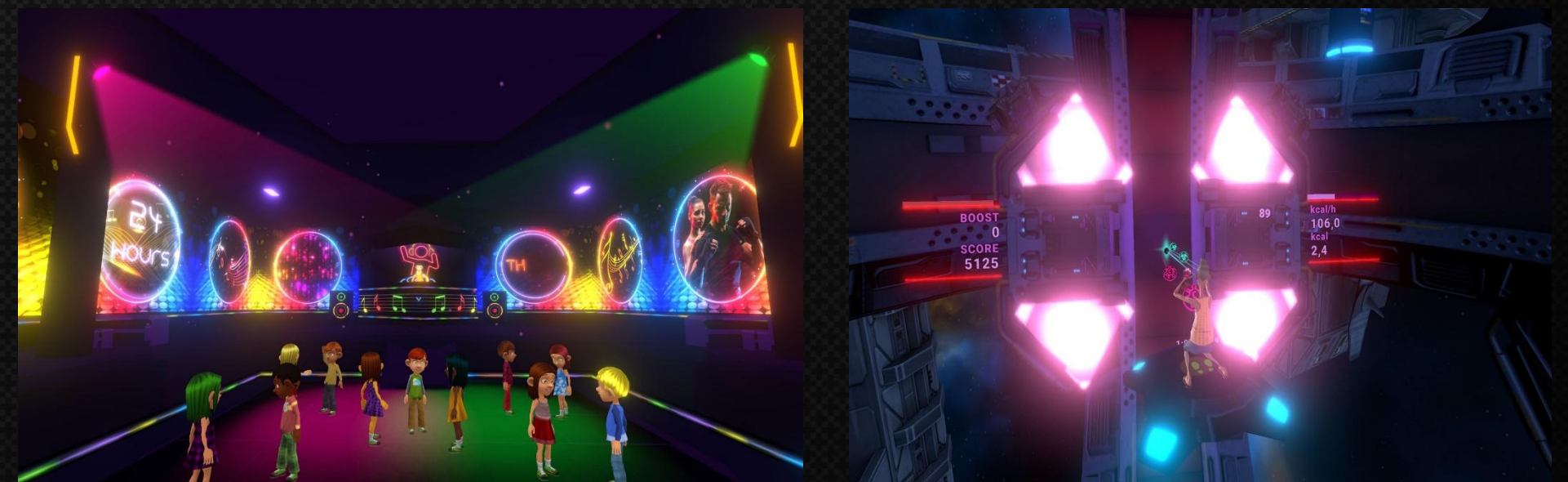
M a k e W e b 3 F e e l s R e a l

RealLand - Created by RealLabs

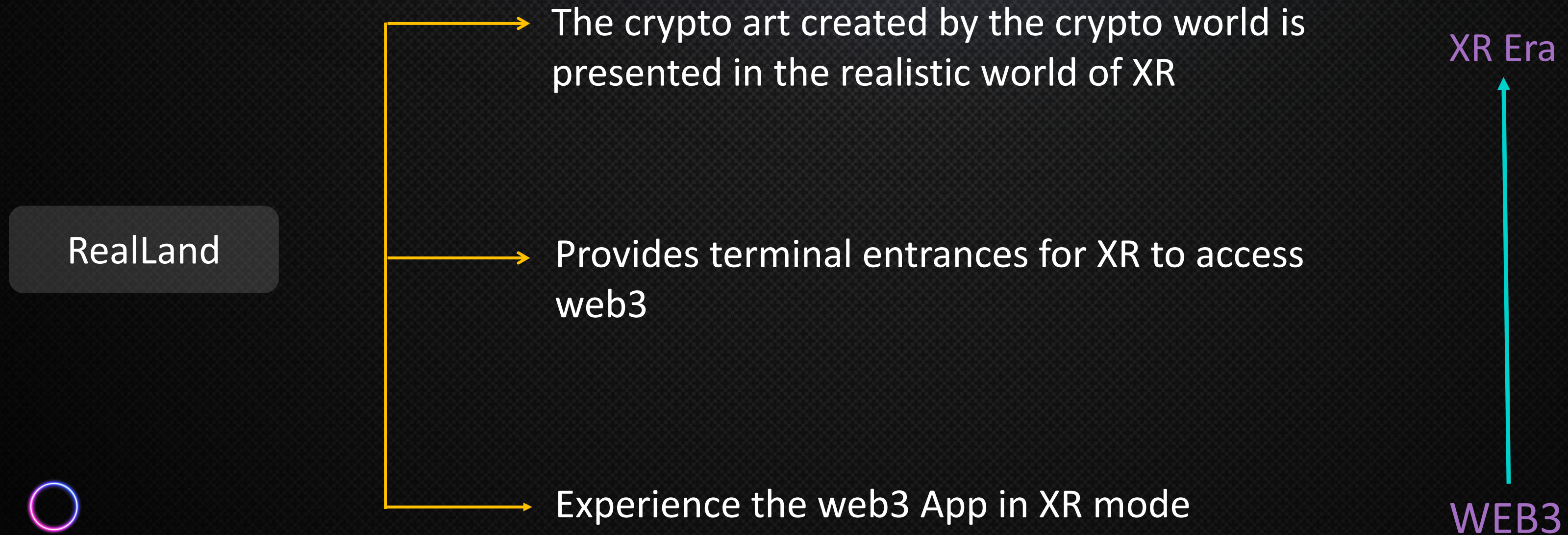
What Is ...

RealLand is an open web3 XR infrastructure framework for game studios, artists and players.

RealLabs provides solutions for all projects entering the web3 XR world.



How XR Makes Web3 Feels Real



RealLand Infrastructure Framework

Web2 Related

Bluna

Super realistic avatar creation engine

PolyWorld

Bridge to World's leading XR App distribution platform

Open XR

Globally adopted standards and SDK for XR application development

Alice & Other big names

Customized XR devices, also partnering with Meta and A

Web3 Related

XR-Wallet

XR terminal access digital wallet

XR-Trade

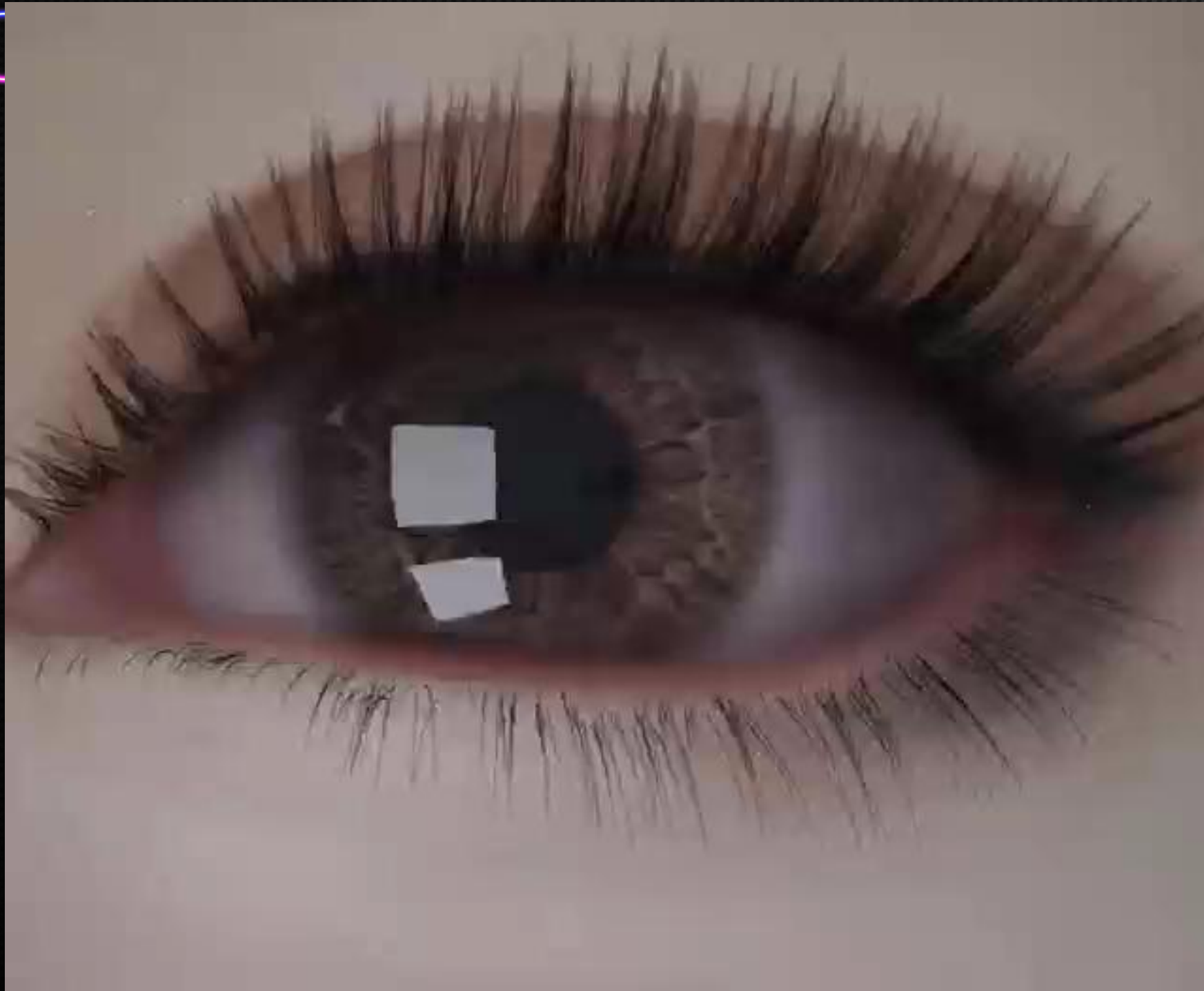
XR terminal digital asset trading

Crust

Storage and computation (Decentralization and data privacy)



Bluna - Ultra Realistic Avatar Creation Engine



State-of-art avatar engine to create ultra realistic digital human in a very fast way

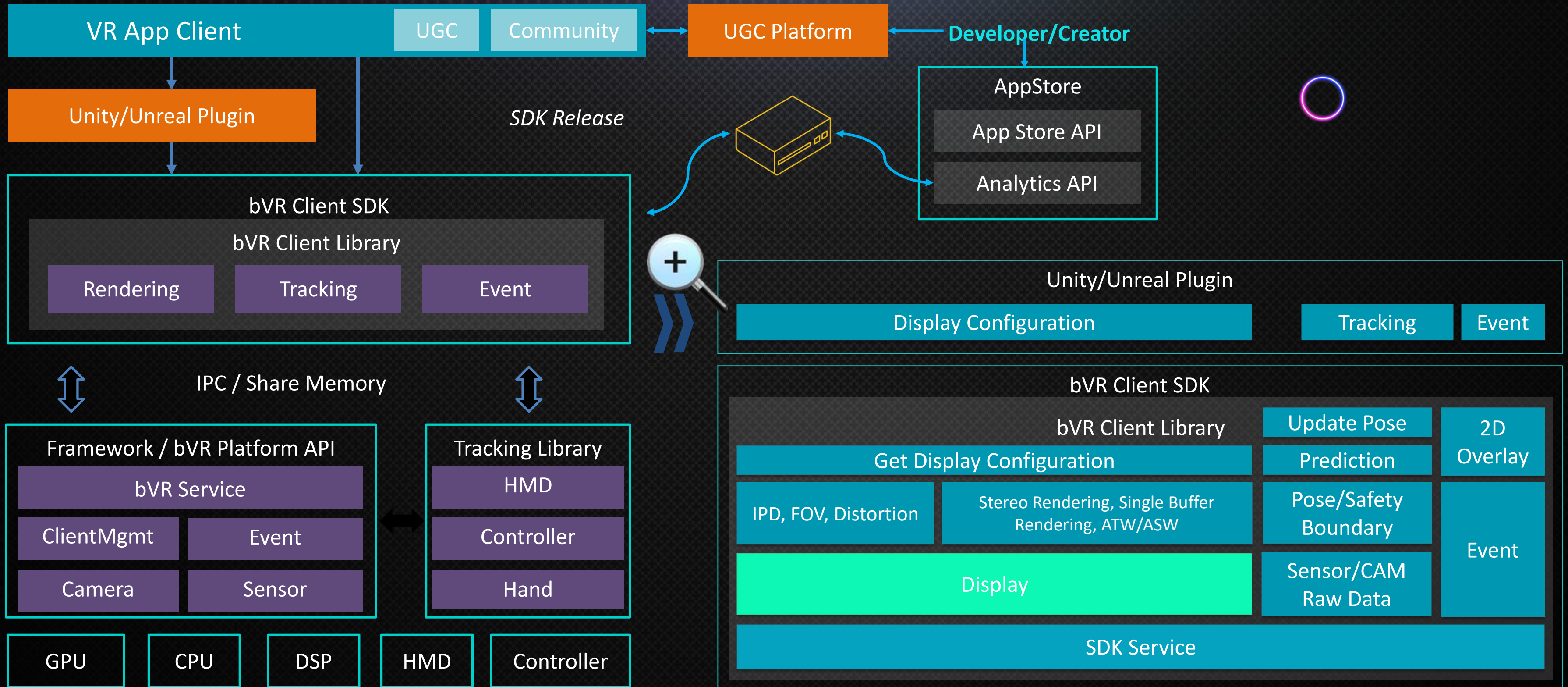
The avatars can be driven by mocap real time

PolyWorld to Convert & Distribute XR Apps Globally

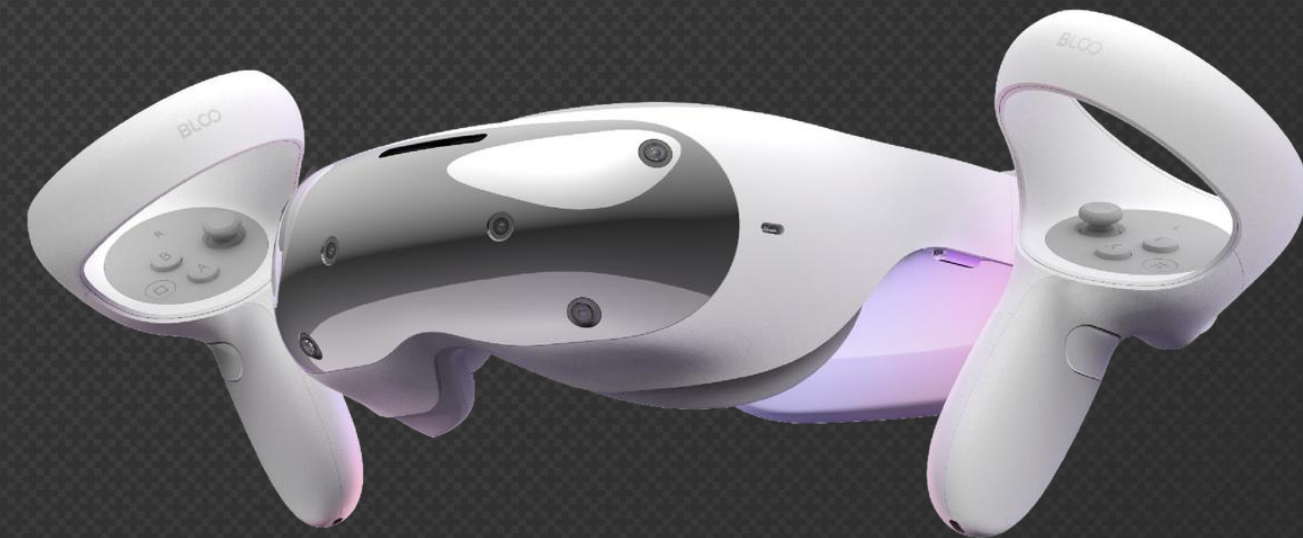
By closely working with SideQuest and Khronos, we can access more than **1Million** Web2 XR developers and **3000+** existing XR Apps to transform them from Web2 to Web3



Open XR Framework & Middleware



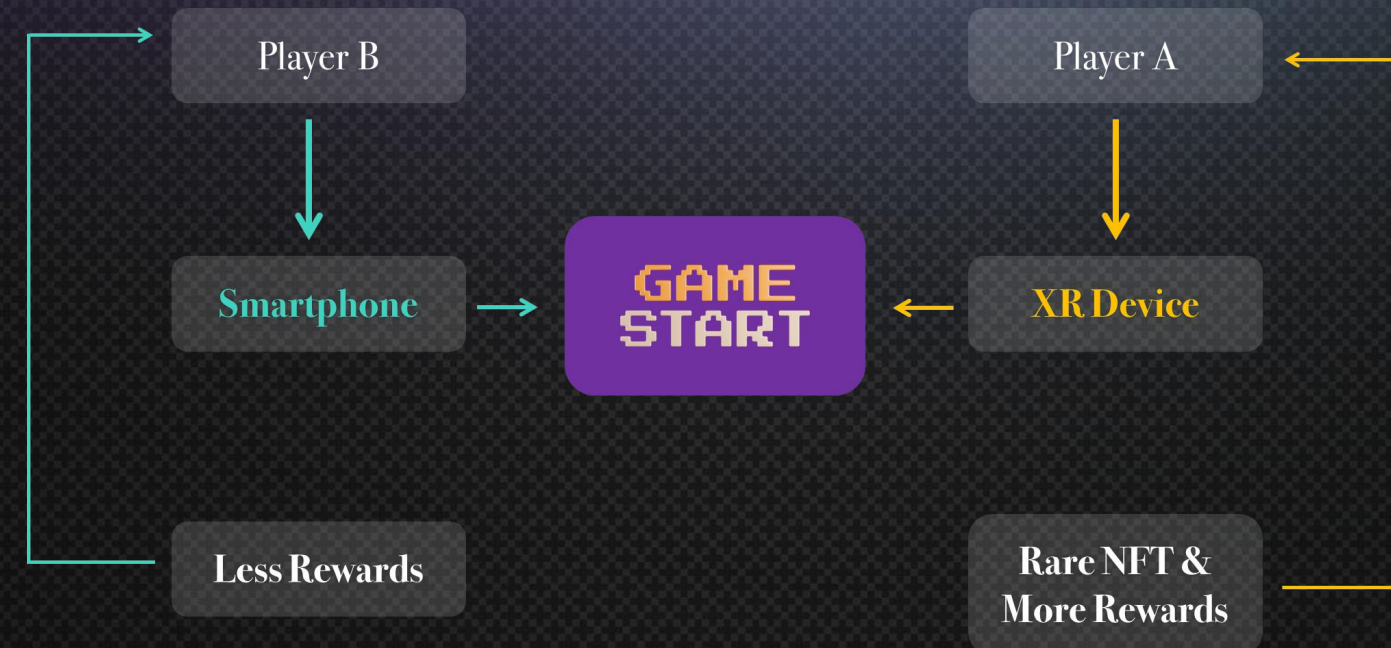
XR Devices - Alice & Other Big Names



NFT Becomes Real Living in RealLand



GameFi Gains More Real Gaming Experience



6 DoF rhythm & fitness game,
ready-to-use, no learning curve



Cross VR headset and Phone platform
for much bigger user base

How Web3 Application/Games Access

Real Crypto Protocol

Create FT/NFT objects

Open XR

Developing VR scenes

Meta Box

Create virtual human

Real Matter

Build VR scene

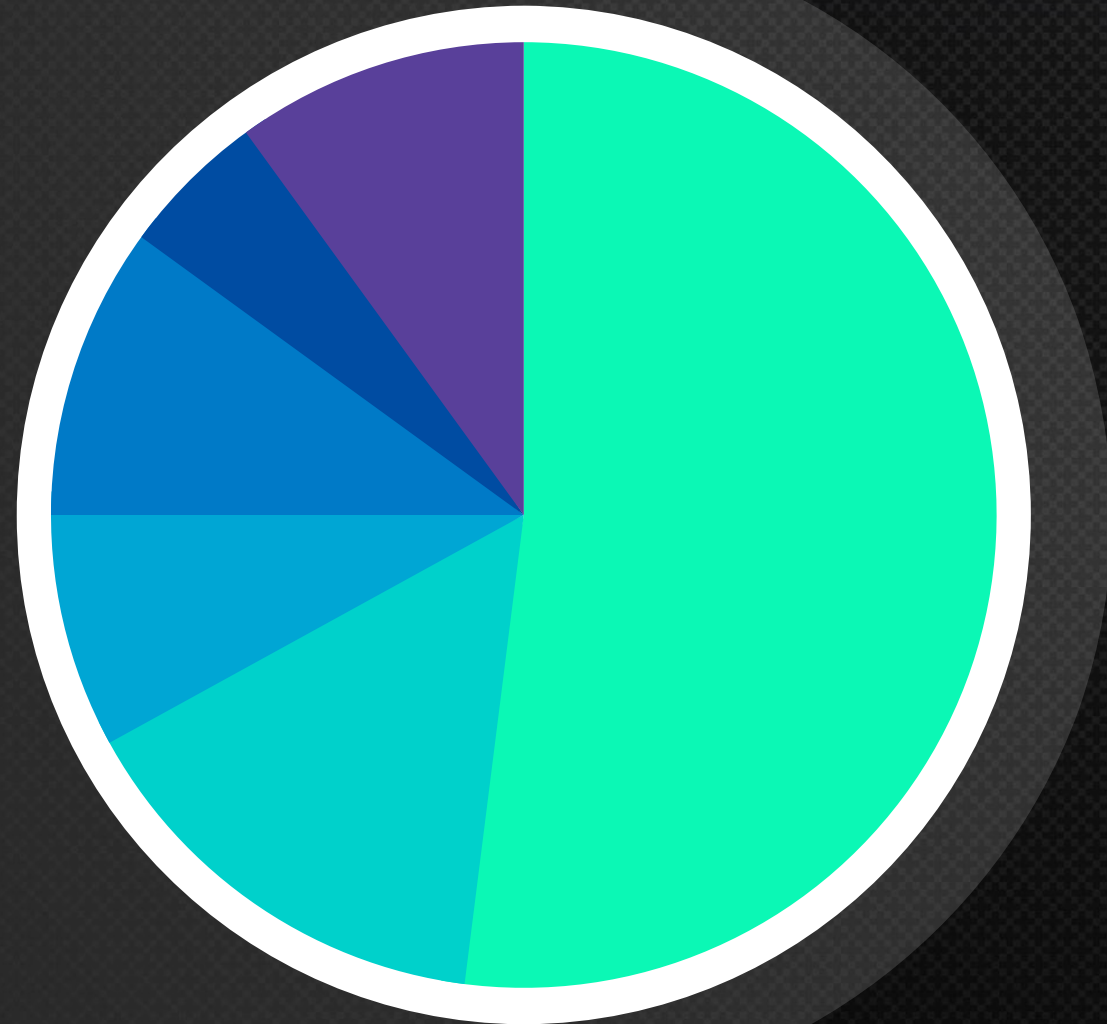
XR-Trader

Issuing and trading crypto assets

XR-Wallet

Manage crypto assets through VR

RealLand Token - BLUNA

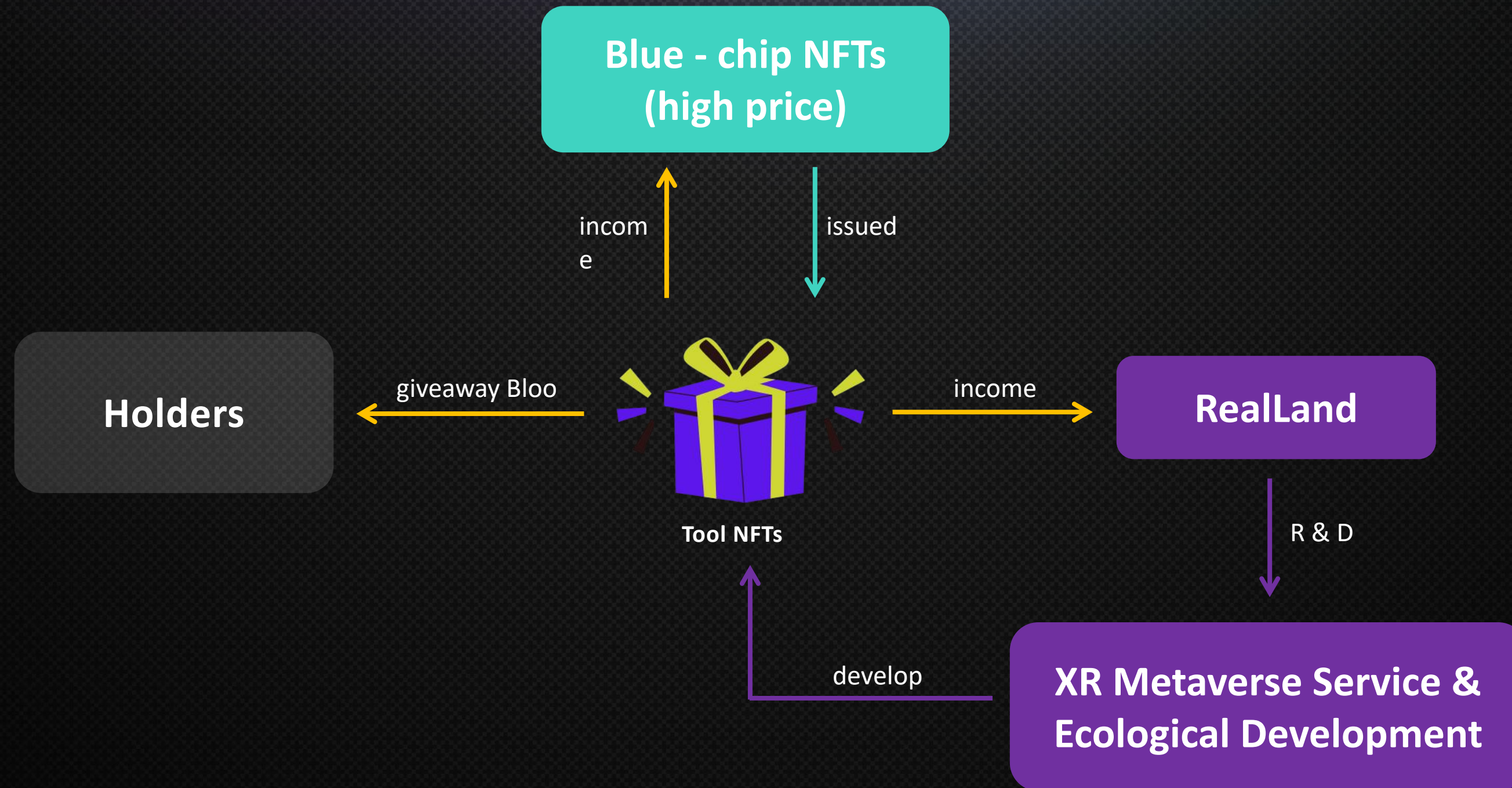


- 52% - BLUNA Station Mining, Use BLUNA to participate in game mode, 5% will be dropped during beta-net
- 15% - Financing
- 8% - Team and early contributors
- 10% - PolyWorld Eco-Inspired Airdrop (Game contributors for open platforms), DAO Treasure Governance
- 5% - Inspire Real Matter Global Artist Eco-Incentive, DAO Treasure Governance
- 10% - Hardware rewards for distributed storage and computing for the main-net(After the main-net launch)

Beta Network Participation

- 1 At least 3 games will launch on the beta-net
- 2 Users can play with both BLOO and Mobile
- 3 BLOO global initial will be 3,000 units, at an all-time low price of \$399
- 4 Mobile players can earn in-game rewards and airdrops
- 5 Games officials will offer to buy back rare NFT on XR-TRADER for the opportunity to receive Free BLOO
- 6 In-game rewards can be traded directly on XR-TRADER
- 7 BLOO users will get RealLand Soulbound Pass. Giving the holder the opportunity to earn a limited rare NFT in-game, BLOO token mining rewards, and in-game rewards

RealLand And Blue-chip NFT Collaboration



About Us

Realland collected from Intel/NVidia/EpicGames/
global technology leader companies such as HTC elite, focusing on the R&D XR underlying
technology and provide the basis of the ecological building VR services and solutions

Global Endorsements



China:
Angel China Top 50



US:
SVIEF Top 25



Europe:
SLUSH Techode-Skola No.2

Team



DAVID T.

Executives in AT&T,
Huawei, Yealink,
ME, University of
Virginia

BE, Peking University



ANNIE W.

Chairman
AsiaMeta.club, CEO
ZB Media

BA, CityU of Hong
Kong



SERGEY V.

Executives in Gate.io,
Valve

MA, Stanford
BA, FEFU



JENSON W.

Executives in Intel,
HTC, Palm

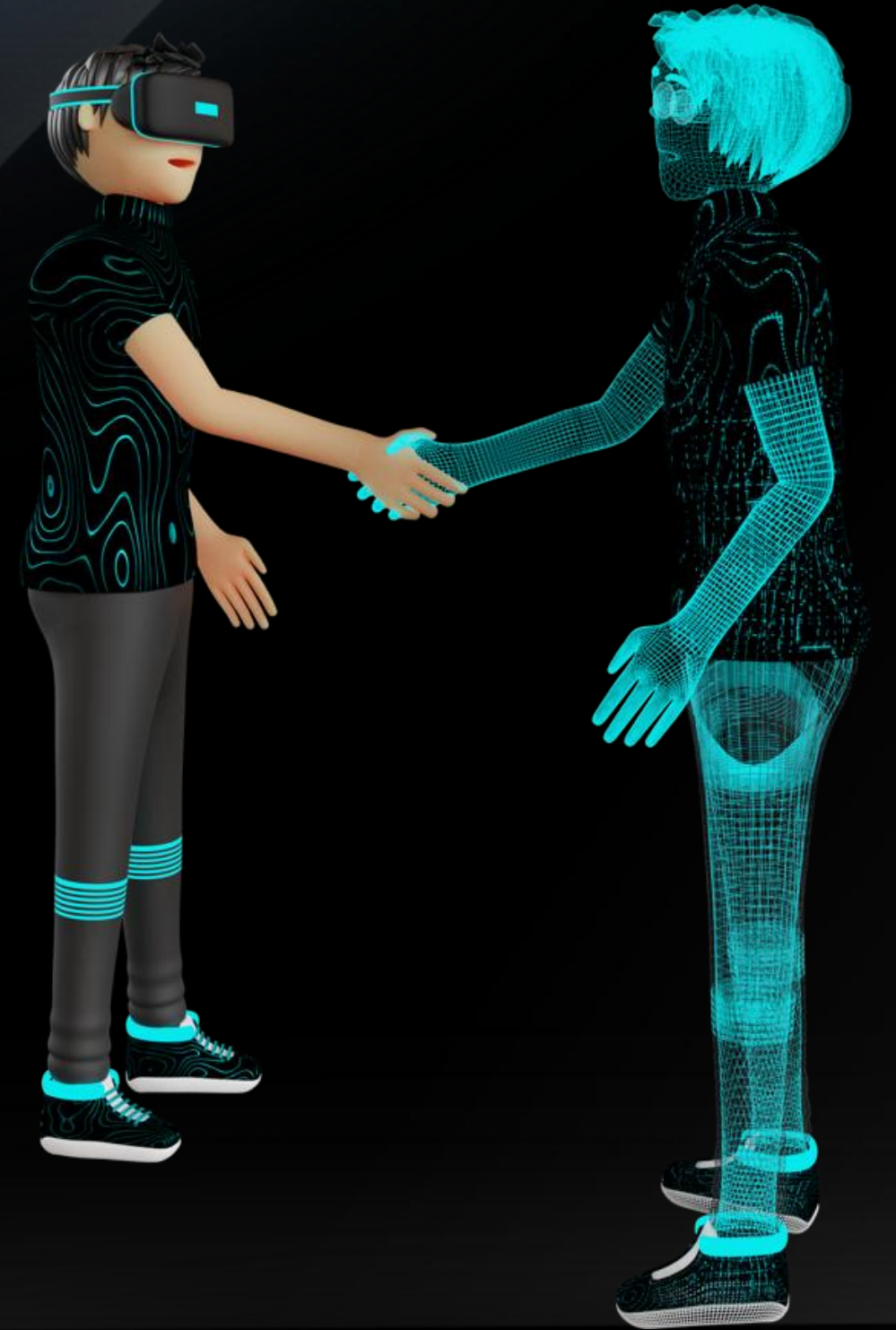
MBA, HKU
BE, ECUST

**With a number of core intellectual property rights, the team is located in
North America, Europe, China and other places, partners and customers around the world**



RealLand

Make web3 feels real



Parameter

Products		Pico 4	Pico 4 Pro	BLOO Alice	YVR 2	iQiyi Dream Pro
Computing System	CPU	Qualcomm XR2	Qualcomm XR2	Qualcomm XR2	Qualcomm XR2	Qualcomm XR2
	RAM + ROM	8G DDR4 + 128G/256G	8G DDR4 + 512G	8G DDR5 + 128G	8G DDR4 + 128G	8G DDR4 + 128G/256G
Wearing System	Weight on Face	<300g	<300g	<290g	<350g	<350g
	Material of Face Mask	Artificial Fiber & Foam	Artificial Fiber & Foam	Proprietary X-Silicon & Foam	Artificial Fiber & Foam	Artificial Fiber & Foam
	IPD Adjustment	Stepless Electronical	Stepless Electronical	Self-adaption	Self-adaption	3-Steps Electronical
Visual & Auditory System	Optical scheme	Pancake	Pancake	Pancake	Pancake	Fresnel
	Screen resolution (binocular)	4K+ (4320*2160)	4K+ (4320*2160)	less 5K (4560*2280)	3K+ (3200*1600)	less 4K (3664*1920)
	PPD	20.6	20.6	22.8	16	19.7
	PPI	1200	1200	1512	1058	773
	Binocular FOV	105°	105°	106°	101°	93°
	Speaker	Superlinear	Superlinear	Superlinear	Superlinear	Nonlinear
Haptic System	Motor on Controller	Wide band, 50-500Hz	Wide band, 50-500Hz	Ultra wide band, 20-500Hz	Normal band	Normal band
Perceptual & Interactive System	SLAM Camera	Grey cam * 4	Grey cam * 4	Grey cam * 4	Grey cam * 4	Grey cam * 4
	See-through Camera	RGB cam * 1	RGB cam * 1	RGB cam * 2	No	No
	Hand Tracking	Yes	Yes	Yes	No	No
	Face Tracking	No	Face & Eye tracking	No	No	No