pax.world

Made in 🇨🇭 Switzerland

AIBC SUMMIT

Metaverse of the year 2022
Ahead of established projects including Decentraland and Sandbox

A user-focussed, community-driven virtual world with innovative design.

An open and accessible metaverse with an early-mover advantage
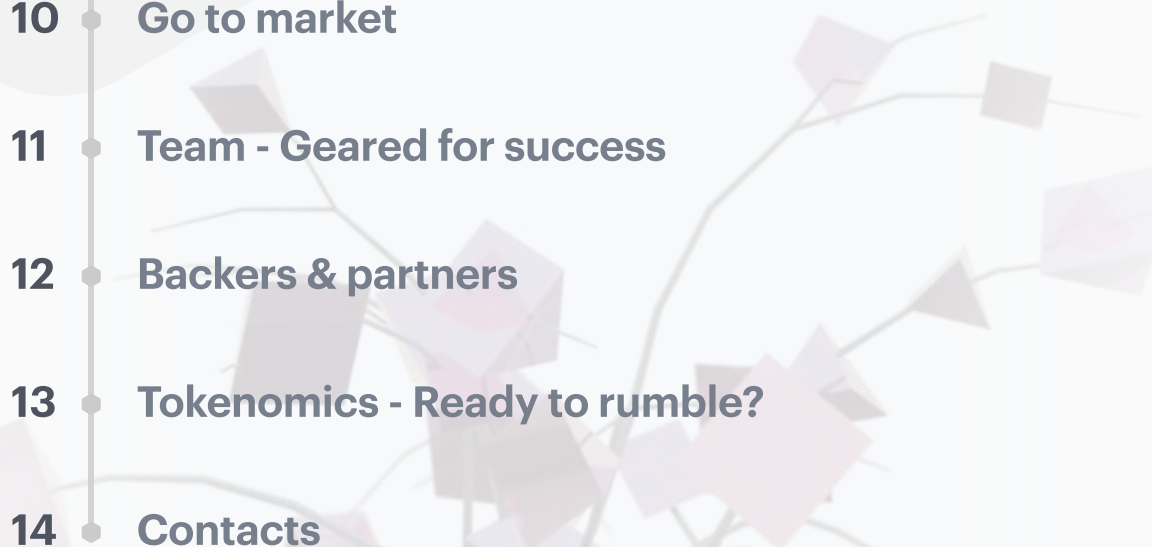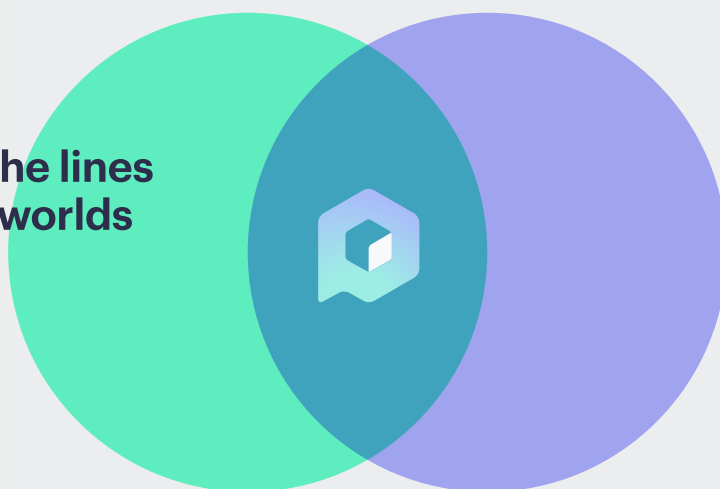
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The metaverse

Blurring the lines between worlds

● virtual
● real

'With its potential to generate up to $5 trillion in value by 2030, the metaverse is too big for companies to ignore.'
McKinsey - Value Creation in the Metaverse

● The metaverse consists of interconnected 3D virtual worlds, accessible from anywhere in the world, at any time.

● These virtual environments support personalised experiences and powerful real-time communications tools that enable users to create, consume and enjoy rich content and actively participate in a community-driven digital economy.

● As cutting-edge technology continues to advance the quality and immersiveness of the experience, the distinction between physical and digital experiences is increasingly blurred. Events and venues blending real-world and virtual content are redefining entertainment and the arts.

● In time, the ubiquity of virtual and augmented reality experiences in business and entertainment contexts will bring consumer activity into the digital sphere, driving an increase in spending on products and services both real and virtual.

Problem

? Too high a barrier to entry

- Current implementations — including those with billion-dollar valuations — have failed to demonstrate the necessary accessibility and universality.

- Many projects fail to address the prohibitive cost of participation. Ethereum-based projects' runaway gas fees make full participation inaccessible to many.

- The blockchain is not being used optimally when in-world transactions can incur gas fees amounting to 1000% of the price.

- Many metaverse environments may only be accessible on certain devices and subject to high minimum processing specifications.

- Avatars, the user's vehicle and personification inside the world, can be overly stylised on platforms, making truly immersive, personalised experiences impossible.

- Many metaverse communication tools lack intuitiveness, and user interactions are often dependent on clunky game-play mechanics.

- Steep costs and technical specifications, zany avatars and clunky communications all add up to a failure to focus on users and their experiences first and foremost.

> Even legacy solutions like Zoom are more effective than most current metaverse experiences when it comes to real-time communication.

Solution

pax.world is open for everyone

pax.world is an open metaverse that addresses these shortcomings, and elevates the metaverse experience in an accessible manner for the widest-possible user audience.

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pax.world isn't just a vision for the future, it is a fully operational 3D world ready to welcome users in 2022.

Our list of industry-leading features is extensive, some of the key highlights include:

- pax.world is designed to hold unlimited users, built to be scalable from the ground up

- pax.world is a gateway to the open metaverse with interoperability and extensibility

- A blend of clean, crisp minimalism with more fantastical elements of abstract realism

- Immersive virtual platform built using Unity 3D

- Head mesh topology system enabling one-click 3D avatar personalization from user photo

- Strong emphasis on user experience and communication

- Seamless integration of video and audio streaming capabilities within the metaverse

- High-definition video and audio broadcasting capabilities for massive virtual events

- Extremely low hardware requirements, runs on desktop, VR and mobile devices

Studies show rich user experiences are key for adoption and engagement.

pax.world offers:

- Custom 3D spatial audio and video

- Branded avatar merchandise and designer goods

- Custom 3D asset loaders - toolbox and interactive builder

- Rewards structure for delivering engaging content and for participation

- Collectable limited-edition NFTs with in-world utility

- Rich commerce experiences

- Land ownership and ability to build own metanovas
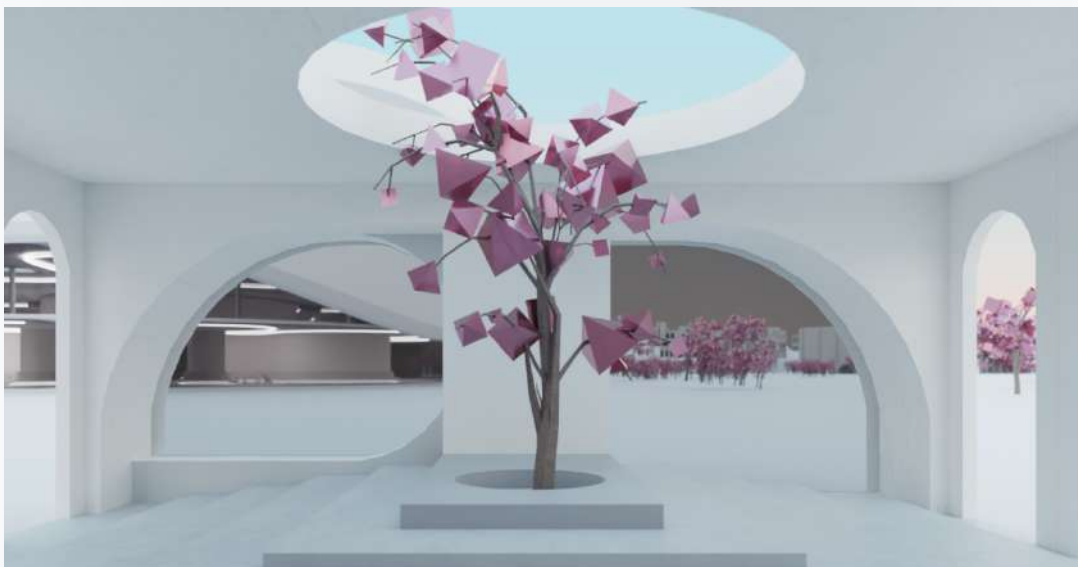
Introducing the PAXW economy

pax.world is more than just an interactive metaverse. The native token, PAXW, fuels the digital economy and facilitates revenue generation and value transfer on both macro and micro levels.

Some examples of in-world commercial activities include:

- ✓ Art galleries displaying and auctioning high-value NFTs
- ✓ Educational centres for interactive learning experiences
- ✓ Gaming centers with a variety of experiences for users
- ✓ Venues and arenas for concerts and live performances
- ✓ Advertising on virtual spaces and in-world attractions
- ✓ Virtual business headquarters and customer support centres
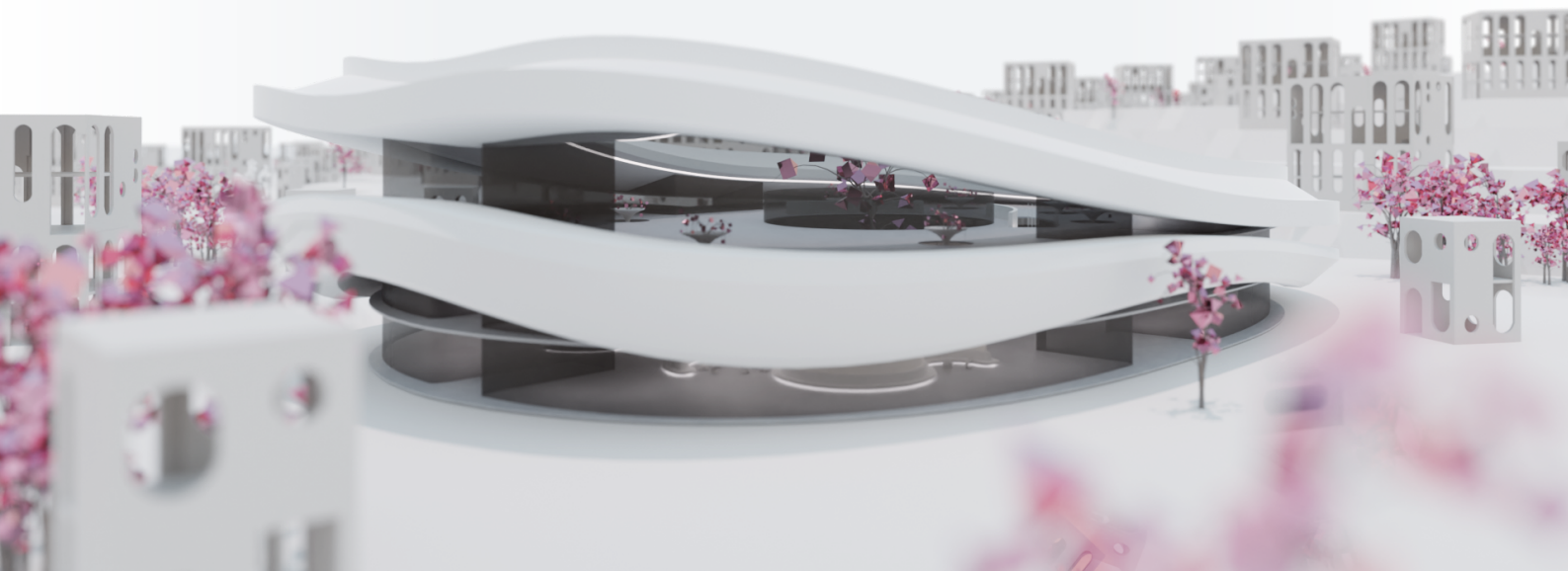
PAXW is the anchor point for ownership and influence:

Buying and selling of in-game 3D assets, including wearables, buildings and other items

Buying, selling and leasing of real-estate assets, including virtual lands, venues and billboards

Social transactions and transfer of value for in-game services, including education, entertainment and more

pax.world is optimised for users and content creators, providing a backdrop for businesses of all kinds to establish a virtual presence and offer their services in a buzzing marketplace.
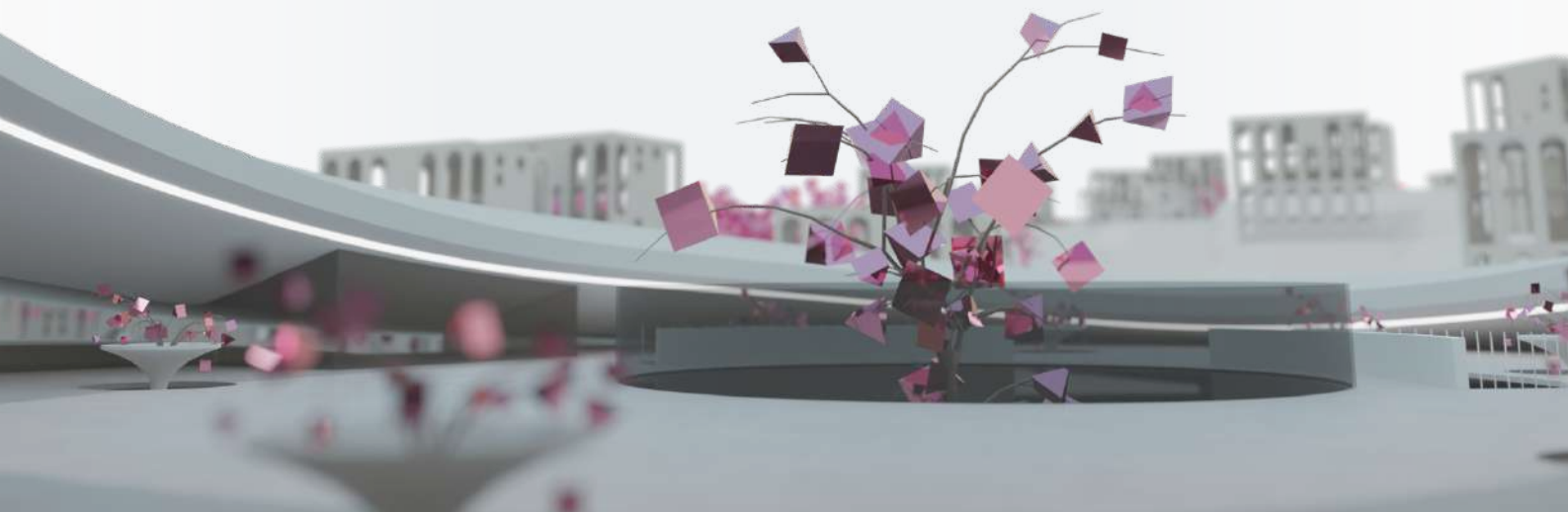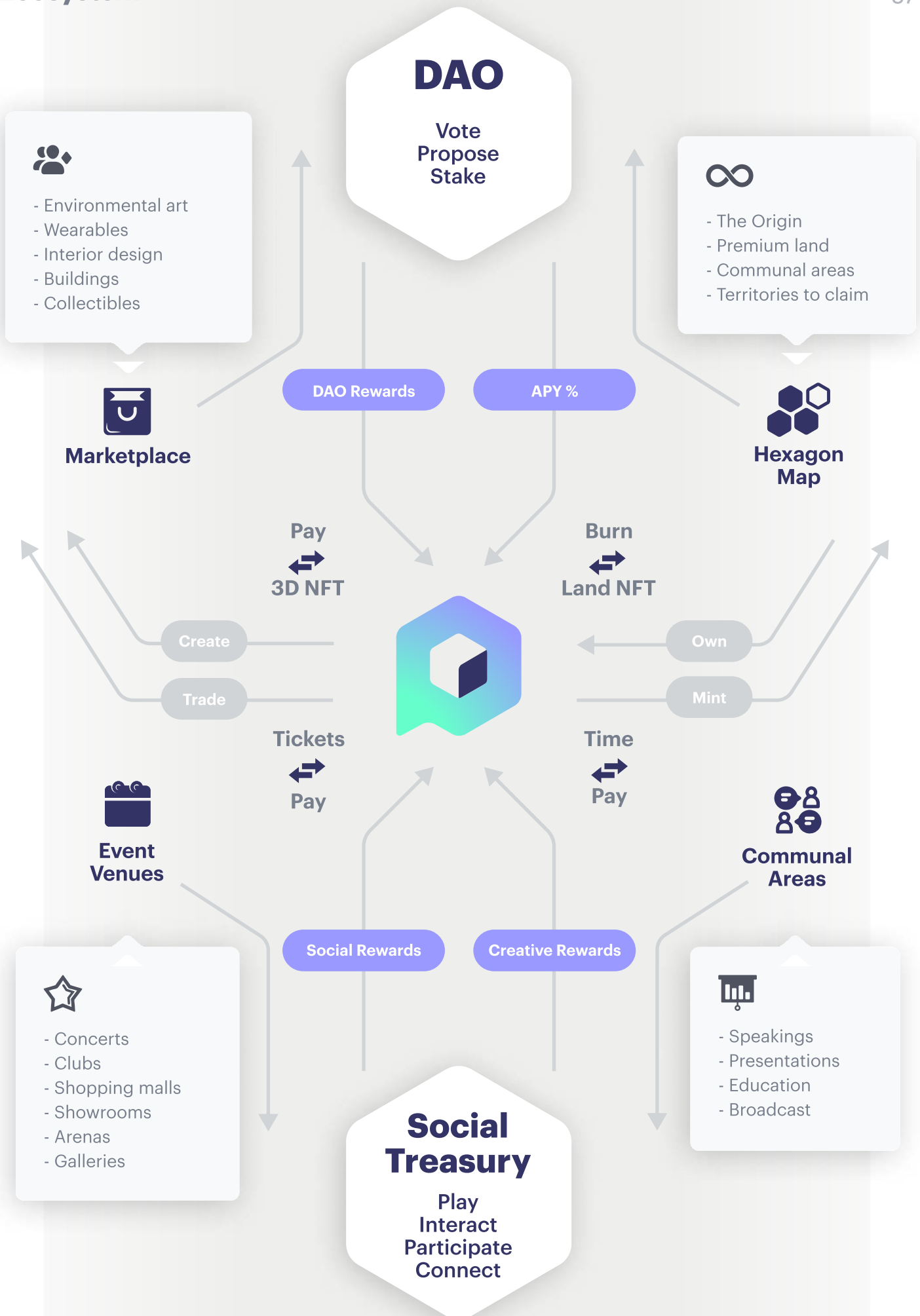
DAO

Vote
Propose
Stake

- Environmental art
- Wearables
- Interior design
- Buildings
- Collectibles

∞

- The Origin
- Premium land
- Communal areas
- Territories to claim

DAO Rewards

APY %

Marketplace

Hexagon Map

Pay
⇄
3D NFT

Burn
⇄
Land NFT

Create

Own

Trade

Mint

Tickets
⇄
Pay

Time
⇄
Pay

Event Venues

Communal Areas

- Concerts
- Clubs
- Shopping malls
- Showrooms
- Arenas
- Galleries

- Speakings
- Presentations
- Education
- Broadcast

Social Rewards

Creative Rewards

Social Treasury

Play
Interact
Participate
Connect

Environment

Sustainability

pax.world's PAXW token and in-world assets operate on Polygon (MATIC), a carbon neutral blockchain. Part of Polygon's Green Manifesto, which aims to focus on sustainable development for blockchain. Polygon committed $20 million for various community initiatives to utilize Web3 technology to build a sustainable future for all. That includes focusing on new solutions for on-chain carbon credit retirement.

Metanovas

The main pax.world environment is an entry point to a whole galaxy of metaverse worlds. Land owners can create their own spaces known as metanovas (or metanovae) and access them through portals in pax.world. From concert venues to schools, planetaria to casinos, the scope and variety of virtual worlds linked to pax.world is limited only by the boundaries of landowners' imaginations.

Open for business

"After five years of development, pax.world is almost ready to welcome land owners, who will have early access to build on their own land and metanovas, ready for the general opening of the world to users later in the year.

The builders

Thomas Sevcik
(world renowned architect & city planner)

Thomas is the CEO of the acclaimed thinktank Arthesia and the mastermind of innovative city planning projects around the world. A renowned strategic thinker and speaker, Thomas now brings his decades of experience to bear as the creative visionary behind the topography and urbanisation of the pax.world environment.

The architects

As the most ambitious virtual world yet, pax.world is bringing the elite of the architectural and artistic world to the metaverse. The world-renowned Grimshaw Associates was the first of four major architectural firms to sign on to design the public edifices that will play a dual role as civic art installations and community hubs.

Go to market

The pax.world team are building a virtual global community for individuals and brands, while revolutionizing the way they interact online.
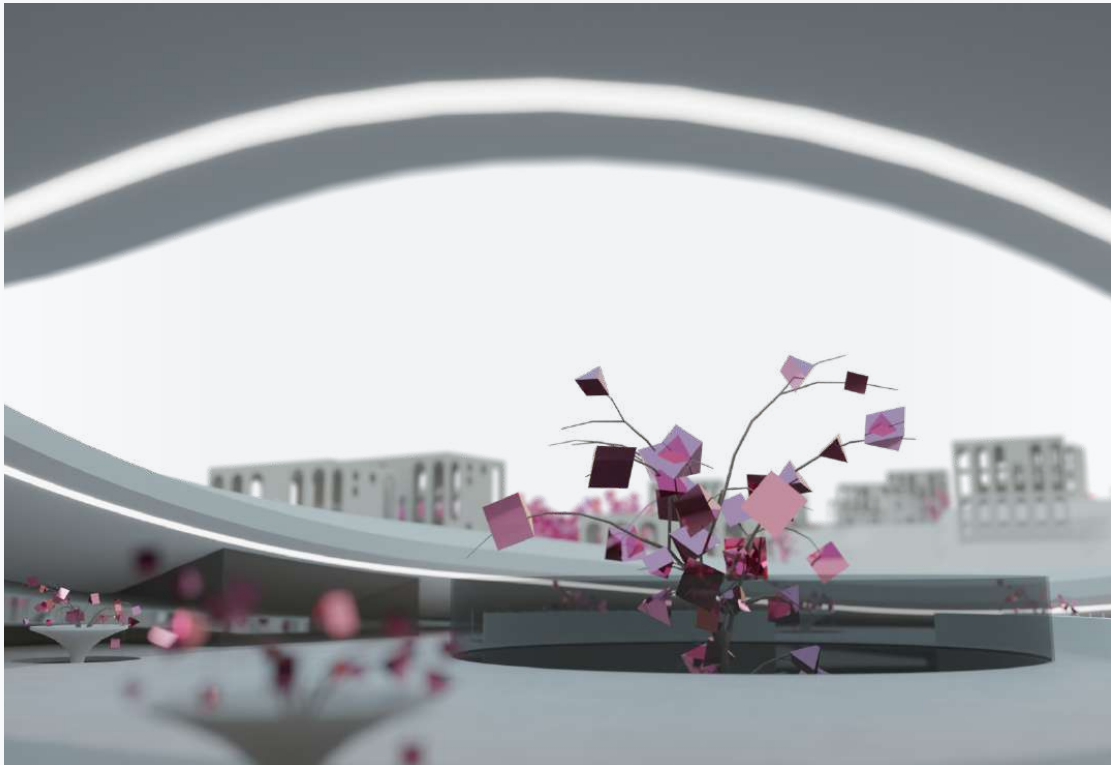
The social and marketing strategy

is a multi-tiered approach targeting key audiences and buying personas.
Initially the focus has been on building and engaging a community of crypto native supporters.
This has been accomplished by updating loyal communities on every step of the projects process via the following channels.
Telegram | Discord | Twitter | Youtube | Facebook | Instagram | LinkedIn

Competitions, Gleam campaigns, partner campaigns, NFT competitions

Regular campaigns and competitions are ran to create interest whilst building and rewarding the community.

PR and media relations

The team is working with multiple journalists, bloggers KOLs and PR agencies to maximise share of voice and positive digital and traditional media with every milestone reached.

Validating the success of the ongoing marketing campaign pax.world secured first place in this year's AIBC award, leaving behind globally renowned names of the industry, such as Decentraland, and The Sandbox.

AMAs, partner AMAs and demo days

One of the key advantages pax.world has over other crypto projects is it provides a real immersive experience for the community where they can enter into NOW and experience. This is exploited to the maximum by holding regular AMAs in pax.world helping build the community size and loyalty.

As pax.world transcends from a crypto-native platform to building brand and social end-user communities, it is expected that this community of individuals loyal towards the products and services, will grow into a community to share, engage and support the project!

AIBC SUMMIT

Metaverse project of the year 2022
Ahead of established projects including
Decentraland and **Sandbox**

Team
A global team based in the metaverse

From across the globe pax.world has rapidly assembled a diverse team of experts in their respective fields, uniquely skilled and creative individuals, united by a passion for the utility and opportunities of the metaverse for technology and society.

Frank Fitzgerald (Founder)

After graduating from Boston's Northeastern University, Frank was COO of a $12 billion FinTech firm, before striking out into the metaverse in 2017 on the road to the passion project that would become pax.world. Years of innovation and development later, pax.world is ready to lead the sector as the mature, accessible metaverse of the future.

Matt Roden (CTO)

A technology leader, experienced from conception to full deployment of enterprise-grade, global platforms, with multiple major corporations including Microsoft, 3M, Lloyds, IBM, Mazars, and Next Retail. Matt has introduced companies to the benefits of blockchain solutions and now an evangelist for Web3, the evolution of the web.

Building meaningful experiences and communities

A metaverse designed for creators, brands, educators and networkers! First made public December 15, with investor interest oversubscribed in under 48 hours, raising $5.8 million.

Partners
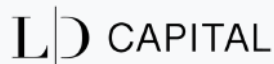
Tokenomics

1, 000 000 000 PAXW
Total Token Supply

Backers
- Seed Round — - 10%
- Private Round — - 10%
- Pre-sale — - 1%
- IDO — - 1%

Community
- Community incentives — - 25%
- Exchange & Market Making — - 5%

Organisation
- Research — - 7%
- Partners & Ecosystem — - 10%
- Team — - 15%
- Treasury — - 11%
- Advisors — - 5%

	Sales Price	Hard Cap
Seed Round	$0.02	$2,000,000
Private Round	$0.038	$3,800,000
Pre-sale	$0.049	$490,000
Public	$0.049	$490,000

Locking Periods and Rewards

Backers	Lock-up period	Vesting period	Initial Unlock %	
Seed Round	3 months	36 months	0%	* **
Private Round	3 months	24 months	5%	* **
Pre-sale	1 months	18 months	0%	
IDO	0 months	12 months	25%	
Organisation				
Research	3 months	36 months	0%	
Partners & Ecosystem	3 months	36 months	3%	
Team	12 months	36 months	0%	
Treasury	3 months	36 months	0%	
Advisors	3 months	24 months	0%	
Community				
Community incentives	0 months	36 months	3%	**
Exchange & Market Making	0 months	6 months	25%	**

Seed and Private rounds oversubscribed within 48 hours

* Free Float @ IDO **7,500,000 PAXW**

** Total Float @ IDO **30,500,000 PAXW**

Fully Diluted Market Cap @ IDO **$49M**

pax.world
Made in 🇨🇭 Switzerland

Telegram Community   Linkedin   Youtube

Telegram News   Discord channel   Medium

Twitter   Instagram

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www.pax.world