Teleported

Overview

Teleported was designed to preserve memories for decades. Link together your 360°
photos as Collections. Collections are saved at a specific time and place, and referred to
as Moments. Search, filter, and browse published Moments on a map.

The marketplace allows users to earn tokens, when viewers vote for their Collections.
Users can stream video, publish member content, and create other ways to generate
tokens. Users can also pay for all kinds of services, that can be provided virtually.

Stream live video in 360°, and teleport to places in virtual reality. Use the platform
meet with professionals and experts. Contact lawyers and instructors and schedule an
appointment, without having to visit their office in-person or talk on the phone.

Collections

A Collection consists of one or more 360° photos and videos. Image files can contain
location data, and a date and time. Collections can be public or private. Public moments
are visible by anyone in the network. Private moments are only visible to invited
persons. Securing private photos is made possible with cryptography. Photos are
encrypted and can only be decrypted when the user has the private key. Photos are
inaccessible without the private key. Centralized companies like Google and Apple,
have had issues with photos being leaked.

[Apple Employee Threatens to Leak User's iCloud Data](#)

[iCloud leaks of celebrity photos](#)

Sometimes you want to make sure that your photos are saved forever. A mother may want to ensure that the family photos are safe, or a plaintiff may want to ensure that nobody can tamper with or destroy a photo which proves that their property was destroyed at a given time and place. This is really cheap and easy to do, with Teleported.

[Using Blockchain to Keep Public Data Public](#)

Technology

The Teleported software is constantly being developed to add more features, improve performance and refine the usability. At present our applications are designed to be used without any specials apps or hardware. Our applications are built for mobile browsers, web browsers, and VR headsets. We use the following technologies:

- Javascript, React, WebGL

- Node, Python, Rust, Redis, Mongo

- IPFS, Filecoin, Storj, Siacoin, Dat

- Solidity, Web3, Ethereum, Neo, Stellar

The current platform is based on a centralized architecture; however, a roadmap has been prepared to fully decentralize it. Our platform will automatically detect VR glasses

or headsets using Web Bluetooth and WebVR technologies. Alternatively, VR content is displayed on a regular PC monitor and/or smartphone. Using built-in accelerometers, the system can process information from sensors in the headset or glasses, to improve navigation of the user in the space. Voice recognition technology allows the user to issue voice commands that are detected and executed by the platform.

Key Features

Teleported collections will store your photos for 50 years. This costs $1 for up to 10 megabytes. Teleported moments will show your collections on a map, allowing you to search, filter, and browse on any device. If you prefer to use another VR tour product, you can create Teleported Moments with these as well. You can even create Moments with regular photos and videos.

Video

Users can stream video or record 360° video footage for Collections. Videos can also be stored for up to 50 years, for the same price as photos. Videos allow for users to offer and book services and consultations.

Our platform allows professionals to sell their services to clients all over the world. A psychologist could place a small camera in the waiting room of their office. The client experiences the moment with a VR headset. When the appointment starts, the client is teleported into the psychologist's office. A person may opt for this experience, if they are unable to visit the office in person, or if they do not want to. A yoga instructor can

place a camera in the studio, and allow guests to attend virtually. They could experience the session, without having to go in person.

Somebody might be looking for a graphic designer. They could search for these services by tags, and be directed to graphic design studios. They could sit in the waiting room in VR, and when the person is ready to meet, the designer would appear on the TV screen, or the scene may change from VR photo to VR video and the designer could speak to the client right from their desk.

A therapist would have a camera situated in their office, and their calendar posted in the platform. A client could teleport into the therapist office, and wait if they've arrived early. When the therapist is ready to meet, the client would transition from the VR photo to the VR video. The therapist would appear as if they are there in the room, if the client is in a VR headset. The therapist wouldn't be able to see the client in person, so this wouldn't work for some uses cases such as when a doctor needs to physically examine a client, however, it makes it possible for professionals to extend their reach, and for prospective clients to meet with experts all over the world, without leaving their home or office.

Another use case is being able to teleport into a home or office, before deciding to travel their in-person. Users could teleport into an empty home or apartment, before deciding whether they wanted to visit the space in person, to rent or buy.

A great example, is using Teleported Collections for education and training. Instructors and trainers will plant a camera in the middle of the room. Attendees can attend the course virtually, and feel as if they are actually there. They can trigger a flag to raise their hand, or tune out instantly in the event of an emergency. Teleported education experiences will allow anybody to attend education and training session without leaving their home or office.

Moments

Moments can be captured within retail stores, and users can jump straight to ordering items or comparison shopping with other sellers, right from the VR experience. Moments captured within restaurants and event spaces, can be used to help users make reservations and book tickets, knowing exactly what the surroundings will be like, being able to view the perspective within VR.
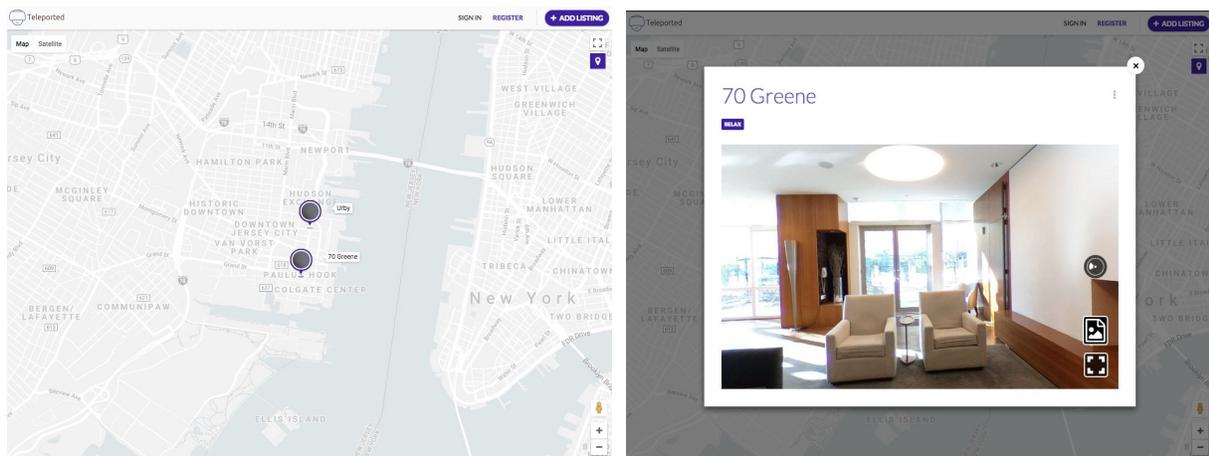
Existing businesses will use Moments to advertise and market their products and services. These Collections will link directly to ordering products and services, as well

as allowing users to share experiences in social networks. Teleported will become a way for users to step through spaces in VR, and teleport into homes, shopping centers, restaurants, and other businesses. Within any moment, users will have the ability to teleport to a specific time at the same location. Imagine viewing a home in VR. You look around and observe the surroundings. You also have the ability to teleport back in time to this same home, one year ago. The furniture and walls are different, and the kitchen has been remodeled.

Moments can be monetized in various ways, including Business, Community, Shopping, Education, and Entertainment.

Domain

A Teleported Domain, is like a domain name. Domains are purchased with tokens, and only one party can own a domain. Domains expire within a year, and can be renewed before expiration. Domains will direct users to groups of collections and make it easy to for marketers and entrepreneurs to generate traffic and earn tokens.

Planned Architecture

As opposed to other projects, the future Teleported architecture is not just a solution relying on Ethereum Virtual Machine for smart contracts and implementing core functionality; it's a powerful development platform with its own virtual machine and its own internal blockchain, allowing development of complex applications in its own scripting language (which is similar to Java). The use of Ethereum smart contracts is

limited only to critical functionality and utilizes the Ethereum blockchain

Ethereum Smart Contracts will be used to verify ownership of Moments and Collections. Transactions between users for goods and services, will be implemented with tokens.

Ethereum EVM is the most widely adopted blockchain-based computing platform with smart contract functionality. However, the platform is designed in such a way that its dependency on Ethereum is minimal to enable fast migration (if necessary) to NEM or other Ethereum alternatives.

Teleported is going to use its own protocol for distribution of storage and rendering among participating nodes, while achieving full BFT tolerance and protection from Sybil attacks. Reputation and incentivization approaches to stimulate fair behavior will be implemented.

Advertising Engine

As the number of users grows, we consider in-world advertising as one of the forms of monetization. Due to the complexity of such engines we are considering using third-party solutions developed specifically for VR ads. Right now we are in the process of selecting providers. An official announcement will be made once we have made our decision.

Economy

BTEL is an ERC20 standard token that will be issued on the Ethereum blockchain. The BTEL token will be used for all transactions across the Teleported platform.

You could generate BTEL tokens by:

- Receiving ratings on your Moments

- Selling your products or services

- Selling ads

- Selling digital content

Our goal is to enable as many economic interactions as possible. Teleported is modeled after the real world; in the same way its economy is modeled after the real-world economy.