

GAZEPAY

GazePay is Layer 2 payment channels for XR
projects triggered by 'eye tracking'

Overview

GazePay allows AR / VR world owners to deploy a 'freemium' model where fans pay for accessing premium content - triggered by eye tracking / eye 'gaze'. A smart contract allows anyone to establish a 'space' in the 'GazeCoin Metaverse' with an address where they can add content, hyperlink / direct traffic and trigger transactions. Gaze Pay allows thousands of transactions per second while allowing users & content providers to cash out at any point.

The model is being used in a series of Gaze Coin 'Metaverse' Land Sales taking place in Q4 2019.



How Does it Work?

GazeSpaces

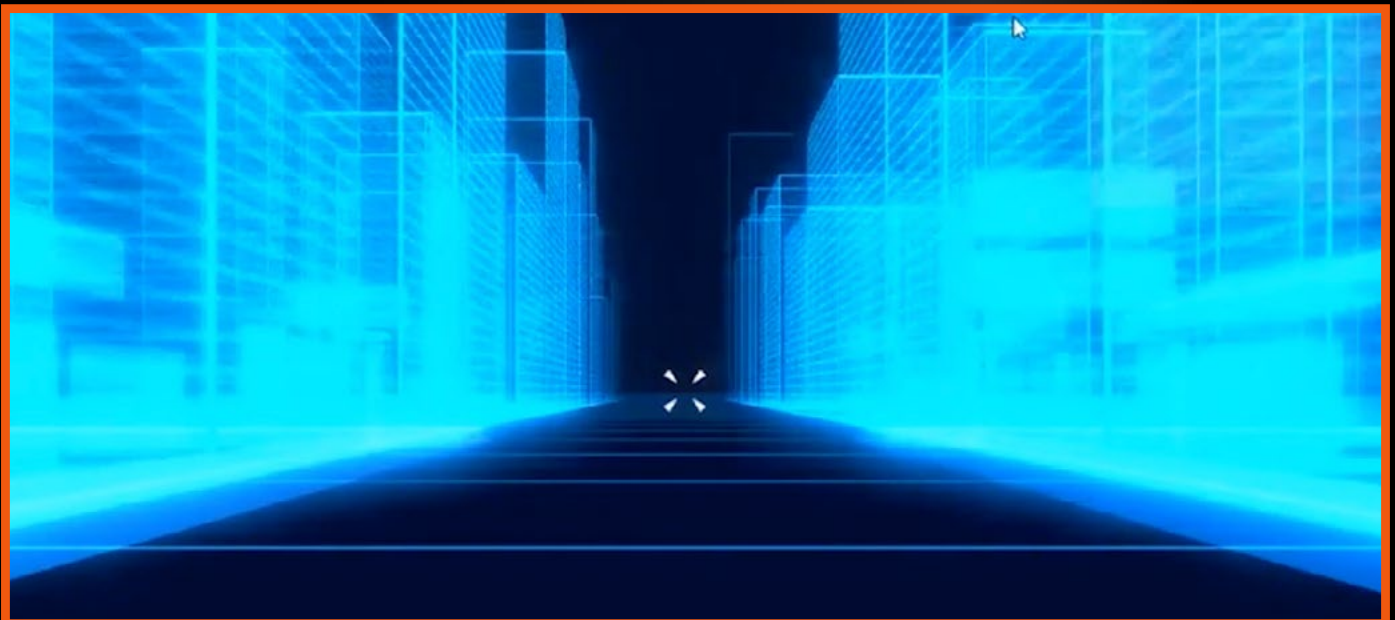
Content providers use the Gaze wallet to claim spaces in worlds defined by a unique ERC 721 token Metaverse address. Once the token is claimed all transactions in that space flow through to their wallets. Owners of spaces can hyperlink to other spaces (directing traffic) by trading ERC 721 token addresses with other users.

Inside their space transactions are triggered by eye tracking and distributed through a layer 2 payment channel. Spaces can be as simple as a personal AR / VR space to show content, right through to being a gateway to entire worlds.



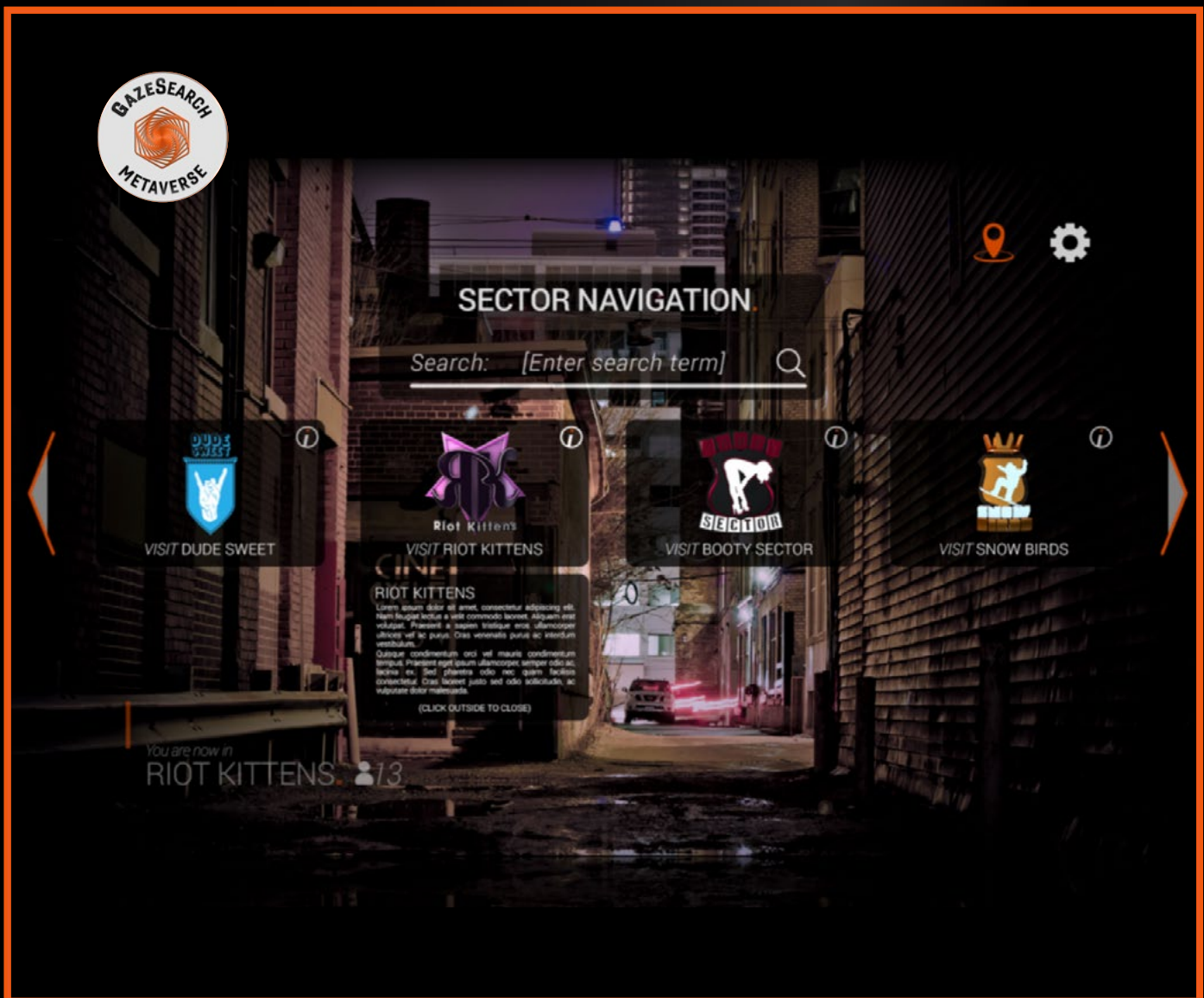
Audiences Access Via Mobile App

Audiences use a simple mobile app to scan a blockchain driven QR code giving them access to each space, allowing them to visit, earn, store and purchase tokens.



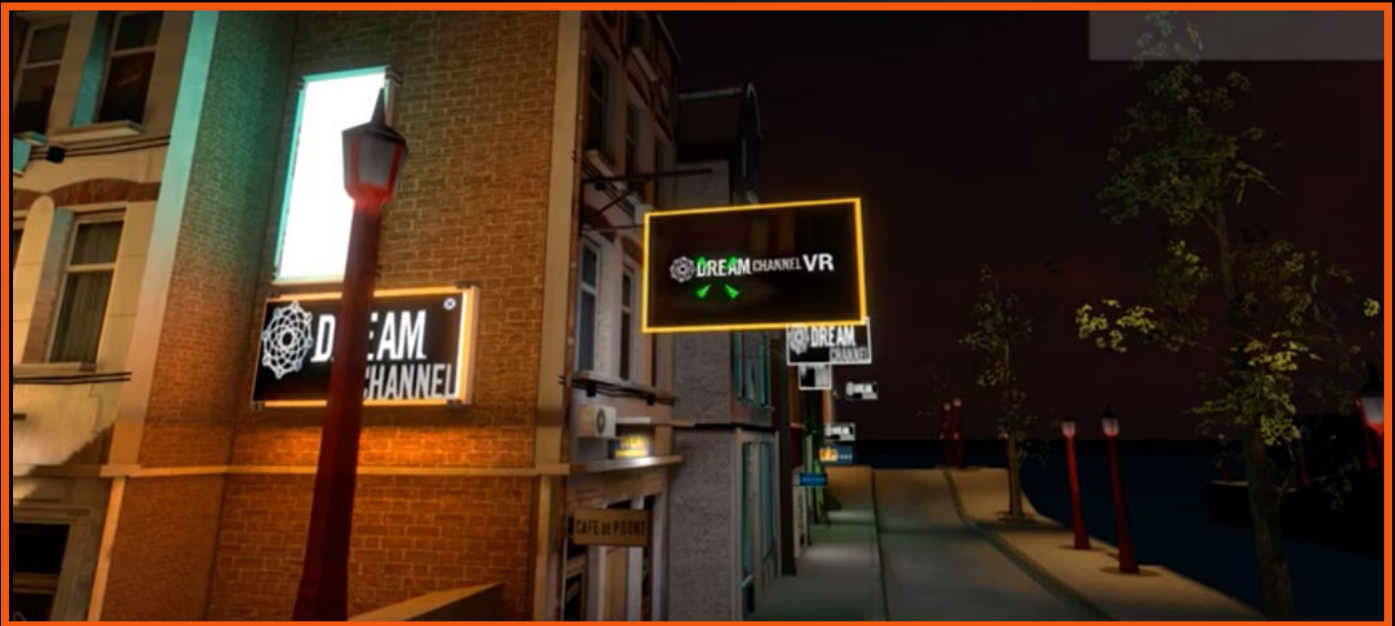
Gaze Search Engine

Gaze Coin Metaverse 'spaces' are presented to audiences through a 'Gaze Coin Metaverse' search engine - allowing audiences (and investors) to find any Gaze Driven world, content or personal space', Each space is housed in a separate store-front that fans and investors can visit both online (by simple web link) or in VR mode.



Ad Manager

GazePay allows advertisers to book campaigns across the entire connected metaverse. Here advertisers only pay only for actual engagement, and audiences receive rewards for actual time immersed / engaged with a campaign.



GazeCoin Metaverse

Virtual Land Sales

GazePay will be used to establish a number of cities in the Gaze Coin Metaverse - in the form of land sales - the first being a 'Virtual Amsterdam' on Mars, scheduled for Q4 2019! By purchasing land users will be able to position / link their spaces to high traffic areas. They will even be able to rent out their addresses to brands in return for revenue share.



Structure of the Virtual Land Sale

Cities in the Gaze Coin metaverse are made up of thousands of unique 'spaces' where owners can direct visitors to anything they choose in the metaverse - ranging from unique personal spaces to entire worlds. When a new city is founded it sells its own unique land tokens to those who wish to take advantage of these spaces. The process of purchasing a land token is outlined on the next page.



How it Works

Participants purchase a unique ERC20 token used for the pre-sale . They then use this token to bid on property during an auction phase. Auction winners convert their bids into unique ERC721 property tokens.



Owners can choose to rent out their Dreamspace to whoever they want using an ERC721 'rent' token and will earn a simple revenue share charged on all transactions that occur within the Dreamspace . For all premium transactions content owners earn 'GazeCoin' for the amount of time users are engaged / immersed in their content. They can also give away a mintable promotional token as a reward

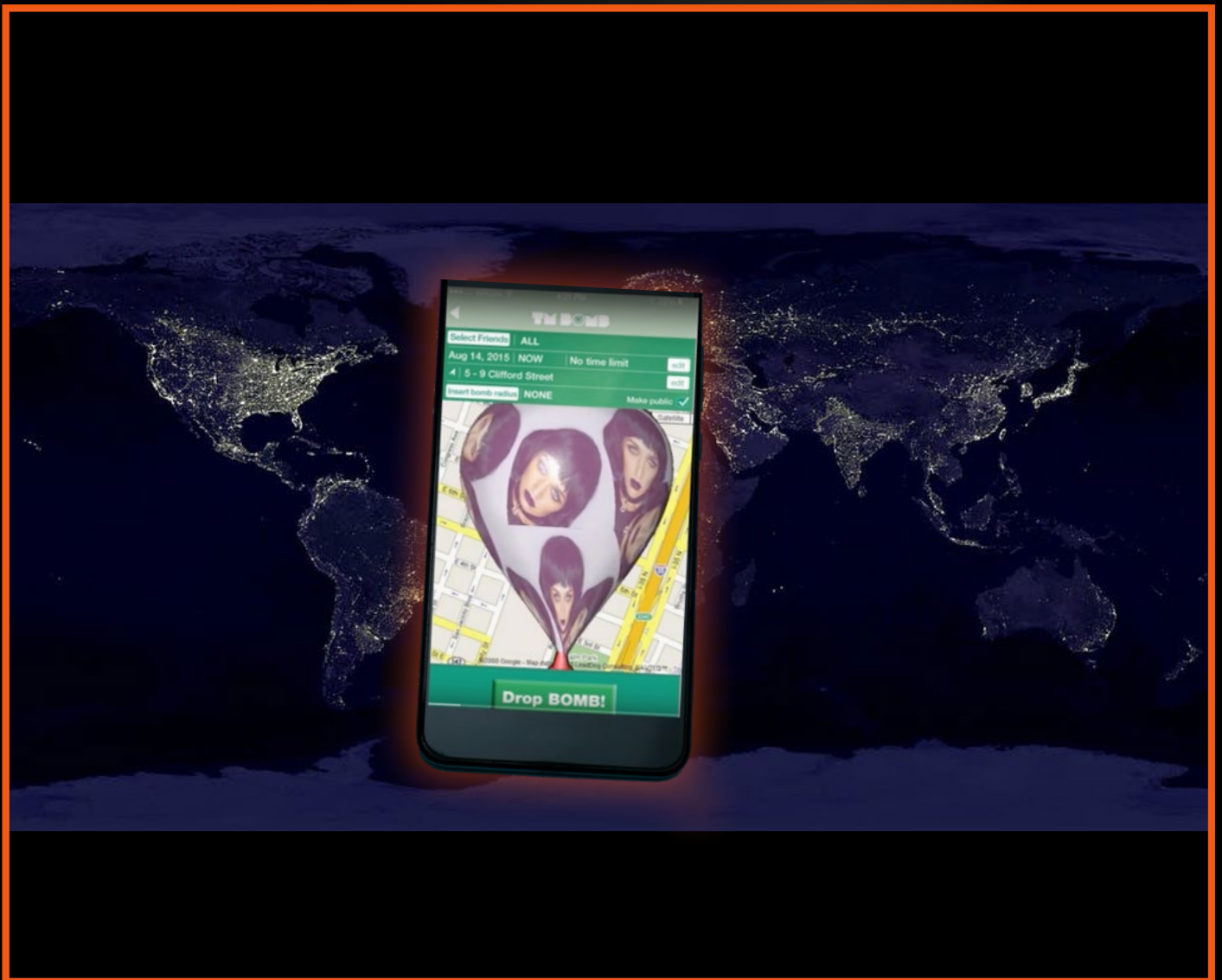
In the case of game worlds GazeCoin technology rewards landowners in any game currency for user engagement. For example, owners of land, billboards, benches or other real estate in high-traffic areas of a game will receive rewards for engagement occurring on the real estate (i.e. a player watching an ad). In the case of VR or WebGL games.





Air Drops

GazePay also includes an AR 'Air Drop' app - called GazeBomb - that allows projects to distribute (air drop) AR content and tokens to recipients globally - allowing projects to distribute promotional tokens and grow their audience while they are seeking investment.



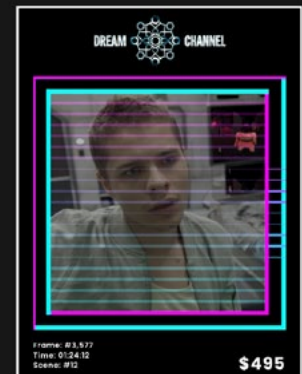
Gamification

Dream Frames XR Game

All Gaze Pay projects are promoted through the Dream Frames XR game - whereby individual 'frames' in projects are recommended traded. Armed with a frame blaster gun, players purchase a projects ERC 20 tokens as ammunition and blast & capture collectible frames (converting ERC 20 tokens into ERC 721 frames) unearthing them and recommending them to other players. Frames are then traded with other players on an exchange.

The screenshot displays the Dream Frames XR marketplace interface. On the left, a user profile for 'Don Diablo' is shown with a 'Selected Frame' from 'The Dream Channel' valued at \$495. The main area features a 'FRAME FILTER' section with options for sorting by name, value range, genre, director, frame number, scene, and rarity. Below this is a 'MARKETPLACE' section with tabs for 'MARKETPLACE', 'MY FRAMES', and 'OPEN TRADES'. A table lists available frames for sale:

Rarity	Frame	Film	Frame #	Time	Scene	Seller	Current Bid
R		The Dream Channel Director: Jonny Peters	1,332	00:34:12	02	Movie_Guy123	Current Offer: \$275 Bid: \$380 Buyout: \$445
R		The Dream Channel Director: Jonny Peters	4,111	02:01:21	07	MasterUser_43	Current Offer: \$543 Bid: \$800 Buyout: \$845
R		GRACIE Director: Greg O'Connor	4,332	02:45:01	12	FrameCollector_9	Current Offer: \$175 Bid: \$280 Buyout: \$300
R		GRACIE Director: Greg O'Connor	25	01:01:13	06	DirectorOfFilms33	Current Offer: \$755 Bid: \$760 Buyout: \$1,000
R		SuperFly					Current Offer: \$755 Bid: \$760



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