Yizoot

The world's first blockchain-based social platform where users create their own real world 3D chat rooms with their phones

Who We Are

We are innovators of the first photorealistic platform where users can use their mobile phone camera to create chat rooms as a virtual replica of any real world environment. Our vision is to monetize messaging by transforming chat into a 3D virtual experience for users, businesses and brands.

What can Yizoot do?

1 Join group chats, insert 3D models and move around in the chat room.

2 Businesses and Brands can create public chat rooms as virtual 3D stores.

3 Users can search public 3D chat rooms on the Yizoot World interface and earn from interacting with advertisers

The Team

Eben Greyling
CEO

Craig Wessels
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John Stokes
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COO

Kat Papaioannou
Project Lead

Christian Mungiu
Mobile

Jhenya Gavrilenko
Systems

Alex Gavrilenko
Blockchain

Radu Grigoriu
Mobile & Security

Stelios Gkegkas
Technical Lead

Partners

Our service partners present a wealth of technical, marketing and blockchain experience. We have filed two international Patent Applications to protect our technology.

Priority Token   centre blue   WICKED PIXELS   made   fiduceum

How does it work?

1 User creates a 3D chat room of any scene by recording the environment with their mobile phone camera (on the app) and uploading it to the Yizoot server

2 The Yizoot photogrammetric engine generates and renders the scene in a photorealistic 3D format

3 User can now download the 3D chat room and share with friends to join as a group chat

4 All participants can now send messages and images/videos as a virtual message while exploring the room in 3D as a walkthrough

5 Users can also augment the room by inserting AR gifts and 3D objects which can be purchased and downloaded from the Yizoot library
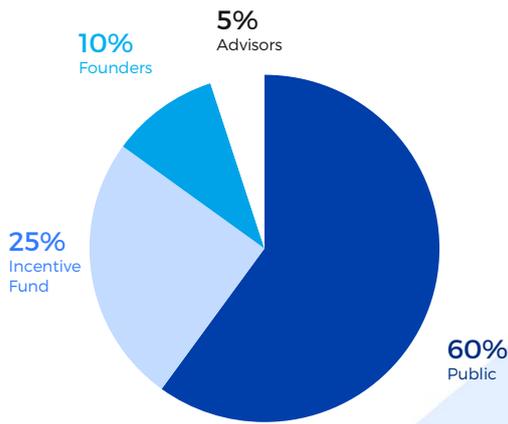
6 Users can discover and join public chat rooms set up by location-based advertisers, brands and hosts of open parties

7 Businesses and advertisers can insert 3D products and public showrooms through the rewards advertising platform (RAP), which can be searched by users on the Yizoot World map
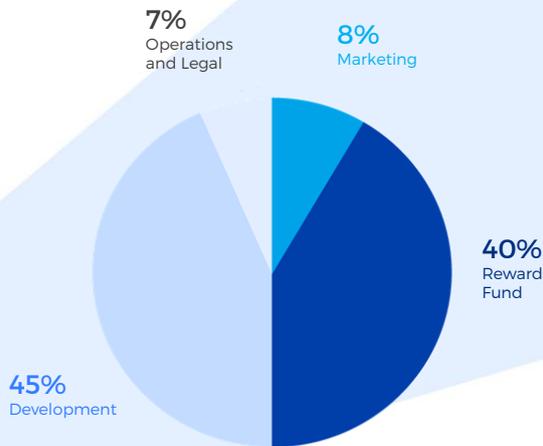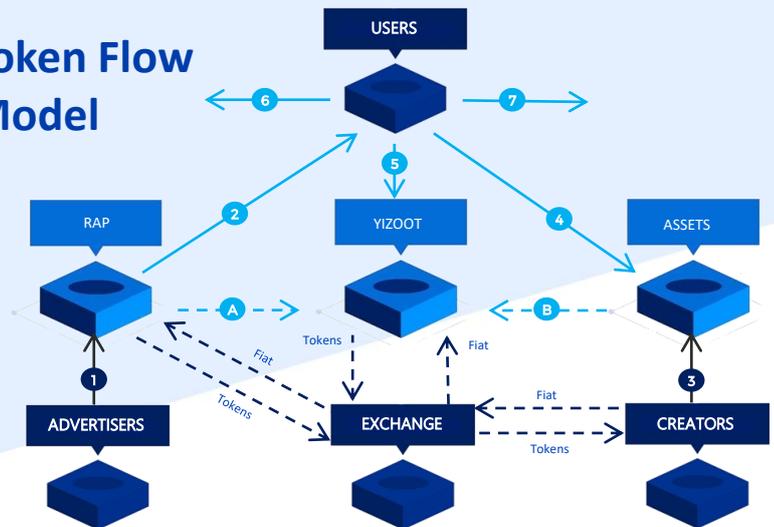
Token Allocation

- 10% Founders
- 5% Advisors
- 25% Incentive Fund
- 60% Public

Token Details

Token generation		May 2019
Tokens Total	YZU	400,000,000
Tokens to Public (60%)	YZU	240,000,000
Tokens to Incentive Fund (25%)	YZU	100,000,000
Tokens to Founders (10%)	YZU	40,000,000
Tokens to Advisors (5%)	YZU	20,000,000

Funds Distribution

- 7% Operations and Legal
- 8% Marketing
- 40% Reward Fund
- 45% Development

Token Flow Model

USERS

RAP — YIZOOT — ASSETS

Tokens — Fiat

ADVERTISERS — EXCHANGE — CREATORS

Fiat — Tokens — Fiat — Tokens

1. Brands and businesses buy ad packages
2. Users are paid for sharing & clicking ads
3. Creators sell Yizoot World assets
4. Users buy Yizoot World assets

5. Users buy app upgrades
6. Users buy goods & services
7. Peer to peer token payment

A. Tokens are paid as fees by advertisers
B. Tokens are paid (commissions) to creators

Roadmap

DEC 2015
Yizoot Application Console 1.0 goes live

JAN 2016
Release of Yizoot mobile 1.0 Alpha

APR 2016
Beta release of Yizoot Mobile 1.1 with AR

DEC 2016
First trial of Yizoot World Grid System

JUL 2017
Release of recordable video auto-pinned to Yizoot World

FEB 2019
Release of Android and iOS mobile prototype

MAY 2019
Generation of YZU token and smart contract

DEC 2019
Commercial release of Yizoot mobile

FEB 2020
Release of Yizoot SDK and RAP integration

MAY 2020
Release of personalised Animated Avatar creator

DEC 2020
Release of full VHR integrator

Yizoot

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