digital VECSE

Platform for creating digital content for metaverses with face replacement and voice synthesis based on deepfake technology and Al-powered video manipulation recognition tools.



THE PRODUCT



We build software to create deepfake and Al-generated digital content for virtual community purposes and prevent authentic user data from any misuse.

We offer unique blockchain and NFT-supported infrastructure, which empowers individuals to thrive in web3-powered digital economies by giving them full ownership and control over their digital identity with the Deep Fake recognition and deployment tools that we are building.

DIGITAL UEFSE

METAVERSES AND WED 3.0 AREN'T AS SAFE AS THEY CAN DE

There is no doubt that metaverses are the next big thing but the issue of privacy and safety is becoming more heated by day

Metaverse virtual worlds lack adequate safety precautions, critics say

VIRTUAL AND AUGMENTED REALIT

metaverse



How to address digital safety in the

WØRLD ECONOMIC FORUM

problems we solve



Lack of tools and instruments for metaverse content creation



Safety of metaverse and web 3.0 users



The growing number of fraudulent activities using deepfake technology







CREATION

Metaverse's content creation, editing, and personalization tools

RECOGNITION

Recognition of the deepfake technology to verify the authenticity

ENGAGEMENT

Voice Cloning and Lip sync technology for unique and fully secure experience

AUTHENTIC SOLUTION



Rarible protocol

Smart contracts for NFT and Marketplace are integrated with rarible protocol



IPFS storage

All media files are stored in nft storage

Scalable architecture

Aws, docker, kubernetes



Synthetic media

Private technology for AI video creation

INNOUATIONS

The deepfake generation technology will be created on the basis of multi-stage generativecompetitive systems trained on open and closed data sets. For deepfake recognition technology the network discriminator from the previous paragraph will be used

The system will detect deepfake and other kind of infringements such as theft, use of other people's intellectual rights and forgery



ALCHITECTULE

01. Just upload a video and our platform will do the rest Our proprietary AI algorithm replaces human faces with digital ones and generates high-quality videos. Speech recognition and voice synch make the videos seem smooth and natural

02. Content maker's second brain Spend your time on what's important. Our AI creates comprehensive content for you

03. Indispensable infrastructure for web3 Supreme architecture facilitates faster adoption of web3 economy by ensuring no data leaks and enabling secure copyright transition on par with deepfake recognition



METAUELSE MALKET

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1 000

500

According to Precedence Research, the global metaverse market size is estimated to reach around USD 1,607.12 billion by 2030 and has been expanding at a compound annual growth rate (CAGR) of 50.74% from 2022 to 2030.

Source: https://www.globenewswire.com/en/newsrelease/2022/06/08/2458533/0/en/Metaverse-Market-Size-to-Worth-Around-USD-1-607-12-Bn-by-2030.html





deepfahe Machet



According to HSRC Research, the global deepfake software market size is estimated to reach around USD 41,1 billion by 2030 and has been expanding at a compound annual growth rate (CAGR) of 45.13% from 2022 to 2030.

Source: https://hsrc.biz/reports/counter-deepfakecounter-fakenews-market/

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Competition: transactional, segment or niche focused, apps, design tools, etc

Digital Verse: unique consumer centric, secure personalized, new-level engagement focused

The space: very early stage, with emerging competition on the back of accelerating demand. US is a more mature market while UK & EU lag behind.

Investments: Metaphysic (\$12M), Cubix (\$100M+) and Ready Player Me (\$29,5M) demonstrate solid investor interest

> EASY-TO-USE AND USEC-FCIENDLY



INNOVATIVE USET-EHDELIECUE

DIGITAL UELSE

VIRTULOC METAPHYSIC

cubix.





CUSTOMEC ACQUISITION

Multichannel acquisition strategy

1. Partnerships. Marketing agencies that can make collaboration with celebrities by leveraging our platform and attracting a wider audience

2. Influence marketing. Incentivizing influencers in crypto and NFT to make videos on our platform and sell them on NFT marketplaces to activate their audience

3. PR. Coverage in Tier 1 Tech, Business and Consumer media

- 4. Placement on marketplaces and aggregators. Product Hunt, Product Hub, YourStack, and others
- 5. Product-led growth, referral program. Users promote our product themselves getting extra bonuses

6. Content marketing

- Expert Podcast on crypto, NFT, Web3 and the role of deepfake and AI in these industries
- Medium Blog



roadmap

Q4 2022 – Q1 2023

Development of an algorithm based on generative-adversarial networks to generate custom deepfake videos

Q4 2023 – Q1 2024

Development of algorithms for speech synthesis and facial expressions, recognition of deepfake video

Q2 – Q3 2023

NFT marketplace development on Rarible + IPFS for metaverse digital content

Q2 2024 – Q3 2024

Development of a B2B / B2C segment application for working with video content

DUC TEAM





5+ years of entrepreneurship 7+ years in Tech field 15+ years in Communications **CTO Digital Verse**

2+ years of entrepreneurship 5+ years in BlockChain field **10+ years in Development**



Sergey Tolmachev

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We build the platform for creating digital content for metaverses with face replacement and voice synthesis based on deepfake technology and video manipulation recognition with AI algorithms

