



VIRTUAL REALITY PLATFORM  
OASIS CITY

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WHITE PAPER v1.0



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## The Third Industrial Revolution

In 1990, the internet emerged on the scene. As the whole world entered the Information Age, everyone became connected. Communication barriers between nations started to collapse, new industries emerged, and existing industries were handed instant global access.

Our lives have also changed dramatically over the past 20 years, thanks to the internet. We can now gain detailed and up-to-the-minute information about places we actually have never visited. We can explore almost anything virtually, through the internet. We can easily share information with colleagues and friends on the other side of the world. However, even though it's a simple matter to communicate experiences using images, videos and audio connections, we are still far from feeling like we're really inside the experience.

## The Fourth Industrial Revolution: Virtual Reality (VR)

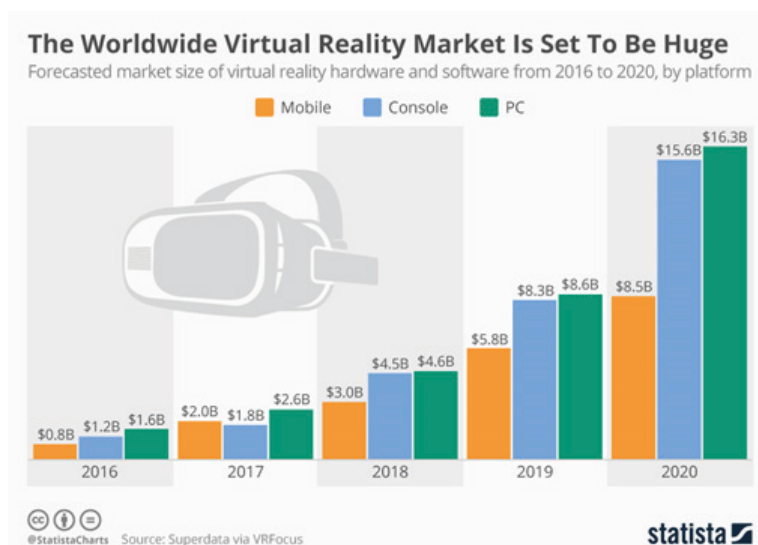
Recent developments have set us up for a realistic virtual experience. The third Industrial Revolution set the stage by giving us computing power linked to the internet. Additional developments have given us cryptocurrencies, artificial intelligence (AI), and other core items necessary for this The next technological leap. Experts believe this emerging fourth stage will completely revolutionize entire industries. Governments, universities, research centers, and private companies are currently investing heavily to push this forward.

As computers are upgraded with greater communications technology and the capacity to process and transmit more data even more rapidly, the wall between virtual and actual reality will diminish. Events that were once impossible to experience in the real world will soon become commonplace, thanks to advances in virtual reality.

## Virtual Reality's Global Market Size and Prospects

In 2014 Facebook, the largest social network service company in the world, acquired Oculus VR for \$ 2.3 billion. This only underscores the importance of VR in future technological developments.

The size of the global market for VR-related technology is increasing each year, as are private investments and government funding allocations. According to SuperData Research, a data analysis company specializing in gaming market research, the VR market should reach \$12.1 billion in 2018 and \$40.4 billion in 2020. These are massive increases over the mere \$3.6 billion level of 2016.



## Current Market Issues

The VR industry can be successfully grafted onto a variety of fields. In addition to VR hardware and software development and distribution, companies are moving to graft VR onto a variety of businesses. Users, industry leaders, and retailers would benefit by fostering a community that will promote sustainable growth in the VR industry.

During the business expansion phase, when a firm's infrastructure is not yet extensively developed, frontier companies often start out with a centralized system. However; because the VR industry demands greater computing power than a single system can provide, a business would soon be in danger of losing their competitive edge. The speed and quality of their online content would fall behind that of their competitors. If it were possible to introduce a distributed method, such as Apple's "App Store" or Google's "Play Store", this could greatly contribute to the industry development of smaller developing companies that would otherwise lack adequate infrastructure to participate in the emerging virtual reality offerings.

To get a more realistic VR experience, high-spec hardware is necessary. Unfortunately, the price of this emerging product will be too high for mass adoption. One potential solution lies in the billing economy system developed by the Oasis City Project. It protects a business from the investment costs allocated for VR hardware.

The Oasis City Project team works from the premise that to develop the VR market and industry, the two pillars of virtual reality, content and hardware, should grow simultaneously. The Oasis City VR platform would develop hardware technology that would be able to represent the detailed movements of the human body. This VR platform would be based on a blockchain billing economic system that would establish a transparent reward and distribution system.

Oasis City represents the world in virtual reality. The platform derives its name from the science fiction novel, "Ready Player One", which involves a VR world by the name The Oasis. You can access this virtual world by wearing specialized equipment.

The Oasis City platform is built using a balance of hardware and software development. We expect it to be able to realistically represent a VR world that transcends physical space. The platform has unlimited potential and the practical uses are endless. It will soon become a part of our lives.

The content of the Oasis City VR Platform can be grouped into categories, such as education, entertainment, games, and shopping hubs. The Oasis City team will lead the development of early content for each hub, but as hub content grows, the platform can expand endlessly. In addition to the Oasis City team, individual developers, start-ups, and even employees of major companies who hail from a variety of industry sectors, can combine blockchain and VR in the Oasis City VR platform to freely create content and generate profit.

Adding transparency when distributing profit is possible as well. Moreover, users are rewarded while enjoying the content on this new VR platform. Every economic function within Oasis City is based on a billing economy system utilizing the blockchain. Ownership for the asset – acquired through content development participation and payment transparency – is guaranteed through distributed ledger technology and smart contracts.

The Oasis City Coin (OSC) is the currency within Oasis City and can be used for all economic activities that utilize the platform and its billing economy system. The user can choose their desired avatar when first logging on and the avatar will be generated through ERC-721 Protocol, a non-fungible token, or "NFT". Other than that, a variety of assets, such as game items, are created based on NFT. NFT is a special form of token. Each token is original and cannot be replaced by another.



## Oasis City VR Platform and the Real World

The Oasis City VR platform acts as a bridge between reality and virtual reality. Everyone can overcome the limits of the real world and enter the virtual world through the Oasis City VR platform. A user can enjoy a variety of VR content at home, visiting other VR stores all over the world. Users are not bound by the location. They can enjoy games, learn from any location, and purchase or sell products used in daily life with their OSC in the platform.

Any developer who wants to add new content can participate in building the VR world and even perform economic activities there. Unlike the real world, content development cost and operation cost is reduced, and efficient business operation is possible by reducing procedures on the platform. When various content, such as business or education apps, enters the platform, experiences that were once limited due to cost, venue, or danger will become possible. This will let participants maximize the effect of accident prevention and education. Artificial Intelligence, a core technology of the Fourth Industrial Revolution, will be a large part of the virtual reality experience, so integration between existing VR objects and technology will be possible.

## The Aim of Oasis City Content

The Oasis City team will work to improve the existing VR platform so that a user can simply enjoy the content. The application technology, as it interacts with the VR components, enables the user to have a totally new experience. Here are the three pillars that support all content development:

### Tangible Content:

The content within Oasis City provides a realistic VR experience. Viewers will be able to simply enjoy the experience of being in a location; walking, running, and touching freely will be possible. Through this, users can have a realistic experience that satisfies all five senses by roaming in a space similar to first person shooter (FPS) and arcade games.

### Interactive Content:

Interactive content is one aspect of providing a realistic VR experience. It is possible to change the behavior of the VR environment based on the user's interaction with the VR space. For example, if the user makes eye contact with a VR animal, the animal can stare back at the user or approach.

### AI Content:

If we graft AI technology onto VR content, the components of the content will respond to the user like a living organism will, based on the individual situation and certain variables. For example, a dog notices its owner and approaches with wagging tail; yet with a stranger it presents as on guard. All sorts of scenarios are possible.

## 2.1 Oasis City VR Platform Hub and Its Original Content

### A Large Global Content Hub

Oasis City, as the name implies, is a core space where everyone can meet and users can enter different areas (culture, games, education, shopping and more) whenever they want. With their hobbies, people from all over the world can build communities and enjoy games, sports, and entertainment together; they can even learn together in a virtual school classroom. Because there are no physical or language barriers, everyone can live together equally and happily. In addition, people can generate wealth as they interact with the real world.

### Entertainment Hub

As the economy develops and the five-day workweek becomes more common, leisure time is expected to increase. There is an increasing awareness of the need to balance work and life. People want to spend their spare time with meaningful experiences or entertainment. The media and entertainment industries have started to adjust accordingly.

As our technology advances in its ability to communicate information, it's also becoming easier to distribute creative products. Lately, the content market has been growing at an astronomical pace. Now, ordinary people do not simply consume content; they've also started creating and sharing their own content on YouTube, Facebook, and other social networking service (SNS) platforms. As this becomes easier, prosumers (professionals who are also consumers) are appearing in the entertainment industry. But no matter how talented they are, there are physical limitations with social status, age, or appearance that can make it difficult to enter the entertainment market.

*"A high school principal who wants to be a comedian"  
"A country girl who wants to be a pop singer"*

An entertainment hub that uses VR technology is a solution that lowers the entrance barrier and helps ordinary people enter a market with creative content. People can shift the spotlight from their social status, age, or looks and onto their talent by using the anonymity feature provided in the VR entertainment hub within Oasis City. Here, anyone can be a singer, actor, comedian, announcer, or other form of VR celebrity. Through VR technology, people can display their talent and skills to the public anywhere in the world and be judged on their talent alone.

In an entertainment hub where anonymity and autonomy is guaranteed, not only existing celebrities but also ordinary people can participate in creating content. Oasis City can give a boost to all sorts of creative genius .

#### VR Star - VR Musician Platform:

VR Star is one of the applications currently under development in the entertainment hub. It allows anyone to turn their avatar into a musician in the VR world.

In VR Star, anyone from ordinary people, to professionals can display their vocal skills, showcase their choreography, or publish a recital to the public, to be evaluated by others. Through these assessments, our own form of Billboard charts will show the rank of creative performances in each genre. The high-ranking performances, determined by number of views and the review rankings, will be allowed to advertise themselves in Oasis City plazas or on billboards. Talented musicians in the VR world will be able to receive donations from users who visit VR star.

This sort of paradigm shift will introduce VR entertainment agencies to highly valued musicians where they can be recruited, or at least be enjoyed by all.

A VR audition program could carry matters a step further than existing audition programs like "Got Talent" or "American Idol." It would allow the world to discover fresh talent and help fledgling artists develop. Entertainment agencies in the real world could use VR Star as a marketing test location for clients or for new musicians in advance of their official debut. People could generate content creation missions with OSC as the reward in VR Star. Using this platform, individuals can listen to a song or watch a performance for enjoyment or to learn it. Companies can send users on quests if they're needing a cover song or choreography cover. They can introduce a new song to test out how it will go over in the real world.. Through these processes, the Oasis City ecosystem can be active in creating content.

VR Star supports a variety of hardware, ranging from a VR controller to a high-quality full-body motion tracking suit ("OS Suit"). The OS Suit is able to capture fine motion such as finger joint movements, in order to provide highly detailed content. In VR Star, different objects such as a stage or costumes can be provided for a more flamboyant presentation. Some objects are composed of ERC-721 NFT; and the Oasis City Team will provide software development kits ("SDK") that enable object development. In this environment, anyone can create a unique object through the SDK and users can generate profit through design transactions in the design store.

### Game Hub

It's difficult to gain a sense of accomplishment in real life if you're filled with boredom from the repetition of daily living and worn down by its stressors. That's why people enjoy games. People can feel satisfied and proud of their achievement when they complete a task that they wouldn't be able to manage in real life.

VR games give pleasure that cannot be easily gained in reality, but they are not as popular as "StarCraft" or "Warcraft." They just lack the killer content of these games. However, VR games in the Oasis City game hub will combine high quality content and motion tracking hardware to guide users in the world of VR

#### Crypto Gunz:

Crypto Gunz is a new game that combines blockchain, VR technology and an FPS gaming system. A few rare items in the game have been created based on NFT, and users can actually own each item. They can buy, sell, or trade items in the marketplace. Moreover, the majority of players can compete by participating in realistic large-scale battlefields and receive rewards.

OSC won as rewards can be used to purchase game items; they can also be used in VR stores, at theme parks in the Oasis ecosystem, or offline. The user can access the billing economy system to pay to rent VR hardware or the yet-to-be-released high-precision lightweight suit. When applying the highly precise suit or VR hardware, the user can immerse into the game more deeply thanks to vivid imagery that mimics a real-life battlefield.

The keyword for future games is immersion. Crypto Gunz will not stop at the current level of VR. It will continue to research and develop even more effective technology and will promote industry cooperation in order to improve the VR game environment. In the future, it will not only develop a simple controller but also hardware with hand-tracking technology that will enable users to actually grip objects, along with a high-precision lightweight suit to accurately represent exact body movements.

We will work to realize the perfect playing environment, overcoming boundaries of space and movement. This can also be used not only in online but also offline sets for e-sports game competitions. Users will have the opportunity to wear the latest hardware and participate in matches.



## Education Hub

People remember more than 90% of what they say and do, but when simply reading, listening, or seeing, they have difficulty recalling more than 30% of it. This means the most effective method of education is actual experience. However; in reality, our learning experiences are limited by time and space. The solution is waiting in the Education Hub where we use VR technology. With the VR education content, a large number of people can gain the same learning experience at the same time, whether studying indoors or outdoors. Dangerous exercises like medical surgery or disaster readiness training can be accomplished by using all five senses to actively learn. Drills and exercises are performed more safely and more realistically in the virtual environment. The Oasis City educational content is so realistic that it can attract and sustain the user's attention, inducing active participation and providing experiential learning. We can expect higher retention and students can easily refresh their learning by repeating exercises whenever they want.

### Disaster Readiness Exercise:

In natural disasters or on the scene of an accident, it's essential to have skilled experts that are well-trained and highly experienced. But, training is expensive, and experience is only gained over time – from multiple exposures. A non-skilled person in a real life disaster scene can pose a direct threat to human lives, their own as well as others'. Intensive and extensive training scenarios are often difficult to facilitate in real life.

Rescue agents who have been trained on the interior structure of large cargo ships using virtual reality applications are able to identify the location of entry point to the cargo and the location of potential explosives during a fire. This makes them more effective in extinguishing fires in real life.

## Shopping Hub

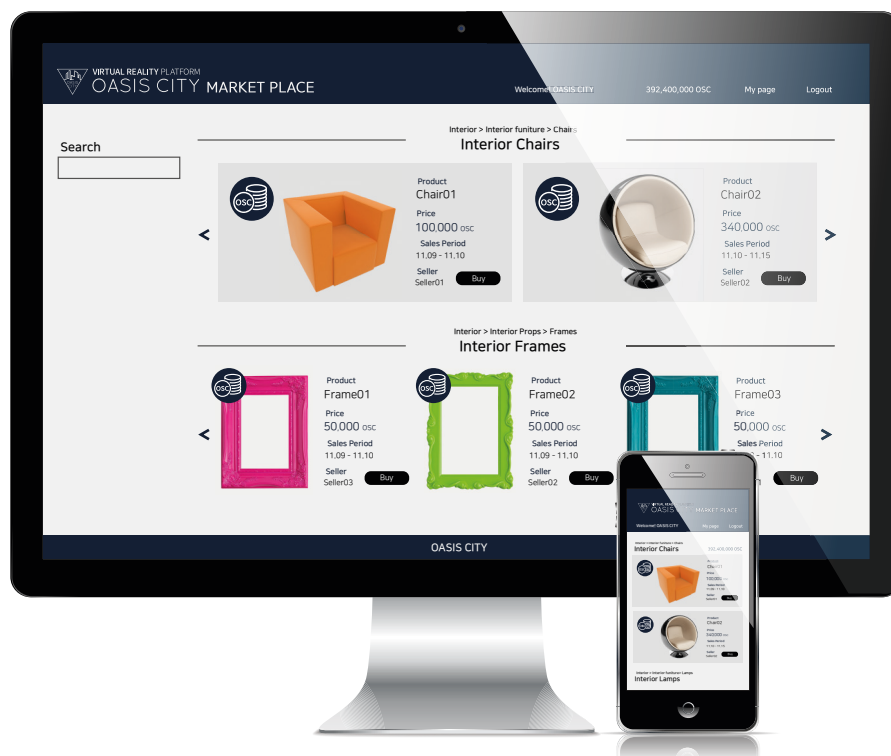
The popularization of internet sales has drastically affected the way we shop. Online shopping has now surpassed offline shopping. It's a simple matter for people scroll, click, and purchase products. It's also easy to purchase products from the other side of the world. By removing the distributor, the middle-man, we can save money.

Physical stores, however, have the advantage that we can physically handle the product before we buy. If it's an article of clothing, we can even try it on. Wearing a purchase out of the store is impossible in an online shop.

The Oasis City Shopping Hub utilizes virtual reality technology that can overcome the disadvantage of both online and offline stores, while emphasizing its advantages. At the shopping hub, both manufacturing and distribution can sell products to consumers around the world. Shoppers can actually try on clothes virtually, using an avatar created with the dimensions of their own bodies. It's a lot easier and sizing is less haphazard than the real-life experience. The shopping hub will let you compare products with other stores, purchase them, and have them shipped directly to their home.

### Oasis City Mall - Shopping Mall Complex:

The Mall is a multi-complex shopping mall, located in the shopping hub. It is currently under development by the Oasis City team. The Oasis City Mall will be parceled out to vendors who want a virtual store where they can sell their wares. Some items will be sold by auction. Store owners receive an SDK, can present and sell their products, and can easily decorate their stores. The preference and consumption pattern data of customers and visitors are gathered and analyzed, giving vendors instant tools to help them find their target market.



## 2.2 Decentralized Asset Exchange

### Oasis City Marketplace

Marketplace is a decentralized asset exchange. In the Oasis City VR Platform, we use NFT to enable character and asset trading. APC and mobile version will be released, enabling users to have easy access.

### Oasis City Design Store

Various design factors are necessary in Oasis City. The Design Store will make available items for import, such as storefronts, interior design, avatar characters, costumes, furniture, ornaments, vehicles, weapons, items, pets, and many additional design factors. The store is a platform where virtual reality participants and designers can trade ideas and interact. Through the store, people all over the world can create and own anything, based on their individual preference. This will open up new jobs and make it possible to generate a virtual world with wonderful individuality.

Motion-tracking technology is essential in Oasis City. For any project, if movement between a participant and his or her avatar does not map precisely, the participant will be unable to immerse fully into the environment of the virtual world. The Oasis City team can perfectly solve the motion tracking problem in virtual reality. To resolve current motion tracking issues, we need real-time data and location-tracking technology that can precisely pinpoint the location of participants. Moreover, to get a high-quality virtual reality image transmitted live (greater than 4K), fast wireless internet speed is a must.

With current network speeds, we cannot accurately track a user's fine motor movements. This can cause delay in virtual positioning that will prevent the user from knowing a true VR experience. Unlike 4G, which utilizes frequencies below 2GHz, the 5G technology utilizes a super-high frequency of 28GHz. That makes it 70 times faster than the current communication speed of 300Mbps, and 280 times faster than normal LTE. With this processing speed, it can easily handle real-time motion data and give users real-time streaming in HMD.

Moreover, human body haptic-reaction-type technology is an additional augmented reality (AR) tool that enables users to actually feel physical force or tactility on the hand or body. If we add tactile and haptic functions to the motion-tracking VR suit, the user can feel a gunshot recoil or even sense the pressure of piano keys on the tip of one's fingers when playing music. Moreover, when people start practicing medical surgery in virtual reality, they can actually feel the sensation of skin being incised with a scalpel. People can touch objects in the virtual shopping mall and can feel the texture of clothes before making a purchase.

In the early stages of Oasis City, the team will shape an environment compatible with existing VR hardware, such as VIVE, Oculus, and the like. One challenge the team faces is the lack of standardization across existing equipment, but the team is working hard to provide compatibility.

The market is mainly formed around specific hardware; since each device is customized for a specific use, ordinary users cannot purchase the content. To address this problem, we aim to provide the Oasis City full body suit and enable interoperability between each device in the early stage. This will make it possible for a wide swathe of individuals to experience an immersive VR experience.

## Next Generation VR Motion Tracking Technology:

Oasis City will support innovative advanced next-generation VR technology. The technology will be utilized when users enter the VR world or when more accurate motion synchronization is needed to interact between the user and virtual avatar for real-time motion track mapping. In this new state-of-the-art sensor system, real-time motion tracking technology already exists, utilizing fiber optic estimation technology. This is the most accurate motion tracking technology available, far outstripping all others. It can provide users an amazing and magical experience in the Oasis City virtual world. This technology can track the finest movement of fingers and joints on a microscale, enabling the avatar to express even slight movements in the virtual world.

## Full Body Motion Tracking:

Fiber optic-based technology realizes movements through real live mapping when the user wears a full body wireless sensor. It can realize more delicate movements than previous technology and is free from recognition errors, even when multiple users enjoy the same content.

## Position Marking Plus Space Tracking:

Position marking attaches cameras to all users. Specific markers (stickers) are placed on the ceiling. A camera installed on the head of each user films the ceiling, providing the exact position of the user with relation to ceiling grid. This is an innovative method where it can identify the location of the user with an average error of  $\pm 1$  cm.

GPS is used with space tracking technology along with ultrasonic triangulation technology for location modification. It is also used to wirelessly track the outdoor location of multiple users.



### IMU Sensor + Lidar (Light Detection and Ranging):

The Inertial Measurement Unit sensor (IMU) consists of a gyroscope, a velocity sensor, and a terrestrial magnetism sensor. Because location errors can compound with IMU sensors, we add Lidar technology to give us accurate coordinates. With this groundbreaking error reduction provision, one can manage a large VR content outdoors. It has the advantages of an error range of  $\pm 1$  cm, it's easy to install, and is not space-limited.

### Fiber Optic Next-Generation Motion Tracking Technology:

This is a cutting-edge technology that utilizes optic fiber sensors, an analytic algorithms, and a minimized measurement tool which perfectly synchronizes movements in the real world with the virtual world. This innovative technology allows several sensors to use a single optic fiber and is able to measure multiple motions at the same time by distributing the identical sensor across different regions. This is the world's first high-precision nano-sized motion tracking measurement technology. By positioning three pieces of optic fiber, it can accurately measure almost any highly detailed shape. Since we can freely control the length based on the conditions, we can apply it to multiple parts of the body without limitation.

The billing economic system applied in the Oasis City VR platform is a mutually beneficial system that allows transparent distribution of both rewards and profits. This blockchain-based system can be used by the users, VR business stores, VR content development companies and other ordinary business enterprises.

The billing economic system is an innovation that reflects coin value depending on the capability of both the participating company and the user in the OSC ecosystem rather than using the influence of the current cryptocurrency. The billing economic system is based on the project team's confidence in the platform's business management capability, technological development, and potential for expansion. Our vision is to build a strong and transparent cryptocurrency ecosystem.

## Oasis City's Billing System

The billing system is a basic product that helps to round out the economic ecosystem by providing a payment environment that safely protects the transparent financial transactions occurring in Oasis City. VR participants can install and create their content using this system. Moreover, they can set their profit distribution ratio for each content contributor. Participants will have their ownership guaranteed through the blockchain distributed ledger technology and everyone is guaranteed a transparent business operation as profit distributions cannot be forged or altered.

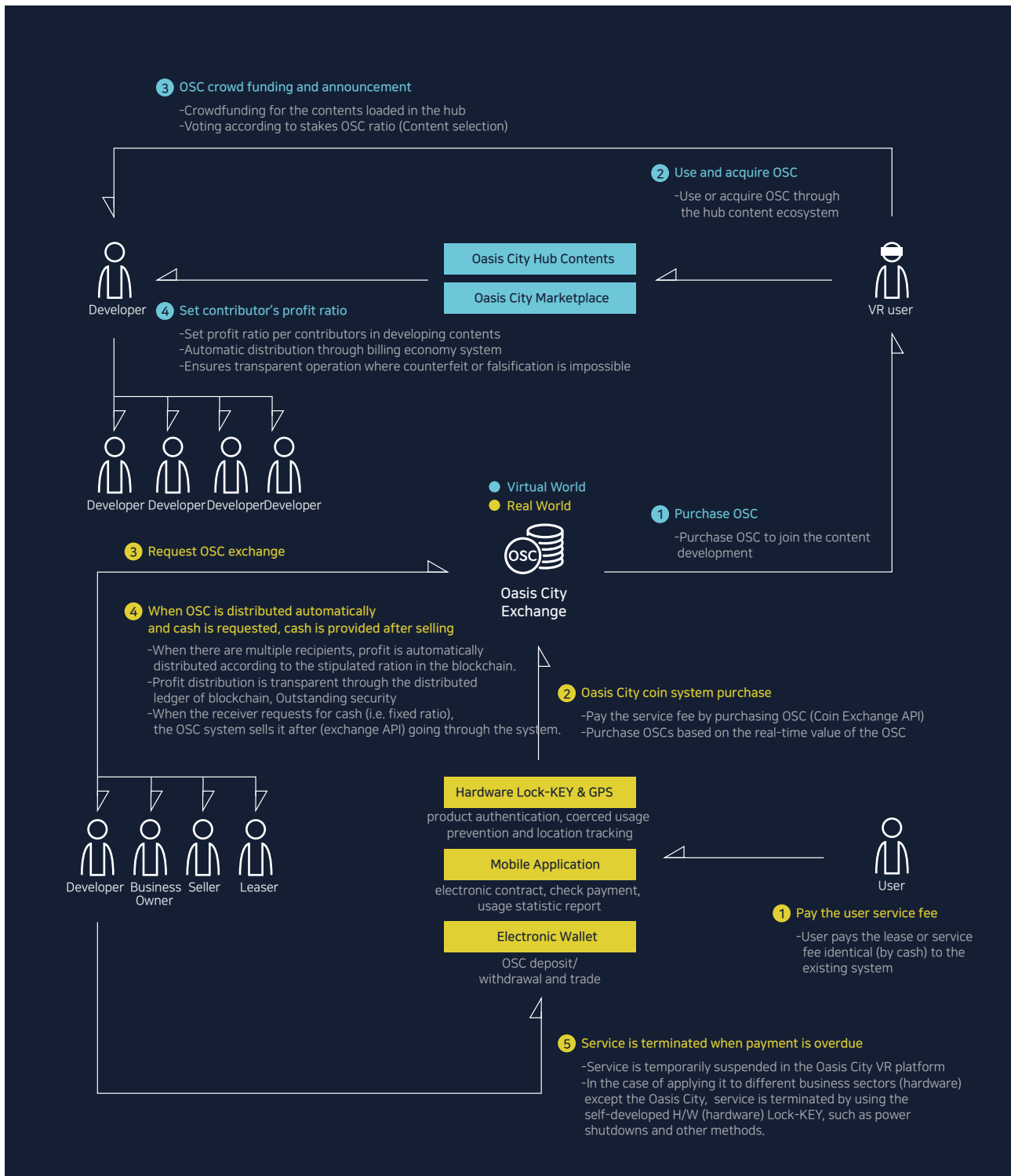
## Billing Systems in the Real World

This billing system can take care of real-world issues such as troublesome balance settlement procedures or unclear profit distribution errors. It protects assets (equipment, infrastructure, systems) from forgery and falsification by verifying information and authorizing access through the Lock-Key that controls the hardware. It can also process automatic payments based on the service period and amount of usage. In addition, related partners can distribute profits fairly and in a transparent manner.

If one applies the system to a VR hardware rental business, it can minimize procedures for collecting costs and other additional charges. With that, it can solve troublesome billing and payment procedures simply; if payment was not made, the business owner can immediately shutdown the service and collect the payment.

As the content and device system is reliant on the blockchain, it can minimize the risks of hacking, since transaction data is immediately recorded on the blockchain, making it easy to seek and analyze as needed.

The spectrum for using Oasis City's billing system is wide and diverse. It can be used by sectors as varied as construction, medical equipment, vehicles, gaming devices, and VR simulators and functions could range from leasing, to calculating and generating payments. It can be expanded to include regular payments for non-tangible assets such as content, licensing, and royalty payments. Users can receive bills and process payments quite conveniently with no need to be anxious about receivables.



## Purchasing / Wearing VR Hardware

You can purchase VR hardware or rent it using the billing system with the OSC. The purchased VR hardware will be delivered to your destination for your use in entering and enjoying life in Oasis City.

## Logging onto Oasis City

Users appear in Oasis City as a virtual character or avatar. All daily actions such as walking, running, turning, and touching are possible while wearing the VR hardware in Oasis City.

## Using the Content

Oasis City is a hub where one can access a variety of content including games, cultural experiences, shopping, education, and social networking. The Oasis City virtual world is unrestricted in time and space. A variety of companies make unrestricted access possible by "setting up virtual shop" in the space and offering items for sale. We anticipate firms including game developers, educational institutions, shopping malls, etc., will participate in Oasis City and see active sales.

## Active Economic Activity

Users can sell or purchase products using Oasis City coinage and its billing system, just as they would in the real world. Coins and a copy of the system is stored in each individual electronic wallet in a convenient and transparent manner.

## Synchronization with the Real World

Products sold in Oasis City are processed differently from real-world products. Virtual reality products are limited to their use in Oasis City, while real world products are delivered to the user's destination.

## Asset Value Formation

Users can own their own virtual house or store via real estate investment (a store launch); they can run their own company, provide services, and receive payments, just as in the real world. All these actions are founded on the OSC.







## VR Platform Developers and Partners

In the early stages of Oasis City's development, the platform's ecosystem is shaped by the team. However; Oasis City actively supports the participation of outside developers and partners. The team offers the following support and benefits for easier VR content and service development:

## VR Content Development Using Billing Economy System

In the Oasis City VR platform, developers, strategists or even ordinary users can participate in developing VR content. Content is created in the Oasis City VR platform, open to experts from all over the world. The profits generated by consumer participation are distributed fairly by the billing economy system. We can resolve the issue of currency value differences this way and develop further content cooperatively. Moreover, using the Oasis City development infrastructure can reduce a developer's burden of initial investment.

## Active Marketing Effect And Content Consumption

Within the platform, users can acquire OSC as they use various VR content that attracts multiple participants. VR content consumption leads to higher profits for developers. Developers can place ads on objects in the VR environment (e.g., in a plaza or on a building) to drive active content consumption and maximize their marketing budget.

## Focusing on VR Content Development

Developers are freed up from the mundane management of users, accounts, and capital by provisions in the Oasis City platform. This allows developers to concentrate on adding VR content.

## Supporting Platform Synchronization

When developers are working on content that utilizes full body motion tracking technology or extremely precise hand motion tracking, the Oasis City team has provided developmental guidelines for building up a signal library related to motion. Developers can also receive support when synchronizing between the platform and their work in progress.

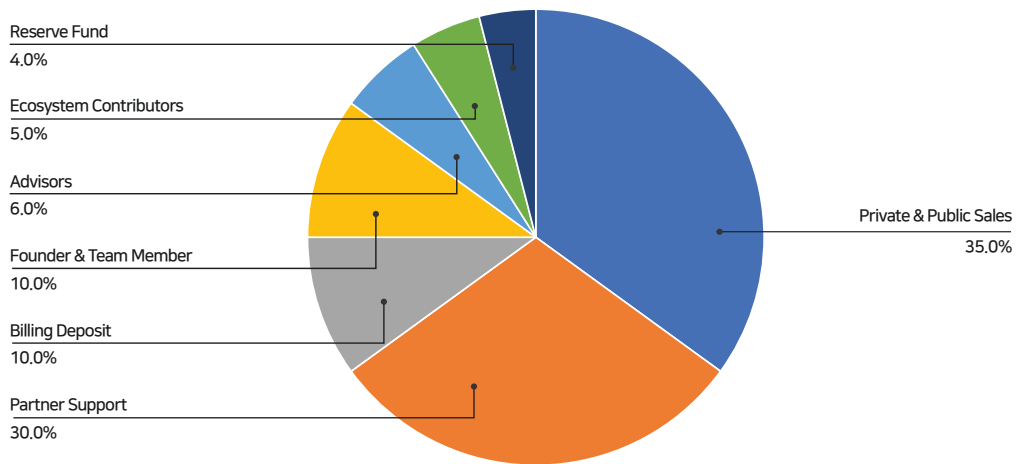
## Managing Reputation of Managers

Developers can open up their content to their peers for mutual evaluation. This environment can encourage other developers to join the platform, which can, in turn stimulate further high-quality content development. Excellent content development increases trust by the participants and boosts the reputation of the platform.



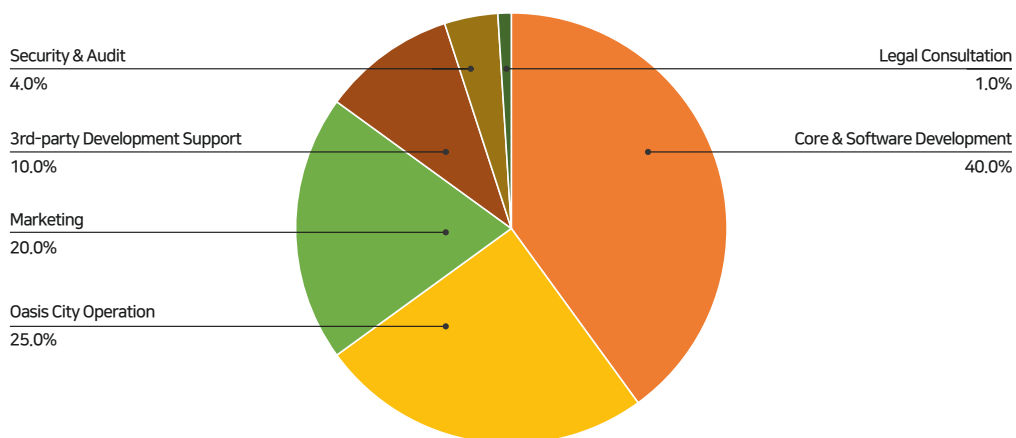
## OSC Token Distribution Plan

A total of 12 billion OSC will be issued. 30% of the token is allocated for synchronization and other costs with partner developing companies. 5% is allocated for companies who are contributing to the Oasis City ecosystem and service support costs for users. 10% is allocated for core team software developers and 6% are for other contributors and advisors exerting their effort for the success of Oasis City. The other 4% is a reserve fund to manage liquidity of OSC. If there are no additional costs and liquidity issues, it will either be locked up or dissolved.



## OSC Sale Profit Usage Plan

Ethereum raised through OSC sale will be used for the successful core technology and ecosystem development of Oasis City. It will be allocated for the Oasis City and other services development cost, operation costs and synchronization support between partner companies. A part of it is allocated for the reward for advisors and developers aiming for the successful development of the Oasis City and other legal consultations. Moreover, some will be used for marketing costs, such as partnerships between global VR and game developing companies.



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## 2018

- 1st and 2nd quarters Research and Architectural design for the Oasis City VR platform and billing economy system
- 3rd quarter
  - Release Oasis City Light paper
  - Start OSC Token private sale
- 4th quarter
  - Develop Blockchain based billing economy system (with H/W Lock-Key)
  - Release Oasis City Whitepaper Version 1.0
  - Start OSC Token pre-sale

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## 2019

- 1st quarter
  - Beta test for Oasis City Season I
  - Demo service for original content
  - Billing economy system test net launch
  - OSC Token public sale
  - First Exchange listing of OSC Token
- 2nd quarter
  - Main net launch of billing economy system
  - Billing economy system expansion campaign
- 3rd quarter
  - Beta test of full fiber optic body suit and gloves; sync test within Oasis City
  - Beta test for all content, hub by hub, in Oasis City
  - Beta test for NFT item marketplace
- 4th quarter
  - Official service launch of Oasis City Season I
  - Oasis City original content service launch
  - Oasis City Hub expansion campaign
  - Official launch for NFT item marketplace

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## 2020

- 1st quarter
  - Global Synchronization service of full fiber optic body suit and glove with the Oasis City
  - Oasis City Hub expansion campaign Season II
- 2nd quarter
  - Oasis City Season II Beta test
  - Oasis City external content beta test
  - External VR device module synchronization beta test
  - Oasis City content expansion campaign
- 3rd quarter
  - Official service launch of Oasis City Season II
  - External content service launch in the Oasis City
  - External VR device module synchronization

A virtual world that – up 'til now - only existed in dreams and movies,  
A world beyond your imagination, opening up in your own home.  
A project that will bring enormous change to all of humanity.

You will be blown away by the amazing transformation of your world.  
It is already beginning.  
Prepare to be amazed.

Welcome to Oasis City.

It used to be that virtual reality was merely an inspiration for science fiction or the futuristic imagination. It was only mentioned in few absurd science fiction novels and depicted in movies. But my young heart has dreamed for years about what it would be like to immerse myself in a virtual experience. When the day came that I was able to explore the new world of VR, thanks to amazing breakthroughs in VR technology, I could not remain calm as I imagined the infinite possibilities of the virtual realm. Now, after decades of creative dreaming, my vision is emerging as the virtual reality of "Oasis City", a VR platform that builds on the foundations of blockchain-based billing economic system and an OS suit. In the past, I only experienced VR within simple HMD (head-mounted display) space. The existing technology was insufficient to fully represent my actions in virtual space. Unlike the first generation VR market, where the user was only able to experience content as an observer, the Moin Group has since manufactured a variety of motion-sensing simulation devices capable of synchronizing with a virtual reality to maximize the experience of the user.

Since my career for the past 20 years has involved working in the VR industry with game simulator device development, I was eager to explore the latest technology sectors that provided hardware, motion tracking, and device design, systems that other companies have not seen the need to combine.

For the past five years, I have focused on solving the VR industry's most difficult technological problem – real-time motion synchronization technology. After countless trial and error experimentation, we developed the IMU Suit, the prototype for the current OS Suit. Guided by leading technology R&D, we have created the world's first full-body motion system able to provide immersive experience in FPS games, while wearing the wireless IMU Suit.

Breaking away from limited and disconnected experiences using stick controllers, users can now experience full body control by wearing the OS suit, utilizing full body motion tracking technology. As new haptic detection technology has emerged, the suit has been enhanced to provide the user with full sensory feedback for all actions in the virtual world.

This truly groundbreaking technology will become the turning point for many industries. Education, disaster safety readiness, job skills training, and gaming will all be revolutionized. Oasis City will provide the foundation technology, and all the companies, developers, strategists, and ordinary users who have supported the construction of Oasis City will receive their just rewards, according to their contribution as tracked by the transparent blockchain billing economy system.

Oasis City is a place where imagination is not limited by space or time constraints. It will be a virtual reality platform where the Oasis team's world view exists. When users enter Oasis City, they will be simply amazed when they realize the true value of their character. It is beyond their imagination. I think the words "limitation" and "restriction" will not exist within Oasis City. Because we wear a suit that tracks our motions in real time, we will be the game masters, users, and owners of the virtual content environment we create and can dwell in the ecosystem as the owners of a decentralized society we manage. The virtual world will become a part of our daily lives as we live, work, and play in Oasis City.

Thank you,  
OK, CHEOR SIK