

Blue Yellow Orange Pills

NFT

BYOOP

A white, cylindrical pill bottle with a black, ribbed cap is centered in the background. The bottle is partially obscured by the large, bold, black letters 'BYOOP' which are superimposed over it. The bottle has a slight shadow at its base, suggesting it is resting on a surface.

White Paper

2021



BYOP embodies every aspect of our digital world vision - from both a technical and artistic standpoint.

The future is a real time one -

Hence why we based our project on a real-time engine.

And set a stepping stone for a new digital world dynamic.

A dynamic that is bound by time.

A dynamic where experiences can be elevated

A dynamic where people see things from their own perspective

A dynamic where the rush of uncertainty is transferred to the digital world.

We want to introduce consumables to the metaverse.

A metaverse where your digital life can be altered in all kinds of different ways, from visual experiences, to short term ability enhancements. Whether it be recreational, educational, or even mentally medicinal - these consumables set foundation for a new economy, of both creators and consumers - eventually making the digital world a more dynamic place.

We're starting with our first steps, where we alter the digital worlds with 10,000 pills, and begin the journey to achieve our vision in the near digital future.



OVERVIEW

BYOP is a collection of 10,000 unique programmatically generated 3D pills with the aim of being the first consumable NFT across various metaverses.

- Aside from being aesthetically pleasing, the BYOPills will each provide a unique trip based on its traits in both AR/VR and eventually in the Metaverse. We will begin with Augmented Reality experiences using our mobile companion app. The app connects to your wallet, pulls your pills metadata, and crafts a unique AR effect based on those traits.
- Our long-term vision is to integrate BYOPills with various metaverses & blockchain games, providing collectors access to in-game trips, ability boosts, special emotes, or power-ups. This will drive demand and utility for BYOPills among different communities on the blockchain.
- Collectors will benefit from added value as partnerships are announced, increasing utility and demand, and will benefit from consumable airdrops that can be utilized in a specific metaverse we have partnered with in the future. Furthermore, 10% of sale proceeds will be used to purchase BYOPills below mint price, upon collector vote and approval.
- BYOP benefits from a deep and engaging storyline that will continue to develop alongside the project.
- Each pill is randomly generated by combing over 170 traits with varying rarities across 6 categories including: Pill Cap, Pill Bottom, Ingredient, Background, Aura, and Trip.
- The pills are stored on the ETH blockchain and hosted on IPFS.



UTILITY

An overview of our path to metaverse integration, paving the way to NFT consumables.

Environment Alteration

Changes in 3D space on our parcels

1st Phase

Your respective pill will create alterations in the environments of our spaces. These changes will be based on the traits of your owned pill.

Alteration Ecosystem

Development of a modular alteration method

2nd Phase

We came up with our own method of actually applying trips to any space, making the process of integration with multiple spaces and verses faster. During this phase, tech components will be rolled out as phase 3 pre-requisites.

Character Alteration

Ability and physical character changes

3rd Phase

SDK and component integration with the different metaverses, however the ultimatum is, to create ability effects to characters depending on the space.



Companion App

An custom AR experience for every pill

Developing a native application to utilize full AR capabilities of hardware to create custom experiences for every user based on their pill metadata.

Upon wallet connection, pills are viewed on the app, and traits are used to form a unique AR experience with unique parameters.

KEY FEATURES:

Wallet Integration

Unique AR Experience

Experience Recording and Share Capabilities

Smart Contract communication using web3

iOS/Android Support



TECH

Generation Process

- Procedural scripting techniques.
- Extending real-time rendering engines to work in our favor.
- Precisely crafted algorithms to generate multiple outputs of unique, and good-looking objects.

Optimized Outputs

- High quality art and video animation.
- Optimized .GLB file sizes.
- Optimized materials, triangle, and texture count, acknowledging the limitations of multiple metaverse technologies and the 3D web.

ERC-721, IPFS

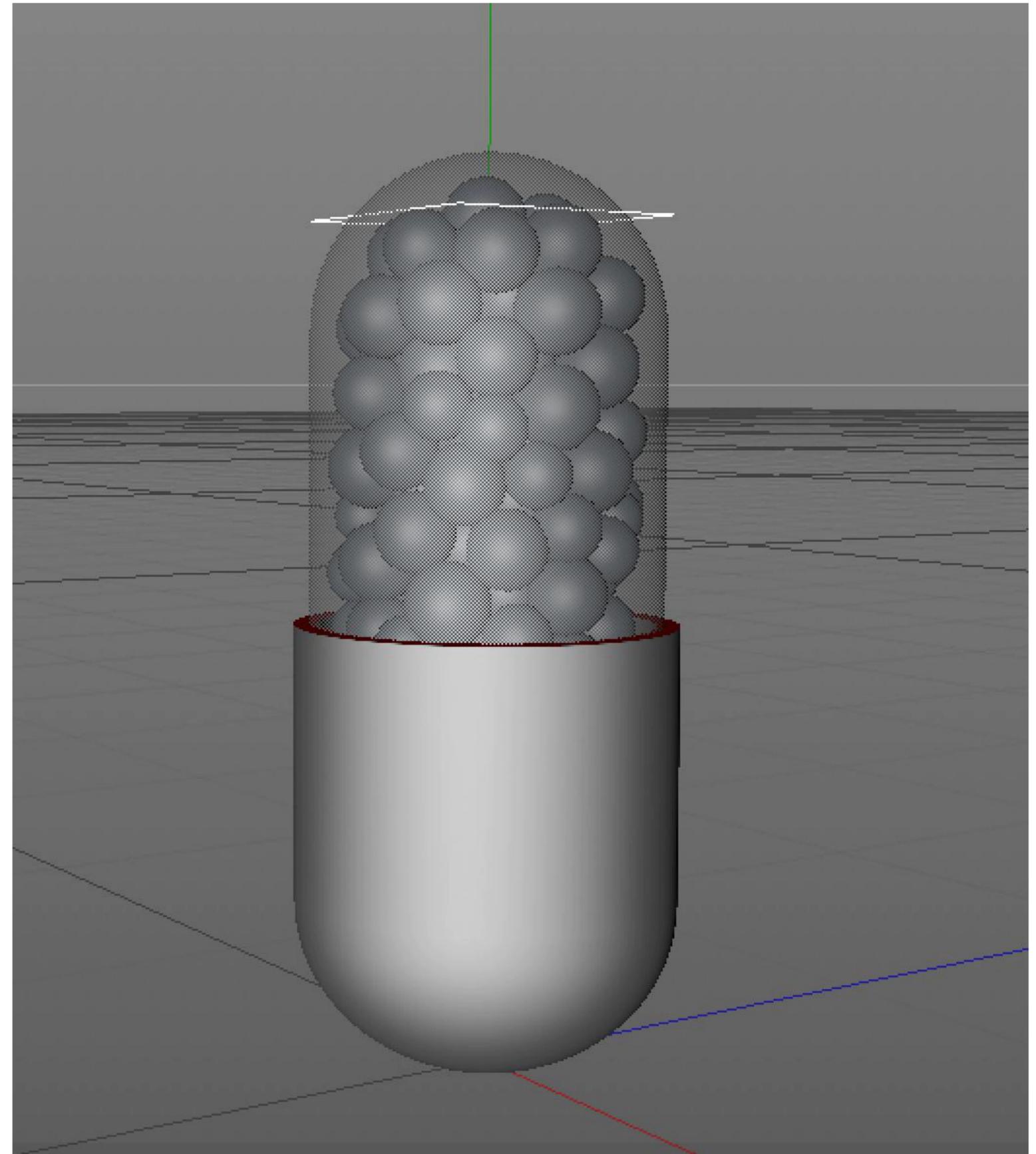
- ERC-721 smart contract standard.
- Well audited contract, with the necessary functions.
- Metadata hosted and pinned on IPFS, permanently and immutably stored.

Our ultimate goal is more focused towards the utility of the NFT, integrating it with various metaverses and adding a new dynamic to the digital world.



DESIGN

Mixing over 170 traits of shaders, mesh effects, and materials resulted in unique and beautiful objects. Unity's flexibility has allowed us to do hundreds of tests to figure out what does and doesn't work and has enabled us to use different lighting set ups and HDR maps to get eye-pleasing scenes and ultimately, eye-pleasing artwork.





OUR SKILLS

Why we can do this.

We are the founders of a technology/art studio and have been creating experiences in the VR/AR space since 2015 for the worlds biggest brands.

We have experimented with hundreds of use cases, including mixing VR with 4D sensory experiences, and creating AR experiences used by millions.

Dr. Ether Jay is a co founder and Lead Software Engineer. Holder of over 8 awards spanning from AI to Game and Blockchain development.

George the Cook is the CEO and Creative Director.

P.ether is an NFT enthusiast and collector, reporting on the space since 2017.



DROP DETAILS

BYOPills will be distributed on a flat distribution of 0.08 ETH.

BYOPills will be instantly viewable on OpenSea, avoiding a delayed reveal.

Royalty fee will be set at 2.5%

Each Pill will include:
3D Model (.glb)
Image and Animation of Art (.png, .mp4)
Full commercial rights
BYOP Research Facility membership (private group + collector-only
metaverse room in the facility)
The Trip Replicator (mobile companion app which requires NFT
authentication)

*30 Pills are being withheld from the sale for giveaway purposes and creators' facility memberships.

Rewards+ Discord Team

25%

Reward early collectors by airdropping 5 BYOPills. We will also establish a strong discord team based on those most engaged in our community. The team will oversee managing and moderating the community as the project expands.

Trip Replicator Development

50%

Develop **The Trip Replicator**, a mobile companion application that will be used to bring unique trips to the real world. The app will connect to a web3 wallet to authenticate ownership of the NFT and will include an initial page showing the pills you hold, with their varying traits and rarities. Initial app launch will feature an AR camera experience exclusive to collectors. This will provide each collector a unique camera lens that will represent their trip and will be based on their pills traits. As the project and story develops, more features will be introduced including a **mobile VR experience**.

Build the Facility

75%

Purchase a parcel in the Metaverse and begin construction of the **BYOP Research Facility**. This will act as our first entry into the Metaverse and will initially be a place for BYOPills collectors to congregate. Entrance to sections of the facility will be exclusive to collectors. Going forward, we expect to build a **Trip Room** within the facility, allowing collectors to experience their trip in the Metaverse.

Project Development

100%

Allocate 10% of sale proceeds to develop **community-driven projects**. This includes expanding on the storyline, providing new utility for BYOPills, or both. Members of the community will decide what to direct the money towards, including buying pills below mint price. Pills that have been purchased will be used as giveaways to reward those most engaged in the community. The option to burn them will also be available upon community approval.

Finalizing Initial Roadmap

Fully launch “The Trip Replicator” mobile app with the introduction of the AR Camera Lens.

Complete construction of the BYOP Facility within the Metaverse with exclusive access to certain sections for BYOPills collectors.

Launch a Discord poll to decide what community-driven ideas should be developed and implemented.

Additional: Get verified on Opensea, set up BYOPills on rarity.tools, and launch a liquidity pool.

Post Initial Roadmap

Add VR experience to The Trip Replicator, allowing pill holders to experience their unique trip in VR utilizing our companion app.

Bring the trip to the Metaverse – create the Trip Room, a room in our facility that allows holders to experience their unique trip within the Metaverse.

Work on developing chosen community-driven developments & more.

TIMELINE

2-4 Weeks

The Trip Replicator launched with AR Camera Lens and Pill overview

4-6 Weeks

BYOP Facility built in the metaverse with exclusive facility room for BYOPills collectors

1-3 Months

Expand Trip Replicator with a VR Experience

3-6 Months

Bring the trip to the metaverse, create a “Trip Room” in the facility unique to each holder

6 months+

Partner with blockchain games & virtual worlds and introduce BYOPills to their platform

Develop story line and community driven projects.



PARTNERSHIPS

We will be working hard on forming partnerships with various metaverses to introduce the pills as consumables into their project. When consumed in-game, the pills will ideally offer unique abilities, power-ups or emotes. The in-game effects of the pills will depend on the mechanics of the metaverse we are partnering with. This will result in immense utility as the metaverse continues to expand and will result in increased demand for Pills from different communities.

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Hop On This Journey



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