The Rise of the Metaverse

The metaverse is the next evolution of our online experience. It is a convergence of real and virtual worlds, where people can exist in three dimensions and interact with each other. It is a place where you can meet, learn, work, collaborate, create and play in real-time.

The metaverse is being built with four key components: hardware, web, assets, and content. These components are interconnected and form a foundation for the development of the metaverse.

Hardware

Hardware is the backbone of the metaverse. It includes devices such as smartphones, tablets, laptops, and virtual reality headsets. These devices enable users to interact with the virtual world and create content.

Web

The web is the interface that connects users to the metaverse. It provides access to applications, content, and services. The web is the gateway to the metaverse.

Assets

Assets are the digital objects that exist in the metaverse. These can be virtual objects, such as buildings, vehicles, and characters. Assets are created and shared by users and can be used to build virtual environments.

Content

Content is the information that exists in the metaverse. It includes text, images, audio, and video. Content is created and shared by users and can be used to tell stories and convey messages.

Opening Keynote by Neil Trevett

Neil Trevett, NVIDIA will give the opening keynote on the metaverse. He will talk about the role of NVIDIA in accelerating the merging of the physical and digital worlds and the role of the metaverse in the future.

Architects & Developers

The Efforts to Standardize the Metaverse

Architecture

Architecture plays a crucial role in the development of the metaverse. Architects can work on the physical environment of the metaverse, such as buildings and landscapes. They can also work on the virtual environment, such as virtual reality environments.

Retail & 3D Commerce

Digital Fashion

Digital fashion is a field that combines fashion and technology. It involves the creation of digital clothing that can be worn in the metaverse. Digital fashion is becoming increasingly popular and is expected to have a significant impact on the retail and 3D commerce industries.

Virtual Production

Virtual production is a technique that combines live-action and visual effects. It involves the use of digital technology to enhance the production process. Virtual production is being used in the entertainment industry, such as film and television.

Animation & Entertainment

New Real-Time Reality for Digital Human

Digital humans are virtual characters that can be used in the metaverse. They can be used for a variety of purposes, such as avatars, characters, and virtual assistants. Digital humans are becoming increasingly popular in the animation and entertainment industries.

Real-Time in the Cloud: Pixel Streaming

Pixel streaming is a technique that allows users to stream high-quality graphics from the cloud. It involves the use of cloud computing to deliver graphics to users in real-time. Pixel streaming is expected to revolutionize the way that we consume digital content.

New Real-Time Reality for Sports

The Future of Virtual Production in Sports

Virtual production is being used in the sports industry, such as in the production of virtual events and concerts. Virtual production is expected to have a significant impact on the sports industry.

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