AIVERSE
TECHNOLOGY

Investment request
AIVERSE TECHNOLOGY JSC

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Company

Aiverse technology JSC

A company that promotes personal digitization technology (the name of the new product is "Aiver") and at the same time develops the IT industry, in particular neural networks and artificial intelligence.

The company diversifies profits and investments into promising IT technologies and related industries to improve the quality of life of the planet's population (thus, it does not rely on one product and ensures its own and investors' safety). For example, the company's interests include industries such as: Pyrolysis of recyclable waste; Power recovery technologies; Air and water purification; Optimized devices for urban infrastructure and much more.

What we do our company

Aiverse technology JSC A universe of artificial intelligence, creating interactive portraits that you can talk to as a live person and integrate them into people's daily lives. A high-tech company with a unique approach to the development of quality and comfortable life.

Press

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AIVER

Aiver - is a digital personality, independent of the copy source, but with its appearance, database and voice (not to be confused with "Avatar" - not a meta-universe).

Aiver is visualized with any personality through neural networks and the use of personality voice synthesis for further visual-voice interaction with the user

Simply put, aiver is a digital personality. The word is an innovative technical solution and product of Aiverse technology JSC.
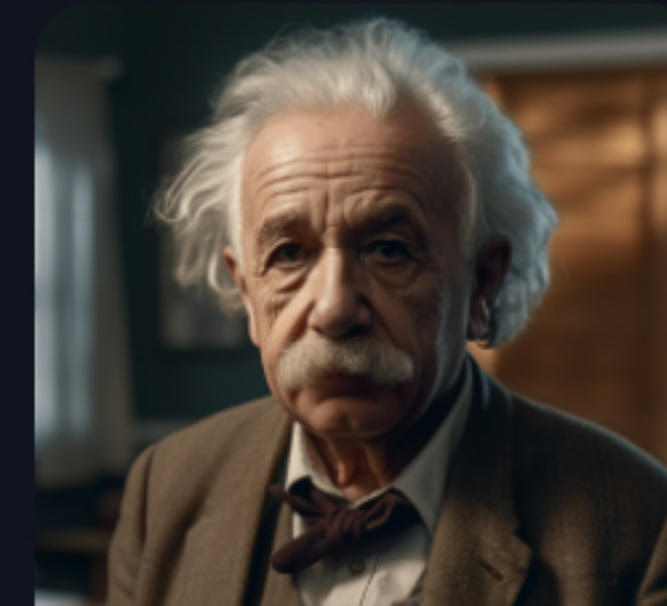
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Potential destinations

Business sector

- Stores; Restaurants; Shopping centers;

- Events and exhibition stands;

- The sphere of services and banking;

- Training (professional development);

- Conducting surveys and interviews;

- Visual-Voice Assistant;

- Medicine (recovery procedure);

- Employee mental health monitoring;

- Assistant for e-commerce and marketplaces.

Private Sector

- Ritual service and cloning

(digitization of identity);

- Home assistant; Virtual wife/husband;

- Coach for communicating with the opposite sex;

- Children's friend (character, hero);

- Visual-Voice Assistant;

- Training and coaching.

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WE DON'T JUST EXIST ON PAPER!
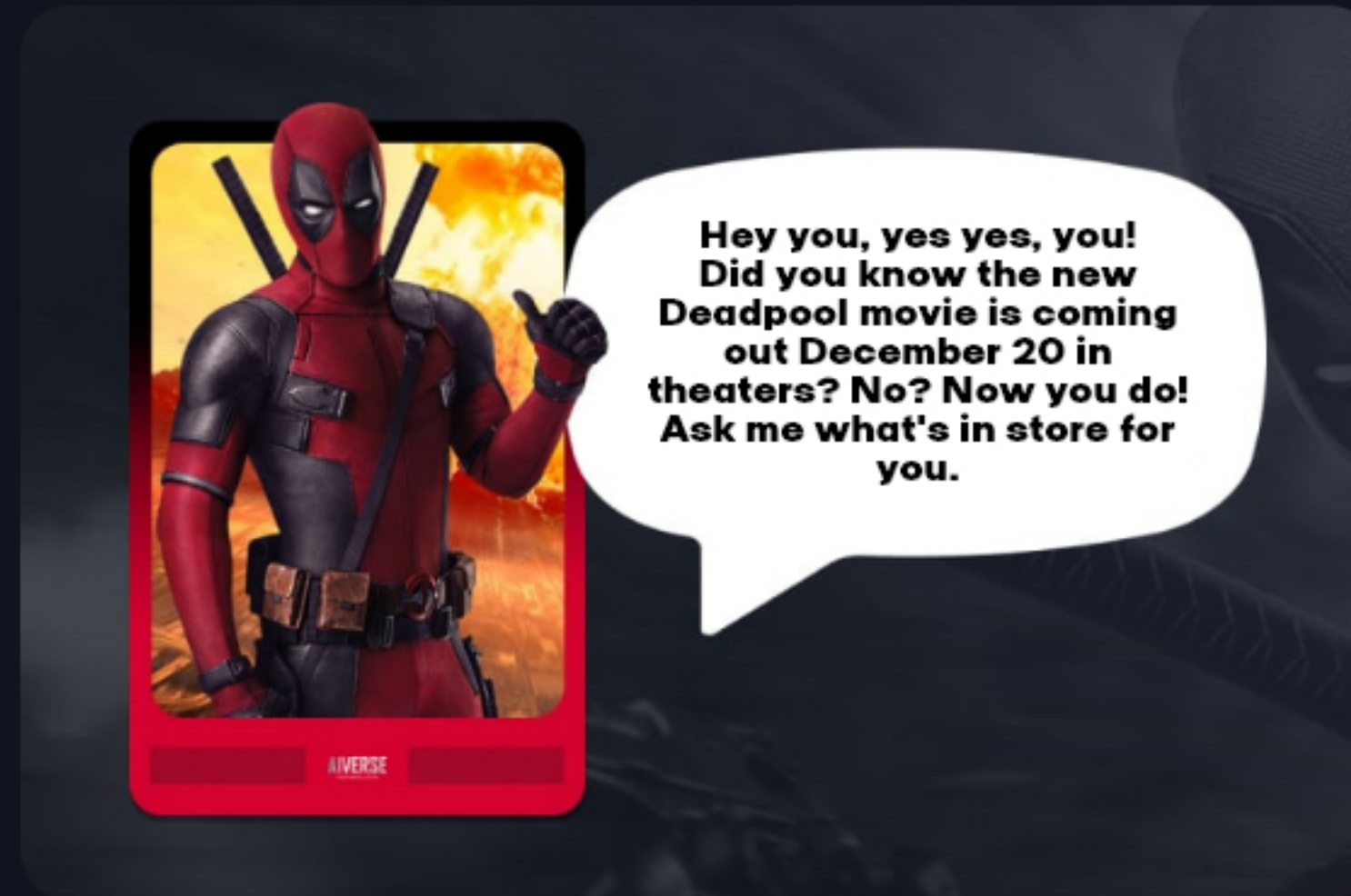

Speaking

Promoting

Presenting

Testing

Collaborate

Meet

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Getting to grips with marketing

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You can find a presentation of how our product works:

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The technology of the company's main product:

Where AI are used:

Voice Recognition

Face Identification

Simulation of Aiver's conversational facial expressions

Realistic voice simulation

The Individual Appearance

Custom Dialogue System

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The learning algorithm of the system - in-house development, or open source?

- Modified open source solution (VOSK library).

- The process of question recognition is determined by a pre-prepared library (database) of a particular Aiver, which uses the following structure: Container "subject" with an unlimited number of questions - answers inside. (see the example in the "regulations for the database"). We regularly update the settings and train the neural network to better recognize user speech, including by synonyms and similar-sounding words. The output of the answer to the user's question is the result of the neural network, which determines the most appropriate container with the question put in the database (algorithm). "The rules to the database are presented in a separate document.

- We created our own algorithm, that allows us to train the model in a few hours using GPU. Dataset are used from the ruBert. We're planning to use modern solution soon.

IMPORTANT!

* We are planning to release a logic algorithm where we can build scenarios and give the answers that users want.

** In the future, we will create a self-learning Aiver model for the company's mass-market products.

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Competition:

The company's main competitor is soulmachines.com, a company that has been on the market since 2016. They attracted more than $150 millions with very strong parters. However, their weakness is lack of possibility to digitize any personality (only 3D models), emphasis on technology rather than product - which significantly increases its cost (subscription from $ 1000 per month and personal development from $ 60 000, which is 50 times higher than our average price). The company went into the development of chat-bots as most likely they could not adapt to the market with their solution and product, making the mistake of betting on the technology, rather than the product benefit and its convenient logistics to the client.

Indirect competitors are:

- Voice interaction technologies (Alice, Siri, etc.)
- Deep nostalgia, Avatarify, and the like.

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NFT-based Aiver's.

NFT-based Aivers can be an exciting and innovative way to monetize our digital portraits and create a dynamic market for your creations. Here are some ideas and possibilities for NFT-based Ivers:

Personalization:

We will be able to allow users to customize their Aivers, such as appearance, voice or character traits, before releasing them as NFTs. Such customization can increase the perceived value and desirability of a digital portrait.

Rarity and scarcity:

Introducing different levels of rarity or scarcity for Aivers, making certain digital portraits more valuable and in demand. This can stimulate demand and create an exciting collecting experience for users.

NFT Updates:

Introducing a system where users can improve or enhance their Aivers over time, either through actions, achievements, or combining multiple Aivers. This can create a sense of development and attachment to a digital portrait.

Licensing and royalties:

Set up a licensing and royalty system for Aivers, where the creator or platform gets a percentage of the resale value when the NFT is sold. This can create a steady stream of income for both creators and the platform.

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Cooperation and partnership:

Collaborate with other NFT projects, artists or brands to create unique and exclusive Aivers. This can create cross-promotional opportunities and increase the demand for our digital portraits.

Aiver's as digital goods:

Integrating Ivers into virtual worlds, games or other digital platforms as in-game items, characters or assets. This can expand the usefulness and demand for our Aivers.

Social functions:

Encouraging users to showcase their aivers via social networks, virtual galleries, or other online platforms. This can create a sense of community and increase interest in our digital portraits.

Aiver's like BattlePass:

Use Aivers as access tokens (look at gaming) for exclusive content, events or features on our platform or other partner platforms. This can make owning an Aiver NFT more valuable and profitable.

Community events and contests:

Organizing an event, contest or raffle to promote our NFT-based Aivers, encouraging user engagement and increasing demand for our digital portraits.

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Example of an NFT demand pattern

Original NFT

1 original / 1 copyright holder
% royalty on sales of copies

**Copies distributed
on the market / aivers**
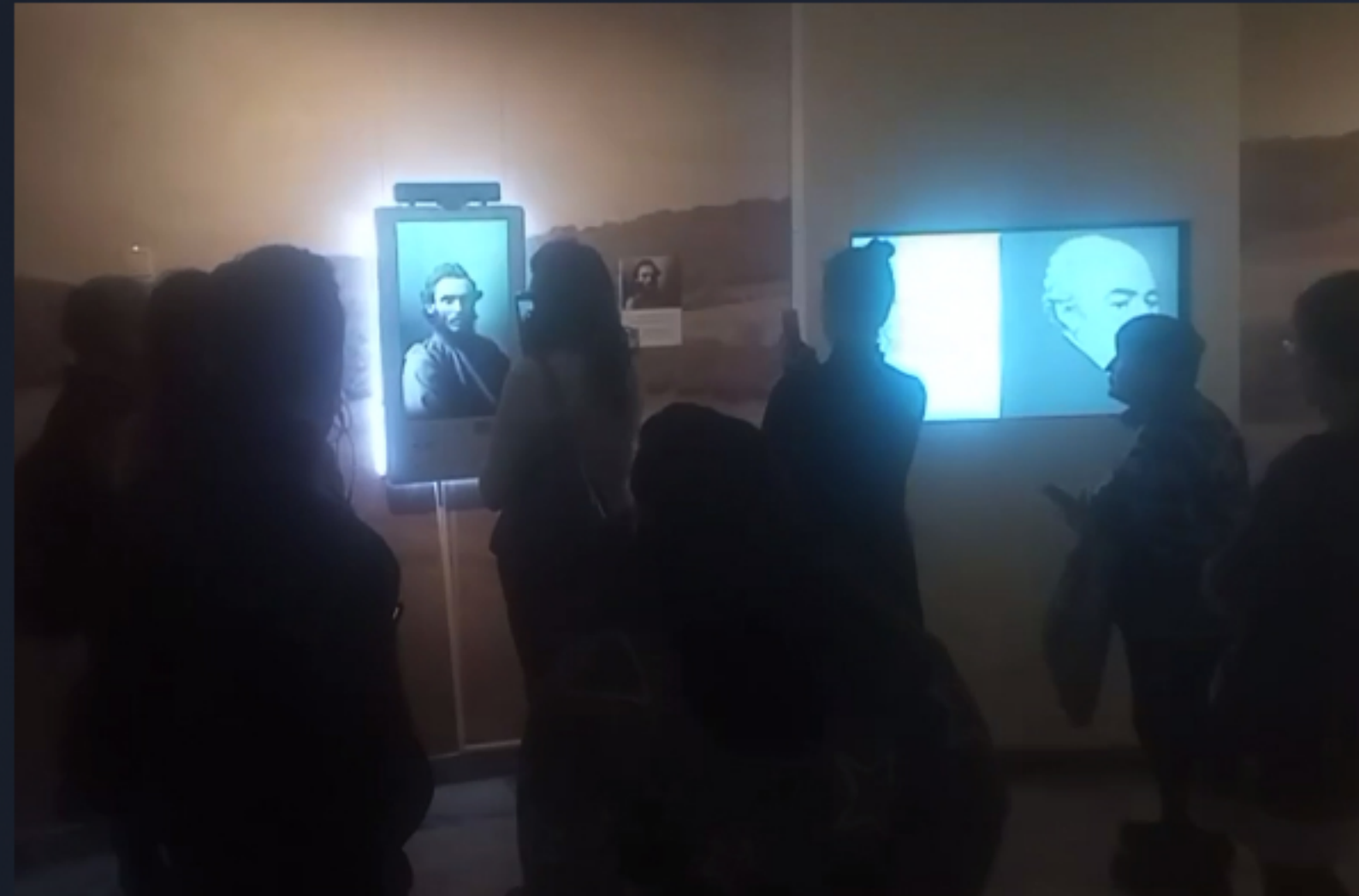
Users / Customers

Recognition of the NFT
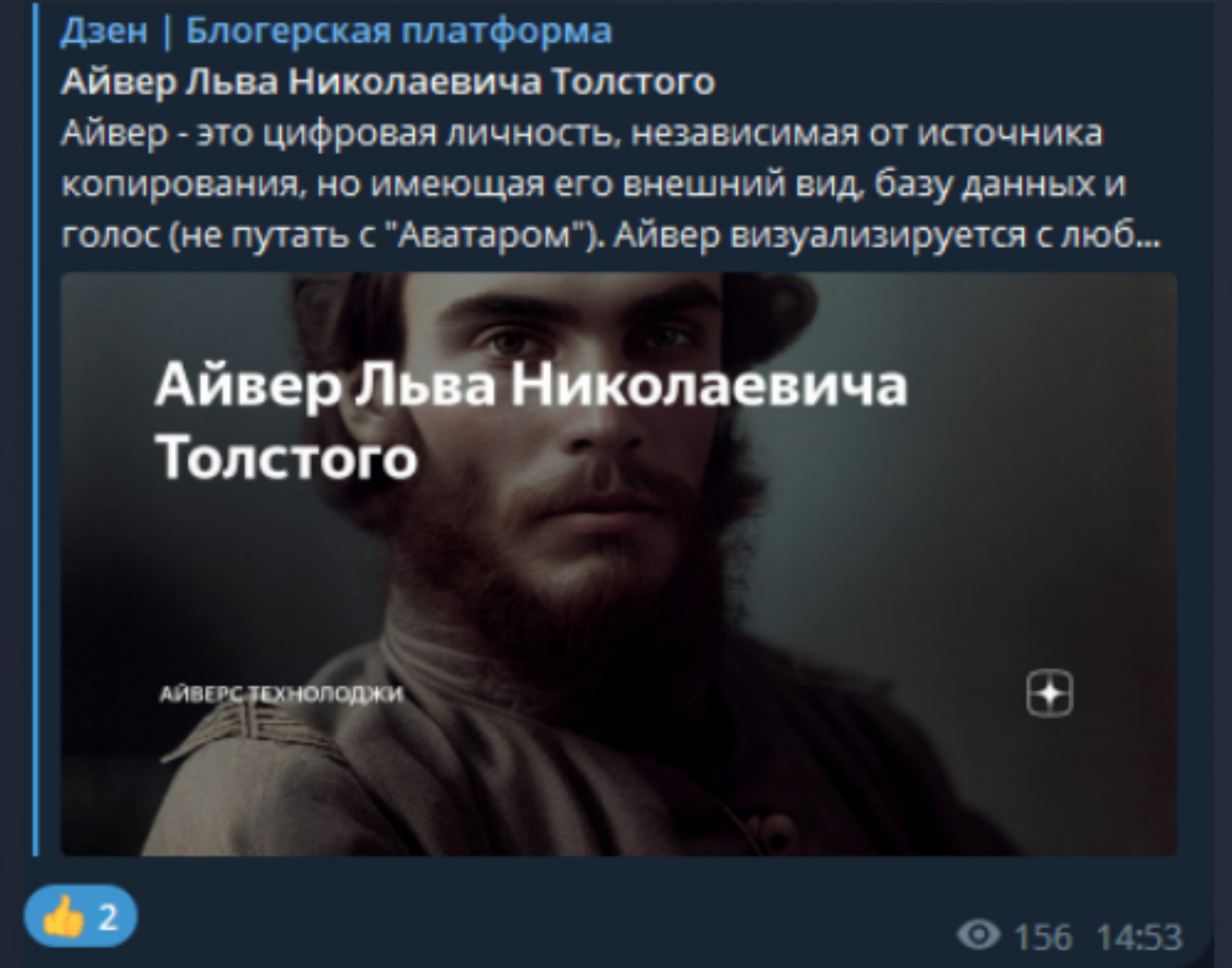
The value of NFT ↑

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Token's MarketCap ↑

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Example of an auction for collectors

Announcement of the release of the new Aiver

(any person)

Conducting auction

Search for the Rights Holder
(Decentralized bidding system)

Profit from the sale of NFT

The value of NFT ↑

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Token's MarketCap↑

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What does a person get when he buys an NFT?
On the example of a unique Aiver.

Note: Making Lincoln's Aiver.
A universally recognized personality. No rights belong to anyone.

Then, by way of decentralization and bidding we put the NFT portrait up for auction - we set the original value, the cost and immediately find the rights holder non-exclusive rights - because we have the exclusive (we created, we distribute copies) - and the original NFT in a single copy are with a particular collector.

What the holder receives:
1) The original key issued first copy with access to the Aiver.
2) Probably a % of the sales of the ivers (technical realization must be understood)
3) By distributing iver (Lincoln's talking head) - his recognition grows, thereby increasing the value of the original NFT picture in a single copy
4) Transferring / reselling Lincoln's NFT to other rights holders without our permission

! The owner of the NFT has no rights to prevent the distribution of copies of Aiver's Lincoln, as he is the owner of non-exclusive rights and receives royalties and growth of its asset.

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Aivers produced by Aiverse technology JCC are the only ones on the market, except for mass-produced products where customization can be applied, for example:

Original Aiver

Unlimited number of NFTs

Customised original Aiver

A limited number of NFTs

NFT collection

The value of NFT ↑

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Token's MarketCap ↑

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What does a person get when he buys an NFT? Using the example of a mass-produced Aiver's.

Note: Making a Daenerys Targaryen Aiver from Game of Thrones.
Royalty from the sale of this character goes to the copyright holder.

A person buying an NFT character / Aiver receives:

1) An original key with access to the Aiver and a launch application.
2) Card NFT for his collection (including if the circulation ivers limited)
3) Access to a personal cabinet for creating, customizing and releasing your own ivers.
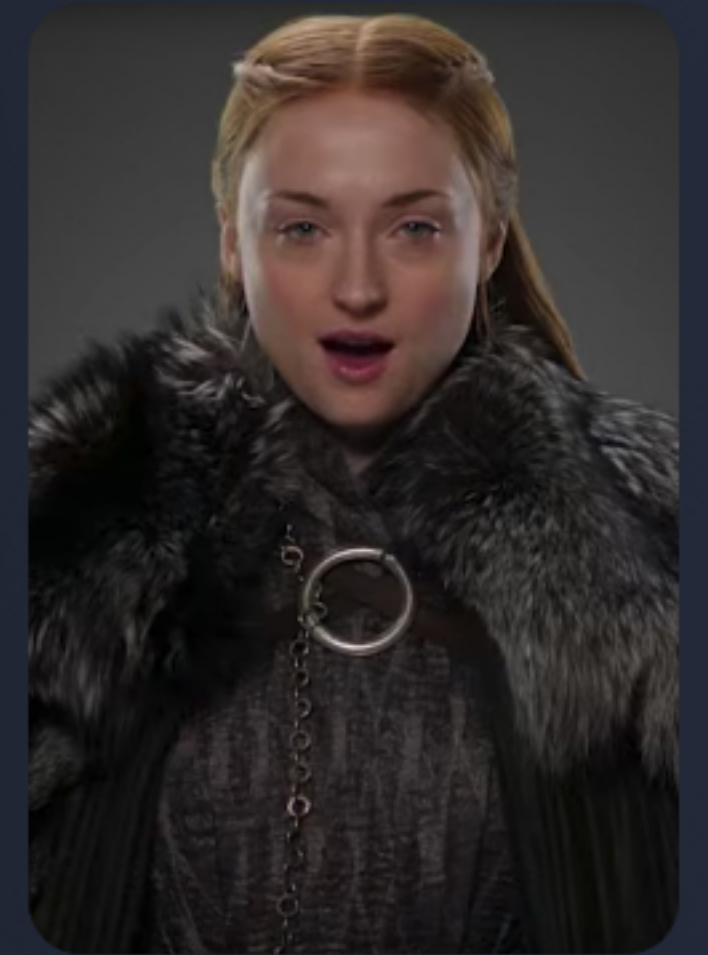
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NFT's Market

Market Capitalization of NFT Tokens

Market Cap

$2,509,123,866.78

Market Capitalization of NFT Collections

Market Cap

$23.95 B

+43.04%

**Number of unique wallets that either bought or sold an
NFT asset worldwide from 1st quarter of 2020 to 3rd quarter of 2022**

Details: Worldwide; Statista; Q1 2020 to Q3 2022; The source does not clarify on what
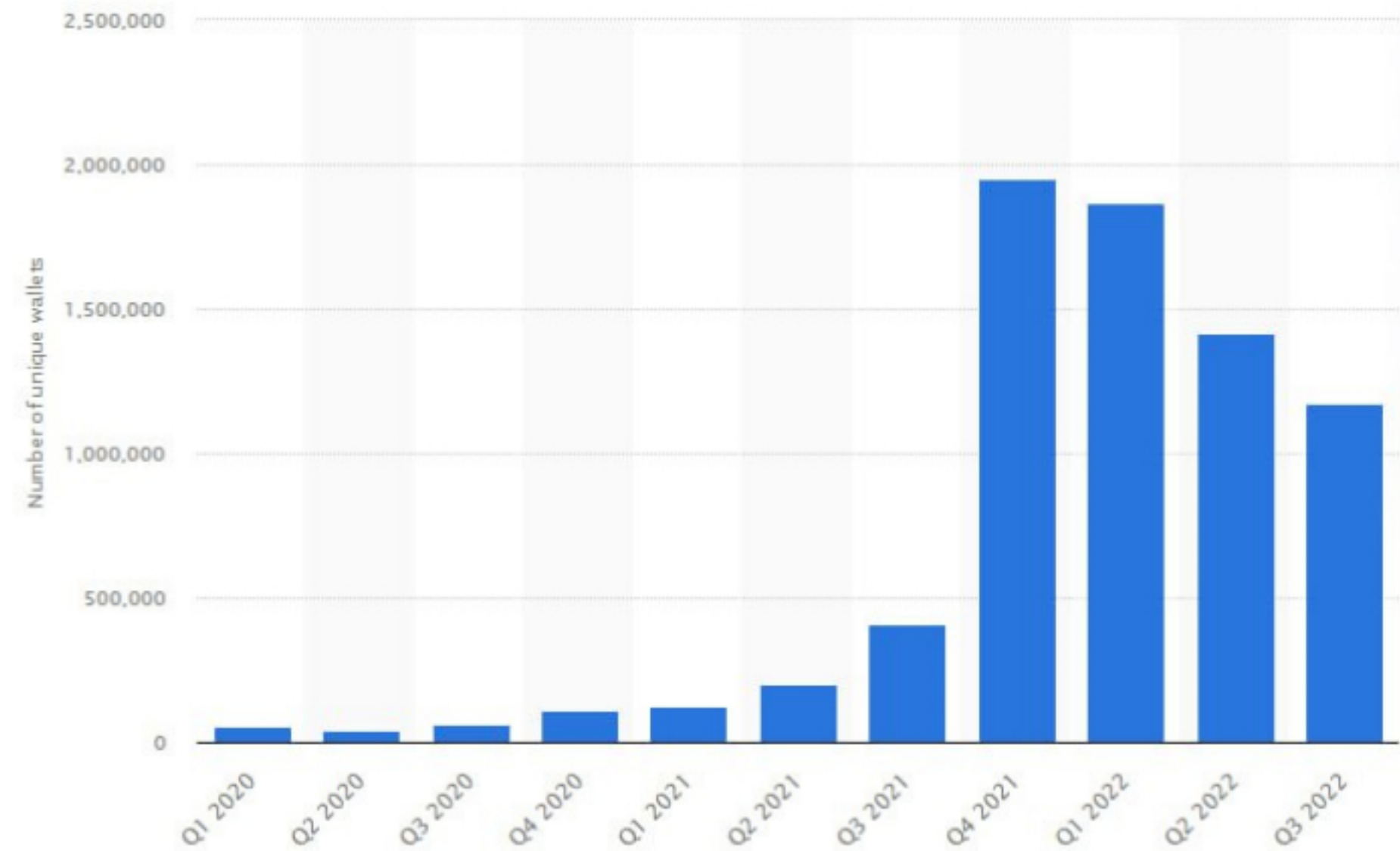moving average the figures were

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Decentralized Storage:

Involving users in storing datasets and rewarding them with tokens is a great way to allocate resources and reduce storage costs. It can also encourage users to participate in our ecosystem and store our tokens.

There are several decentralized storage projects and products in the blockchain space that use distributed networks to store data. Some popular examples include:

While each project has its own unique features and architecture, they all share the common goal of providing a more secure, private and cost-effective alternative to traditional centralized storage.

Some of the most popular examples of decentralized storage:

Filecoin (FIL):

is a decentralized storage network based on the InterPlanetary File System (IPFS). It allows users to lease unused storage space and be rewarded with FIL tokens. Filecoin aims to create a more efficient and reliable storage solution than traditional centralized cloud storage providers.

Storj (STORJ):

Another decentralized cloud storage platform that uses a peer-to-peer network to store and share data. Users can submit free storage capacity to the network, receiving STORJ tokens in return. The platform pays special attention to data security because files are encrypted and broken down into smaller pieces before being distributed over the network.

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Staking:

We will be able to allow users to stake our token to gain access to exclusive Aivers, features, or other benefits. This can create a sense of community and reward long-term supporters, as well as reduce the supply of tokens on the market and potentially increase their value. Staking payments on our platform will be secured by the real profits of our company. By doing so, we connect offline and online worlds, increase the value of our token, and motivate more and more people to participate in our project.

Project Management:

We will give token holders the opportunity to express their opinions on the development and direction of our project through management proposals and by voting. They will be able to express their opinions on NFT placement and issuance fees, profit distribution to investors, and more. This can help align the interests of the community and the project and make our token more attractive to potential investors. At the same time, token holders will not be able to vote on key areas of product development to avoid the possibility of a "takeover" and unwanted takeover of our project by anyone.

Partnerships and marketing:

Collaborating with other projects in the crypto space to create unique Aivers, for their platforms, or to use our technology in new ways. This can create cross-platform demand for our token and expand our user base. Also, we will wholeheartedly support organizing events, such as contests or Airdrop, to promote our token and project. This can raise awareness and attract new users to our ecosystem.

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Possible integration of the use of Aiver's and the cost of production:

- **Digital consultant** (offline and online) / from **$3000**;

- **Smart home** / from **$4000** software + equipment (pc, microphone), without control units smart home;

- **Living portrait of any person** (ritual sector / history) / from **$3000** (mass product) from **$4000** (personal development, stand);

- **Cashier or payment acceptance operator** / from **$4000** rubles stand;

- **Teacher** / **tutor** / from **$3000** (mass product) from **$3000** (personal development, stand);

- **Psychologist** / **med. Consultant** / from **$3000** (mass product) from **$4000** (personal development, stand);

- **Digital friend** / **character** (children's sector) / from **$3000** (mass product);

- **Guide/promoter** / from **$3000** (mass product) from **$4000** (personal development, stand);

- **Digital wife** / **communication coach** / from **$3000** (mass product) from **$4000** (personal development, stand);

- **Onboard computer** / from **$7000**

- **Digital portrait of a movie character to promote a new movie** / from **$3000** (mass product) from **$4000** (custom design, stand);

- **Digital dealer for poker and much more!** / "Cost price in question"

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Approximate cost of Aiver's in possible markets:

- **Mass product** / **software license** (note: Pushkin A.S. - Libraries, schools, museums, private individuals, collectors) - **$350** / license.

- **Mass product** / **subscription** / **purchase** (Example: Movie character or cartoon character - children, fans, advertising campaign, etc. - distribution Rights holders and promoters) - **$10** - **30** per month. Subscription or **$60** - **150** / unit.

- **Personal development** (digital consultant) - **$5000** /stand + **$700**/year maintenance on servers. + additional payment for making changes to the database and appearance.

- **Personal development** (cashier, payment terminal + formation of a check - coupon "live queue") - from **$10000** and more / stand + service (average check **$30000** per unit)

- **Digitization of personalities** (ritual sector - distribution network of funeral agencies) - from **$3000** devices without equipment (tablets) - giving a license key to a client with an application and a limited number of connections. (finalization of database, voice, appearance and new connections = new contract and payment)

Portrait of the consumer:

Absolutely anyone between the ages of 5 and 80; individuals and legal entities.

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Above are the company's main areas of personal development and mass-produced products.

If we take an example of the cost and a rough estimate of the number of potential customers we get:

from $3.5 mln

Digitizing and selling a famous movie character and selling at least 1 million copies in the mass market.
(For example, Game of Thrones series alone has at least 10 key characters with a fanbase of over a hundred million people = from $35 mln)
The cost of mass-product development, maintenance and royalties to rights holders is 40%;

from $18 mln

For example, the cost of supplying aiver Pushkin's license to schools in Russia (42,000 pieces) without additional options /
Cost of mass product development and maintenance 1.2 mln rubles (0.001%);

from $6 billion

Working with funeral companies around the world (54 million people die each year).
Cost of personal project development and service + royalty to ritual agency 40%

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The approximate volume of the market created by our company in 10 years will be:

> $10 trillion

$ 7500   The real score for today:

We have implemented 2 contracts for a total cost of $7500 (one project for the museum - the act was signed. The second project is at the stage of revision, the remaining debt is $1100).

Money spent on marketing activities: $350 for all time.
Money spent on maintaining the company and creating the product: $30000
Money spent on purchasing equipment and advertising constructions: $7500

The total profit of the company: -$30000

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Investments:

The total amount of investment in the project at this stage is $30500. These funds were invested by Angel Investor Victor Nashchekin. These funds went to pay the team members, as well as for fixed costs (such as equipment and etc.).

Legal list of company documents available:

.PDF Charter

.PDF Code of Ethics

.PDF Entry Sheet

.PDF Provision about the President (Minutes № 3 of 25.07.22)

.PDF Regulations on insider information (Order No. 3 dd 22.07.22)

.PDF Regulations on information policy (Order No.4 of 25.07.22, Minutes № 3 dated 25.07.22)

.PDF Regulations on processing and protection of personal (Order № 2 dd. 08.07.22)

.PDF Minutes 1 on the establishment of

.PDF Decision on the issue of shares

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Team

Denis Great

CEO President Aiverse technology JSC

president@aiverse.ru

Alexey Kaloshin

CTO Aiverse technology JSC

Victor Nashekin

CCO Aiverse technology JSC

Eugeny Valivodz

CLO Aiverse technology JSC

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Payroll valuation

(CEO) Denis Great
$4000/month

(CTO) Alexey Kaloshin
$4000/month

(CCO) Victor Nashekin
$4000/month

(CLO) Eugeny Valivodz
$4000/month

Content Manager:
Marina Cheremuhina– $2000/month

Financial Analysis - Outsourcing (TLA consulting)
$1000/month

Maintenance :
Office: $500/month
Servers: $100/month

Total cost
$228 000 /year excluding taxes.

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What team members are missing in terms of the professional field?

Direction: speech module
Data Scientist / 1 employee / $30000 / Middle
Development period for this direction - no more than 8 months

Direction: 3D Implementation
Data Scientist / 1 employee / $30000 / Middle
Data Scientist / 1 employee / $45000 / Senior
The development period for this direction is not known, but not less than a year

Direction: ERP system development
Front-end web developer / 1 employee / $17000 / Middle
Back-end web developer / 2 employees / $22000 / Middle
Project manager / 1 employee / $17000 / year
Term of development in this area - 1 year

Direction: designer for all directions
Designer / 1 employee / $17000 / year / real cases, experience from 5 years

Direction: Android/iOS application development
iOS-developer + Android-developer (team preferred) / 2 employees / $22000 / Middle
Term of development in this area - on a permanent basis for the entire life of the product

Direction: desktop application development
Front-end developer with knowledge of Electron / 1 employee / $17000 / year / middle
Python-developer / 1 employee / 720 kopd/year / junior
Term of development in this area - on a permanent basis for the entire life of the product

Direction: development and support of company websites, layout of promotional pages, etc.
Front-end developer / 1 employee / $17000/year / middle
Term of development in this area - on a permanent basis throughout the life of the product

General assessment of the employee's payroll:

$300 000 /year excluding taxes.

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As of today, the following solution is ready:

Our own application to run Aivers (Windows)

Site with a personal account for quick creation of Aivers.

Minimum system requirements product requirements:

Processor:
Desktop: i3 4th+ generation, or newer
Mobile: i5 8+ generations
16GB RAM
Hard Disk Drive (SSD) 20GB of free space
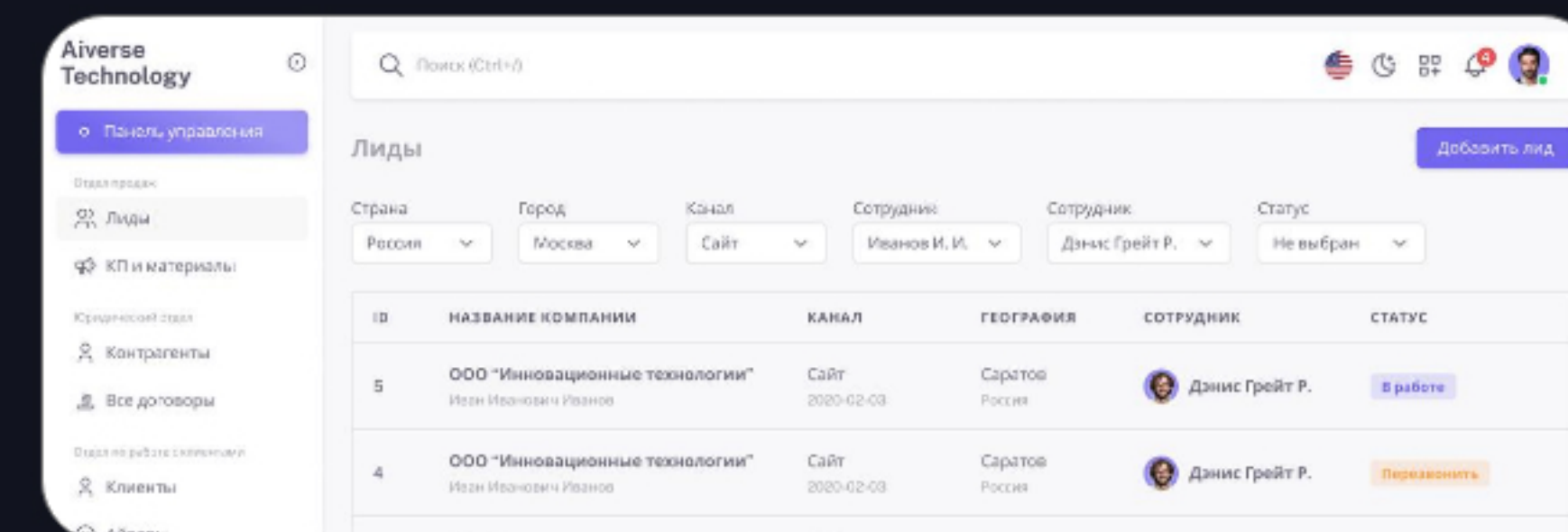Graphics card at least 6GB
Windows 10/11 operating system.

Mandatory presence of quality web-camera with a microphone and speakers to play sound depending on the area of use.
Minimum system requirements product requirements:

Soon:

- API;
- Proprietary ERP system for company and product management;
- Cross-platform solution for product delivery to the customer;

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Investment Inquiry:

from $2 000 000

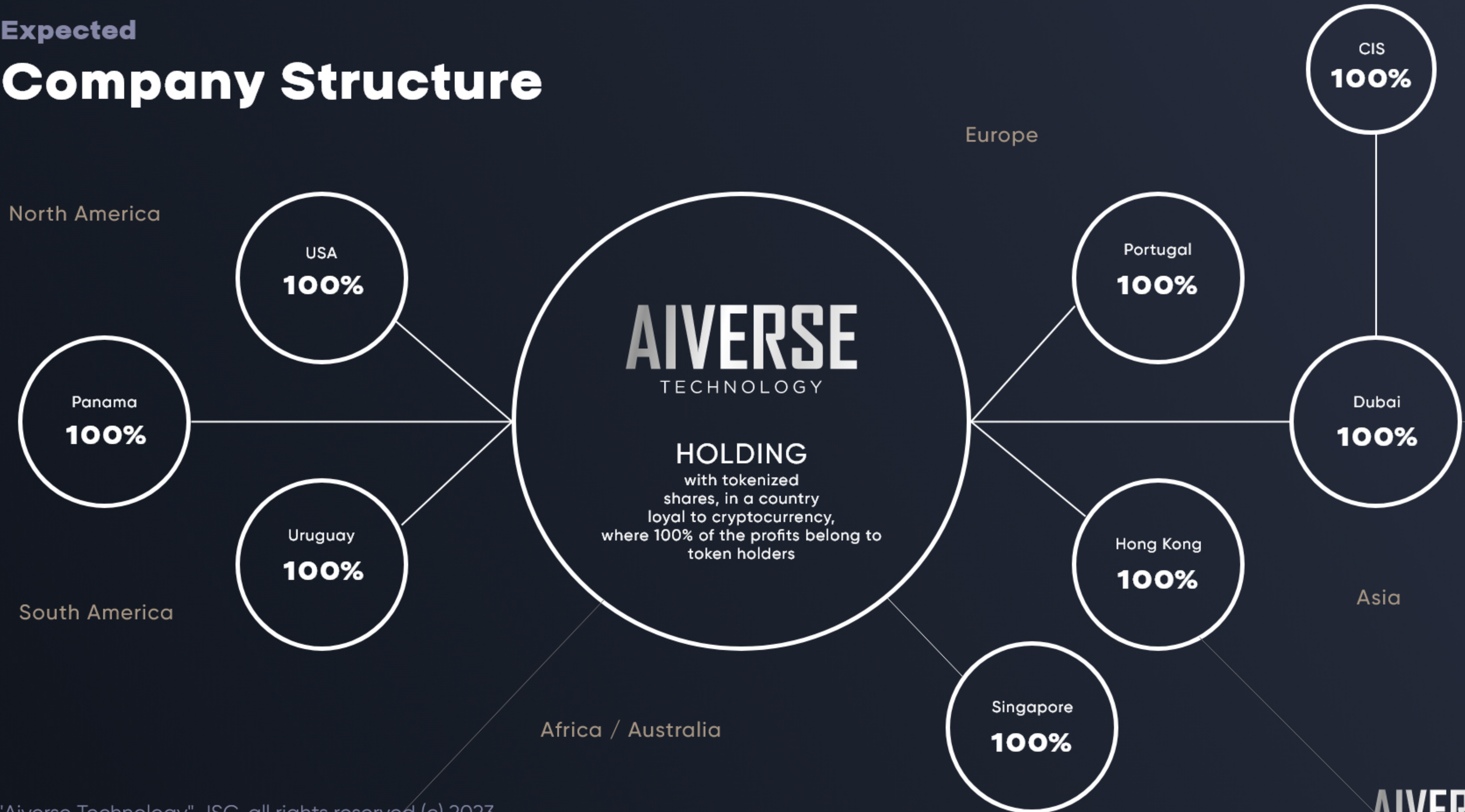### But no more than 30% of Total Supply

Conditions:

30% of the transaction amount - of the total amount - buyback of tokens from existing shareholders;

30% of the transaction amount - financing product development;

40% of the transaction amount - carrying out marketing activities, attraction of additional product development and token capitalization increase.

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Expected
Company Structure

CIS
100%

Europe

North America

USA
100%

Portugal
100%

Panama
100%

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Dubai
100%

HOLDING
with tokenized
shares, in a country
loyal to cryptocurrency,
where 100% of the profits belong to
token holders

Uruguay
100%

Hong Kong
100%

Asia

South America

Africa / Australia

Singapore
100%

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