

* **HYPHER** : a light & fast hyphen engine



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* **V2R** : Virtual to Real

VISION

“An extended world crafted by Ai and 3D,
a simulated multiverse where everyone creates and immerses.”

RJ



HYPER

UNITS

“Humans write the code, avatars open the destiny.”

RJ



HYPHERVERSE

AI x V2R MULTIVERSE HUB

"The alternative world we imagine is infinitely created and integrated"

HYPHERVERSE is a hub platform where creator/fans/user communities take the lead in generating **AI x V2R stories and contents**



>> **MULTI-CHANNELS**

VERTICAL PROJECTS

Music, Pets, Kids, Fashion, Design, Sports, Movie, Drama, Webtoon, Animation, Education, Travel, and so on



HYPERVERSE

"Fan/user participation and voting lead to open projects, and the more they participate, the more content ecosystems are created to reward chains"



WEB BROWSER HUB

"Private domain, multi-channel, data, reward, community"



3D OPEN WORLD

"World, Avatar, Video, Music, Webtoon, Video, Game"



V2R SOLUTIONS

"Virtual + Real Synchronized Interaction"



MEDIA + COMMERCE INTEGRATION

"Content Display & Streaming + Global Open Market"



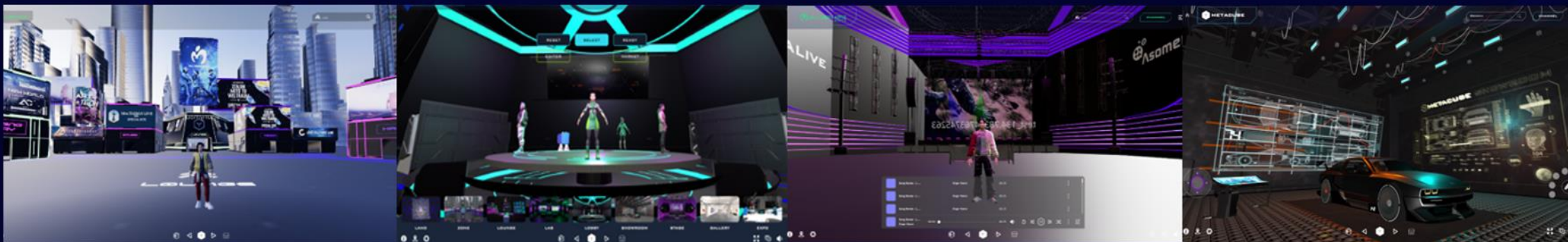
AIGC + WEB3

"Creation, distribution, interconnection, chatbot, NPC"



CONNECTED EXTENSION

"Membership Pass, AI Figure, Joystick Lightstick"



HYPERVERSE

“Ai Avatar Agent + Integrated Membership
connects your multiverse worldview”

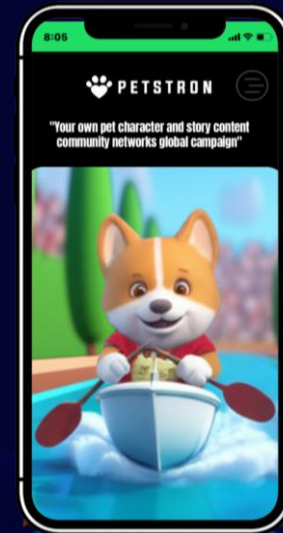
MEDIA [Browser Web, Extension App]

CONTENTS [Video, Music, Photo Card, Webtoon, News]

VIRTUAL + HARDWARE [Bluetooth, Wifi, Nfc, Lbt]



RJ



HYPERVERSE

“Connecting emotions, creation, and experiences through Ai”

Linked user Ai-generated content is stored, recorded, and managed on its own branch server



05

“EMOTION RECOGNITION-BASED CURATION”

Automatically adjust space color, BGM, and recommended content based on user's emotional state



06

“DATA ALGORITHM SPACE SYNCHRONIZATION”

Applying automatic background changes to space through emotion + behavior pattern analysis



01

“CREATOR AI TOOLS”

Story, image, design, video, music source, webtoon, animation, character, 3D asset, world creation assistance



03

“AI CHARACTER INTERACTION”

Conversational memory storage, emotion-based responses, login and mission execution, reward collection

HYPERVERSE

Ai Avatar-based Reward Economy Model

“A being that moves on my behalf and is rewarded on your behalf”

"EMOTION-BEHAVIOR REWARD SYSTEM"

Accumulation of knowledge and emotional experience
points through community activities

→ **REWARD**

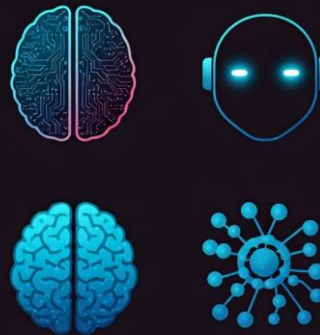
[Custom Item, Music Loop Reward]

"CREATOR CONTENT REWARD LOOP"

Avatar distributes content

→ **REWARD**

[Subscription Revenue, Advertising Revenue Compensation]



"FAN-LINKED MISSION REWARD"

Fan assigns emotion tasks to avatar

→ **REWARD**

[Priority Purchase Rights, Discount Coupons,
Tickets, Hidden Content]

"DAO-TYPE COMMUNITY CONTRIBUTION REWARD"

Avatar proxy voting + contribution points

→ **REWARD**

[Virtual-Real Linkage Mechanism]

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HYPHER
V 2 R

HYPHER V2R

“A super-dimensional interface where virtual and real are synchronized,
will be the future that turns imagination into reality.”

RJ

* **V 2 R** : Virtual to Real



"V2R (virtual to real) solution enables synchronized immersive experiences through signals in reality"

A solution where content created in the virtual world is reflected and synchronized in the real world

V2R is a core technology that evolves virtual media to be linked with reality

- ❖ **LOCATION BASED** Content trigger in virtual and real worlds based on actual location spots
- ❖ **MOTION SENSOR** Detecting user movement to link data signals and respond to content
- ❖ **IMMERSIVE MEDIA** Implementation of interactive content linked with LED video immersive media

VIRTUAL EXPERIENCE

"Experience content in 3D space"

OFFLINE INTERACTION

"Virtual-Real Linkage Mechanism"



OFFLINE PARTICIPATION

"Event participation data linkage"

OFFLINE COMMERCE

"Manufacturing/Distribution/
Affiliate Linkage"

HYPER

V2R

✓ “Emotion Data-driven Rendering”

User emotional state change → Indoor space lighting and sound synchronization (Device, extension app linkage)
→ Applied and implemented in brand experiences and pop-up stores

✓ “Location-based Mission + Reward”

Mission completion and reward linkage when visiting specific locations
Encourage fan participation in offline events
Activity data collection
→ Reward linkage



✓ “Virtual ↔ Real Bidirectional Interface”

Avatar actions within virtual space → Real-time content and device [video / lighting / sound] response in reality
Performance artist's on-site action content and device response → Implementation of highly immersive 'V2R-linked performance

✓ “Virtual-based Mission + Reward”

Successful completion of in-platform game missions
→ Real-world goods / ticket exchange rewards
→ Maximization of brand experience participation linked to reward advertising model

TARGET USER

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V 2 R



M GEN

"Scent and emotion journaling, shared archive"



Z GEN

"Emotion-centered avatar + music space community"



AI GEN

"High-quality content creation and sharing, personal product creation and sales, open world"



CREATOR

"Horizontal coexistence with fans, proactive IP monetization"



ARTIST

"Worldview three-dimensional archiving, shared independent channel"



BRAND

"Three-dimensional content communication for products and services, voluntary user reward advertising algorithm"

AGE 25~40	"Cyworld generation, strong nostalgia-based content consumption"
AGE 13~24	"Gen Z, familiar with 3D avatars / space customization, music-centered social media"

SERVICE MODEL

HYPER
V2R



PLATFORM SERVICE

Goods Market, Pay Contents, Tickets Sales, Commissions



ADVERTISING/SPONSORSHIP

Branded Contents,, Reward Marketing Partnerships



SUBSCRIPTION

Membership, Premium Service Option



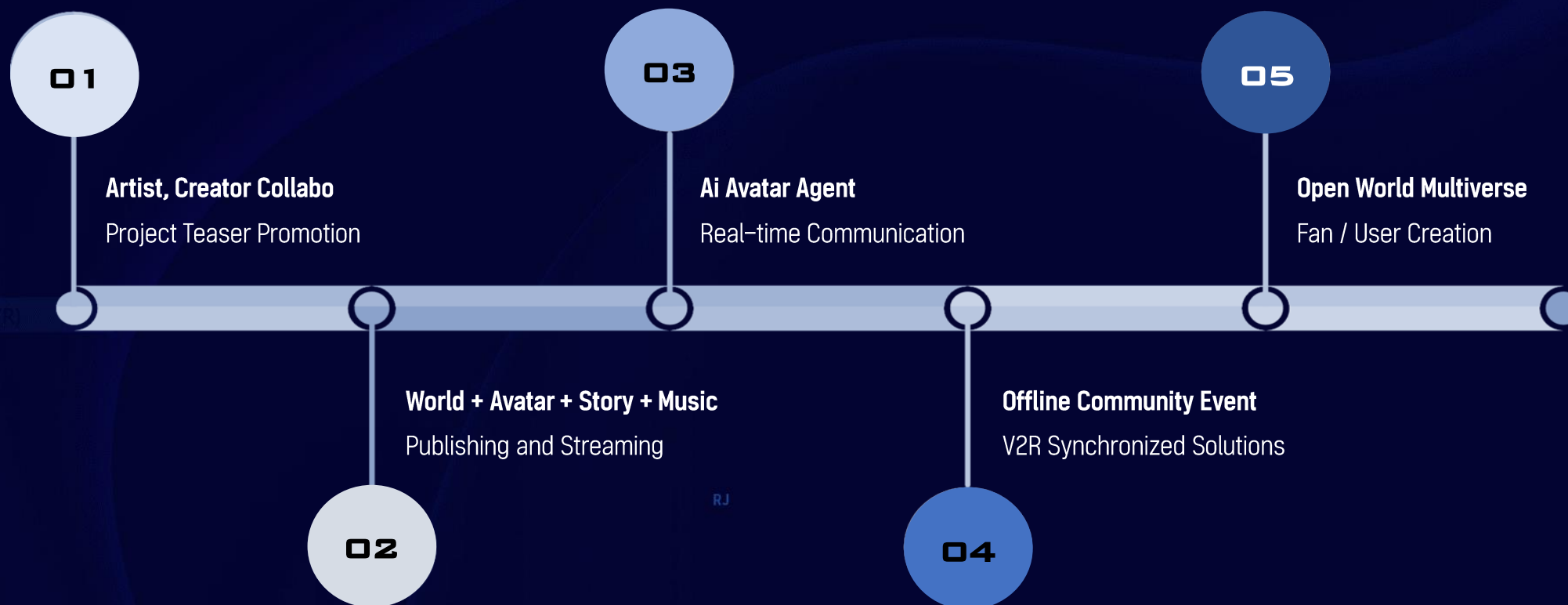
IP MANAGEMENT

Vertical Projects Generated IP Streaming, Licensing



MVP ROADMAP

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STRATEGY: Initial project build based on target creator/user personas and and expand open world partnerships

AI X V2R MULTIVERSE
"Imagination Becomes Hypher Dimensional"

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