MetaMR
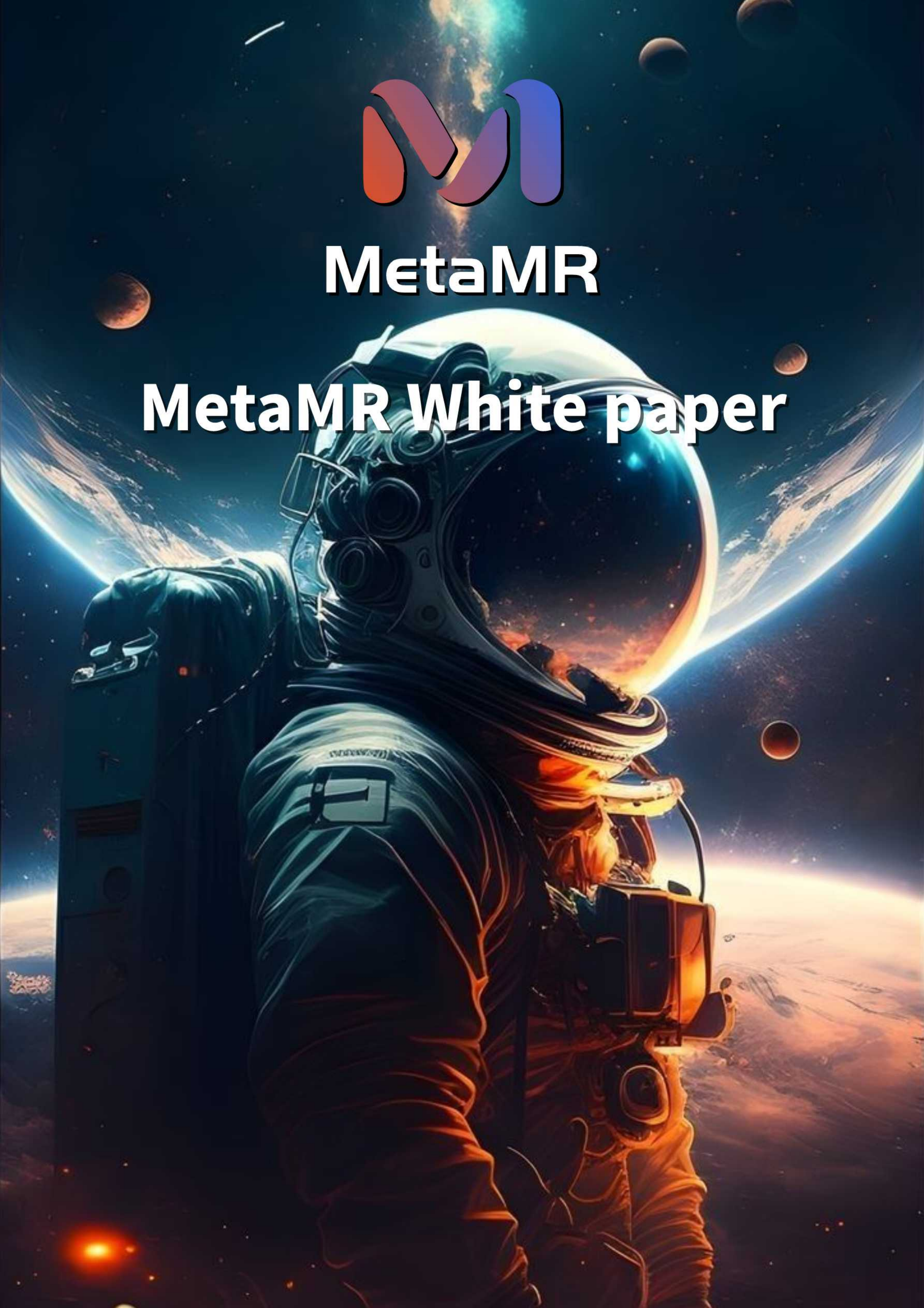
MetaMR White paper

FOREWORD

In the wave of technology and innovation, we stand in front of the metasome, and a whole new digital field is gradually showing up in front of us. MetaMR, As a pioneer in this emerging field, it aims to build an open, decentralized metaspace platform that combines virtual reality and blockchain technology. This white paper will elaborate on MetaMR's vision, technology base, application scenarios, and plans for its future development.

MetaMR The birth comes from our deep thinking and exploration of the future digital world. We observe that traditional VR, while providing an immersive experience, has limitations in data security, user autonomy, and ecosystem openness. The rise of blockchain technology provides us with a new way to solve these problems. So we decided to combine blockchain technology with virtual reality to create MetaMR, a meta-universe that truly belongs to users.

MetaMR It is not only a technological breakthrough, but also an assumption and exploration of the future social form. Here, every user can create their own virtual world, interact freely with others, and build a diverse community together. We believe that through decentralized means, MetaMR can break down the traditional power structure and make users truly the leader of the digital world.

This white paper details MetaMR's technical architecture, application scenarios, and future development plans. We will explore in depth how to use blockchain technology to ensure the security and transparency of data, how to provide users with immersive experiences through innovative virtual reality technology, and how to build an open and reciprocal ecosystem to attract more developers and partners to join us.

In the future development, we will uphold the principles of innovation, openness and sharing, and constantly promote the evolution and improvement of MetaMR. We believe that through continuous technological innovation and community building, MetaMR will become a dynamic and infinite possibilities, so that every user can find their own world here.

Finally, we sincerely invite all interested people, technology developers, innovators and investors to join the MetaMR family. Let's explore the infinite possibilities of the meta-universe together, and work together to create a better future.

This white paper is our initial vision and planning for the MetaMR. As the project continues to advance and the ecology grows stronger, we will continue to update and enrich the content of the white paper. We believe that with the joint efforts of all, MetaMR will become a bright star in the field of meta-universe, leading the future development trend of the digital world.

CATALOGUE

1. Market analysis

1.1 Application status and prospect of yuan universe and Mixed Reality (MR)

Application status and prospect of the metaverse

Metuniverse is a virtual three-dimensional environment in which users can do social, entertainment, work and other activities. At present, it is mainly used in games, virtual performance, virtual reality education and other fields. In the future, with the continuous development and popularization of technology, it is expected to be applied in more fields, such as virtual shopping, telecommuting, etc. The development of the universe will also promote the progress of related technologies, such as virtual reality technology and artificial intelligence.

Application status and prospect of mixed reality (MR)

Mixed reality technology is a technology that combines the virtual world with the real world, through which users can see virtual objects or scenes in the real world. At present, mixed reality technology has been applied in industrial, medical, educational and other fields, such as industrial maintenance, surgical navigation, virtual experiments, etc. In the future, mixed reality technology is expected to be applied in more fields, such as tourism and entertainment. At the same time, with the continuous development of mixed reality technology, its application scenarios will be more extensive and deeper.

The joint development of the meta-universe and the mixed reality

The development of the meta-universe and the mixed reality technology will promote each other and form a linkage effect. For example, in a metacuniverse, users can see virtual objects or scenes generated by mixed reality, thus improving the immersion and authenticity of the metacuniverse. At the same time, the development of mixed reality technology will also promote the application scenarios of the wider and deeper deepening of the meta-universe. In the future, the meta-universe and mixed reality technology are expected to achieve joint development in many fields, such as virtual exhibitions and virtual performances.

1.2 Market demand analysis

Entertainment demand

Game needs: Players are increasingly demanding of the game, expecting to explore in a real and imaginative world.

Demand for music and art activities: With the acceleration of the pace of life, people's demand for entertainment is also constantly changing. The combination of meta-universe and MR can bring users an immersive entertainment experience, such as virtual concerts, 3D movies, etc.

Education needs

Online education needs: With the rise of online education, how to provide students with more vivid and intuitive teaching content has become an important issue.

Simulation experiment requirements: For some practical disciplines, such as medicine, engineering, etc., the combination of meta-universe and MR can provide students with opportunities to simulate experiments and help them better master practical skills.

Work needs

Remote work needs: In the increasing popularity of remote work today, people need a work platform that can simulate the real office environment to maintain an efficient working status.

Product display and design collaboration requirements: For some work scenes that need to be displayed or simulated, such as architectural design, product display, etc., the combination of meta-universe and MR can provide workers with a more intuitive and vivid way of display.

1.3 Target user groups

1.3.1, for the youth population

The youth group is one of the main target users of metacmos and mixed reality technology. They have a high acceptance and interest in novel and interesting things, and they are willing to try and experience new technologies. At the same time, they are also the aborigines of the digital world, and have a natural affinity for the virtual world and digital technology.

The application of metauniverse and mixed reality technology can provide young people with richer and more diverse entertainment, social and content experiences. For example, in the universe, young people can participate in virtual concerts, social parties and other activities to interact with peers from around the world; in mixed reality, they can use virtual reality devices, augmented reality, etc. to experience more immersive games, education, travel and other scenarios.

1.3.2 Educational institutions and students

Educational institutions and students are another important target user group of the universe and mixed reality technology. With the rise of online education and hybrid education, educational institutions are seeking more vivid and intuitive teaching methods to improve students' learning interest and learning results. The application of meta-universe and mixed reality technology can provide a brand new teaching means and tool for educational institutions.

Through the universe technology, educational institutions can build a virtual learning environment, so that students can learn knowledge immersive, and improve the immersion and interest of learning. At the same time, students can also understand the abstract concepts and knowledge more intuitively through the mixed reality technology, so as to improve the learning effect and understanding ability. In addition, the universe and mixed reality technology can also provide students with simulation experiments and remote internships to help them better master practical skills.

1.3.3 Enterprise and remote employees

With the popularity of remote work and digital office, more and more enterprises are beginning to realize the importance of metauniverse and mixed reality in improving teamwork, communication efficiency and employee satisfaction. These technologies can provide enterprises with a whole new remote work solution that allows employees to work efficiently wherever they are.

Through metaso technology, enterprises can build a virtual office environment for employees to work together to complete tasks in different geographical locations. At the same time, mixed reality technology can help enterprises to carry out product display, simulation experiments and training activities to improve the work efficiency and skill level of employees. In addition, the meta-universe and mixed reality technology can also provide enterprises with virtual meetings, virtual training and other solutions, reducing the operating costs and time costs of enterprises.

1.4 Market size and growth trend

1.4.1 Current market size

The universe market size: the current universe market size mainly focuses on games, social networking and virtual content. According to Market Research, the market will be about $120 billion in 2022, and is expected to grow to $320 billion by 2025, with a compound annual growth rate of 44%. The gaming and social sectors occupy a large proportion of the market, but the market size is expected to expand further as the universe is widely used in other areas.

Mixed reality Market Size: Mixed reality technology as a bridge between the virtual world and the real world, the current market size is also expanding. The global mixed reality market is expected to grow from $17 billion in 2020 to $63 billion in 2025, at a compound annual growth rate of 31%, according to Market Research. Among them, the market size of VR / AR equipment occupies a large share, and with the application of mixed reality technology in education, medical care, industry and other fields, the market size is expected to continue to grow.

1.4.2 Future Market Forecast

The market forecast: With the continuous progress of technology and the increasing user demand, the market is expected to continue to maintain rapid growth in the next few years. On the one hand, the market size of gaming and social networking is expected to continue to expand with the further adoption of VR / AR devices and increasing user experience, and the market size is expected to grow faster in education, healthcare, industry and more. At the same time, with the development of blockchain technology, virtual asset transactions and digital currency payment in the meta-universe will also become new growth points.

Mixed reality market prediction: Mixed reality technology, as a bridge between the virtual world and the real world, has a promising future market. With the continuous development of 5G, cloud computing and other technologies, the user experience and application scenarios of mixed reality technology will be further improved and improved. In the next few years, the mixed reality market is expected to achieve rapid growth in the following aspects: first, the penetration rate of VR / AR equipment is constantly increasing, and the user scale continues to expand; second, the application of mixed reality technology in education, medical care, industry and other fields is deepened; third, the emergence and popularization of emerging application scenarios such as virtual tourism and virtual shopping.

The prospect of the meta-universe and mixed reality market is very broad, and the market size is expected to continue to maintain rapid growth in the next few years. At the same time, with the continuous progress of technology and the continuous expansion of application scenarios, the commercial value and development potential of the meta-universe and mixed reality market will be further enhanced.

2. Project overview

2.1 Project Introduction

MetaMR, Full name Metaverse-Mixed Reality, is a next-generation Internet application that combines virtual reality and mixed reality. It will provide users with an immersive and new experience beyond physical limitations, opening a new chapter in human digital life.

MetaMR The core concept of the project is to create a platform that seamlessly connects the virtual world and the real world, deeply integrate the real world with the virtual world, and create an infinite possibilities and imagination through the most advanced technology and innovative user experience design.

2.2 Goals and Vision

Technology Leadership: MetaMR's primary goal is to become a leader in the meta-universe and mixed reality technologies. We are committed to promoting the development of technology, constantly breaking the boundaries of technology, to provide users with the most cutting-edge and stable meta-universe and mixed reality experience.

Ecological construction: We hope to build an open, diverse and dynamic cosmic ecology by cooperating with partners from all walks of life. This ecosystem will cover entertainment, education, work, and social networking, providing users with a rich variety of application scenarios and experiences.

User growth: MetaMR is committed to attracting and retaining more users, and continuously improving customer satisfaction and loyalty by providing quality products and services. We will listen to the needs and feedback of our users, continue to optimize our products and services, and ensure that every user can find their own fun and value in MetaMR.

Business success: As a business project, MetaMR's goal is also to achieve business success. We will achieve sustainable profitability and growth by providing competitive products and services to attract and retain customers. At the same time, we will also actively seek cooperation with investors to provide sufficient financial support for the long-term development of the company.

Our vision is to build a meta-cosmosmic platform that transcends physical limitations and seamlessly connects the virtual and the real world. On this platform, users are free to explore, create, communicate and collaborate to enjoy an unprecedented immersive experience.

We hope that through MetaMR, we can break the restrictions of time and space, so that users can keep close contact and cooperation with relatives, friends, colleagues and partners at any time and place. We will provide an open, inclusive and dynamic virtual world, and encourage users to use their creativity and imagination to create a better future together.

At the same time, we also hope to promote social progress and development through the popularization and application of MetaMR. We believe that the metacusology and mixed reality technology will play a huge role in education, healthcare, industry and other fields, bringing revolutionary changes to human life and work.

2.3 Innovation and characteristics of MetaMR

2.3.1 Innovation in MetaMR

Integrated technology stack: MetaMR integrates many cutting-edge technologies such as virtual reality, augmented reality, artificial intelligence and blockchain, providing users with a comprehensive and advanced meta-universe experience.

Seamless connection: MetaMR is not only a virtual world, but also a bridge between the reality and the virtual. We focus on the integration of reality and virtual, allowing users to freely switch between the two and enjoy an immersive experience.

Decentralized ecology: MetaMR adopts blockchain technology to realize decentralized digital asset transaction and community governance, which ensures the security of users' digital assets and the fairness of the community.

Openness and inclusiveness: MetaMR not only provides platform services, but also encourages third-party developers to participate in innovation. We open up the API and work with global developers to build a diverse and open meta-universe ecosystem.

Personalized experience: MetaMR attaches importance to the personalized needs of each user, and provides users with customized experience through AI technology, so that everyone can find his own position in the meta-universe.

2.3.2 Features of the MetaMR

Highly realistic environment: MetaMR Use advanced graphics rendering technology and physical simulation technology to present a highly realistic virtual world for users, and let users feel as if they are in it.

Natural human-computer interaction: Through innovative interaction design, MetaMR enables users to interact with the virtual world in a natural way, whether through VR devices, mobile phones, computers, they can obtain smooth and intuitive experience.

Community-driven content creation: MetaMR Encourage users to participate in content creation, so that every user can become a builder of the universe. At the same time, we also cooperate with world-renowned creators and IP to provide users with rich content and experience.

Cross-border cooperation and application expansion: MetaMR actively seek cooperation with various industries, apply metas-universe and mixed reality technology to education, medical care, entertainment, industry and other fields, and explore more application scenarios and business models.

Continuous user education and training: In order to help users better understand and use MetaMR, we will provide continuous user education and training services to ensure that every user can make full use of our products and services.

3. Technical implementation and architecture

3.1 yuan universe technology realization

The technical realization of the metaverse is a complex system engineering, involving the frontier technologies in many fields. In general, the metaso technology architecture can be summarized in the following layers:

Underlying technology layer: including 5G, cloud computing, network communication, big data and other technologies, which provide the necessary support and infrastructure for the meta-universe.

Platform layer: At this level, a highly realistic virtual world is needed to provide users with an immersive experience. This requires the use of VR / AR technology, graphics rendering technology, physical simulation technology, etc. In addition, in order to realize the interaction between human and the virtual world, human-computer interaction technology and artificial intelligence technology are also needed.

Application layer: At this level, various applications need to be developed according to different application scenarios and requirements. For example, in the field of entertainment, virtual games and virtual performances can be developed; in the field of education, virtual classroom and virtual laboratory can be developed. In addition, blockchain technology also needs to be used to build a decentralized economic system to realize digital asset trading and community governance.

3.1.1 Overview of the metauniverse technology architecture

Infrastructure layer: This layer mainly includes 5G, cloud computing, edge computing and other technologies, providing high-speed and low-latency network connection for the meta-universe, and supporting hundreds of millions of users and massive data resources. At the same time, these technologies also provide powerful computing power and storage space to ensure the stable operation of the meta-Universe.

Virtual world building layer: This layer is mainly responsible for building and rendering the virtual world in the metacuniverse. Using VR / AR technology, graphics rendering technology, physical simulation technology, etc., to create highly realistic three-dimensional scenes and objects. At the same time, artificial intelligence technology is also needed to deal with user input and interaction, to realize natural human-computer interaction.

Application scenario development layer: This layer is mainly responsible for the development of various metacverse application scenarios. Develop a variety of interesting and practical applications according to different needs and fields. For example, virtual games, virtual performances, virtual classes, virtual laboratories, etc. In addition, blockchain technology also needs to be used to build a decentralized economic system to realize digital asset trading and community governance.

User experience layer: This layer focuses on the user experience and interaction in the metacuniverse. By providing rich content and interactive ways, users can immerse themselves in the virtual world and get a sense of immersive experience. At the same time, continuous user education and training are also needed to help users better understand and use the meta-universe.

3.1.2 Key Technologies and Challenges

The key technologies to realize the meta-universe include VR / AR technology, graphics rendering technology, physical simulation technology, artificial intelligence technology, blockchain technology and so on. The degree of development of these technologies directly determines the fidelity of the metauniverse, the interactive experience, and the reliability of the economic system. However, there are some challenges and limitations in the development of these technologies. For example, how to improve the fidelity of the virtual world, reduce the cost of hardware devices, and improve the user experience. Therefore, in order to achieve the extensive application and popularization of the meta-universe, it is necessary to continuously promote the development and innovation of these technologies.

3.2 Mixed reality technology implementation

Mixed reality is a technology that combines the real and virtual worlds, providing an immersive interactive experience. The implementation of hybrid reality technology requires the integration of various technologies, including computer vision, graphics processing, display technology, input systems, and cloud computing.

3.2.1 Overview of Mixed Reality Technology Architecture

Sensor layer: This layer is mainly responsible for capturing real-world information, including the user's location, gestures, and sounds, etc. Through various sensors and cameras, pass this information to the next layer for processing.

Data processing layer: This layer is mainly responsible for pre-processing and identifying the information transmitted from the sensor layer. Using computer vision technology and image processing technology, the captured information is analyzed and recognized to determine the user's movements and intentions.

Virtual content layer: This layer is mainly responsible for the generation and rendering of virtual content. According to the needs and actions of users, the corresponding virtual scenes and objects are generated, and the graphics processing technology is rendered. Cloud also needs to deliver virtual content to users.

Interaction layer: This layer is mainly responsible for realizing the interaction between users and virtual content. Through various input devices, such as handles, gloves, etc., receive user input and passed to the data processing layer for analysis and processing. At the same time, display technology also needs to be used to present virtual content to users, so that users can interact with virtual content.

3.2.2 Key Technologies and Challenges

Key technologies to realize mixed reality technology include computer vision, graphics processing, display technology, input systems, and cloud computing. The degree of development of these technologies directly determines the performance and user experience of mixed reality technologies. However, there are some challenges and limitations in the development of these technologies. For example, how to improve the accuracy and speed of real-world identification, reduce the cost of hardware equipment, and improve the user experience. Therefore, in order to realize the wide application and popularization of mixed reality, it is necessary to continuously promote the development and innovation of these technologies.

3.3 Technology integration and innovation points

3.3.1 Fusion technology of the yuan-universe and mixed reality

MetaMR Technology deep integrating metauniverse and mixed reality technology provides users with a new experience that seamlessly connects the virtual universe and the real world. The key to this convergence is to use advanced computer vision, graphics processing and input systems to accurately capture the real world and achieve real-time rendering of the virtual world. At the same time, MetaMR also uses cloud computing and edge computing and other technologies to realize the distributed processing and transmission of virtual content, to ensure that users can get a smooth and stable experience.

3.3.2 Technological innovation and breakthrough points

Real-time mixed reality interaction: MetaMR Through high-precision sensors and algorithms, the accurate capture of the real world and the real-time rendering of the virtual world are realized. Users can interact with virtual content in natural ways such as gestures and sounds to gain an immersive experience.

Highly realistic virtual environment: MetaMR It uses advanced graphics processing technology and physical simulation technology to create highly realistic virtual environments. Users can explore and interact freely in the virtual world, as if they are in a real world.

The combination of cloud computing and edge computing: MetaMR Through the combination of cloud computing and edge computing, the distributed processing and transmission of virtual content are realized. This not only improves the efficiency and stability of the system, but also reduces the user's hardware requirements.

Cross-platform connectivity: MetaMR is committed to achieving connectivity between different platforms. Users can use the MetaMR on any device, whether it's a VR headset, a phone, or a computer.

Community-driven content creation: MetaMR Encourage users to participate in content creation, using open APIs and tools to enable users to easily create their own virtual content and scenarios. This not only enriches the content ecology of the universe, but also enables users to better express their creativity and imagination.

4. Application scenarios and case display

4.1 Application scenarios in the entertainment field

4.1.1 Virtual concert experience

MetaMR Can provide users with an immersive virtual concert experience. Users can enter the virtual concert scene through the VR device or mobile phone / computer, and feel the realistic scene and atmosphere. They can see the live stage, the band and other audience, and even choose their own seats to enjoy the viewing experience from different angles. Compared with real concerts, virtual concerts not only avoid physical limitations, but also provide richer visual effects and interactive ways, allowing users to be more immersed in the world of music.

4.1.2 Game interaction and immersive experience

MetaMR Offers unlimited possibilities for game developers to create a richer and more realistic game world. By combining the game with the real world, players can explore, combat, role-play, and other activities in a virtual environment and interact with other players. MetaMR Using advanced sensors and input devices, to achieve natural human-computer interaction, so that players can more truly feel the immersive experience of the game. In addition, MetaMR can also provide more creative space for game developers, such as building a virtual reality arena, adventure places, so that players can enjoy a richer and more diverse gaming experience.

4.2 Application scenarios in the education field

4.2.1 Virtual Classroom and Lab

MetaMR Can provide students with an immersive virtual classroom and laboratory experience. With VR devices or mobile phone / computer, students can enter a realistic virtual learning environment to interact with teachers and other students. Here, they can observe three-dimensional models, simulate experimental processes, explore abstract concepts, etc., to obtain a more intuitive and in-depth learning experience. This teaching method can not only stimulate students' interest and participation in learning, but also improve the learning effect and teaching quality.

4.2.2 Virtual museums and exhibitions

MetaMR A realistic virtual museum or exhibition hall can be built, the precious cultural relics, artworks and other exhibits for digital presentation. Through VR devices or mobile phones / computers, users can freely explore the pavilions, view the exhibits, and even conduct interactive operations. This way can not only protect precious cultural relics and works of art, but also break the limitation of time and space, so that more people have the opportunity to appreciate and learn cultural heritage. At the same time, MetaMR can also provide more creative space for museums or exhibition halls, such as building the exhibits interpretation and guide system in virtual reality, so that users can have a deeper understanding and appreciation of the exhibits.

4.3 Application scenarios of the work field

4.3.1 Virtual office environment and cooperation platform

In the office space, MetaMR can create a virtual office environment where employees can work and collaborate efficiently at different locations and at different times. Through VR devices or mobile phones / computers, employees can enter a realistic virtual office space for face-to-face communication and cooperation with colleagues. Here, they can hold meetings, discussions, presentations and other activities to achieve similar communication and collaboration effects to the real office. This virtual office environment can not only improve work efficiency and collaboration effect, but also provide employees with a more comfortable and flexible way of working.

4.3.2 Collaborative tools for product display and design

MetaMR It can also serve as a tool for product presentation and design collaboration. Designers can use MetaMR to present the product prototype realistically to better show the appearance, function and features of the product. Customers, manufacturers and other stakeholders can personally experience product prototypes and make comments and suggestions through VR devices or mobile phones / computers. This way of display is not only more intuitive and vivid, but also can improve the efficiency of communication and decision-making quality. At the same time, MetaMR can also be used as a design collaboration tool, allowing designers to cooperate and communicate in a realistic virtual environment to complete complex design tasks together. This approach can break down geographical constraints and improve collaboration efficiency and design quality.

5. Token economic model

5.1 Token allocation

The MetaMR MMR tokens, the core asset of the MetaMR ecosystem, have rich features and uses. MMR tokens are the value medium in the MetaMR ecosystem for transactions, payments, and community governance.

Project name: **MetaMR**

Token name: **MMR**

Total tokens: **250 million coins**

- STO: 41%
- Liquidity: 29%
- Development: 10%
- Marketing: 12%
- Operations team: 8%
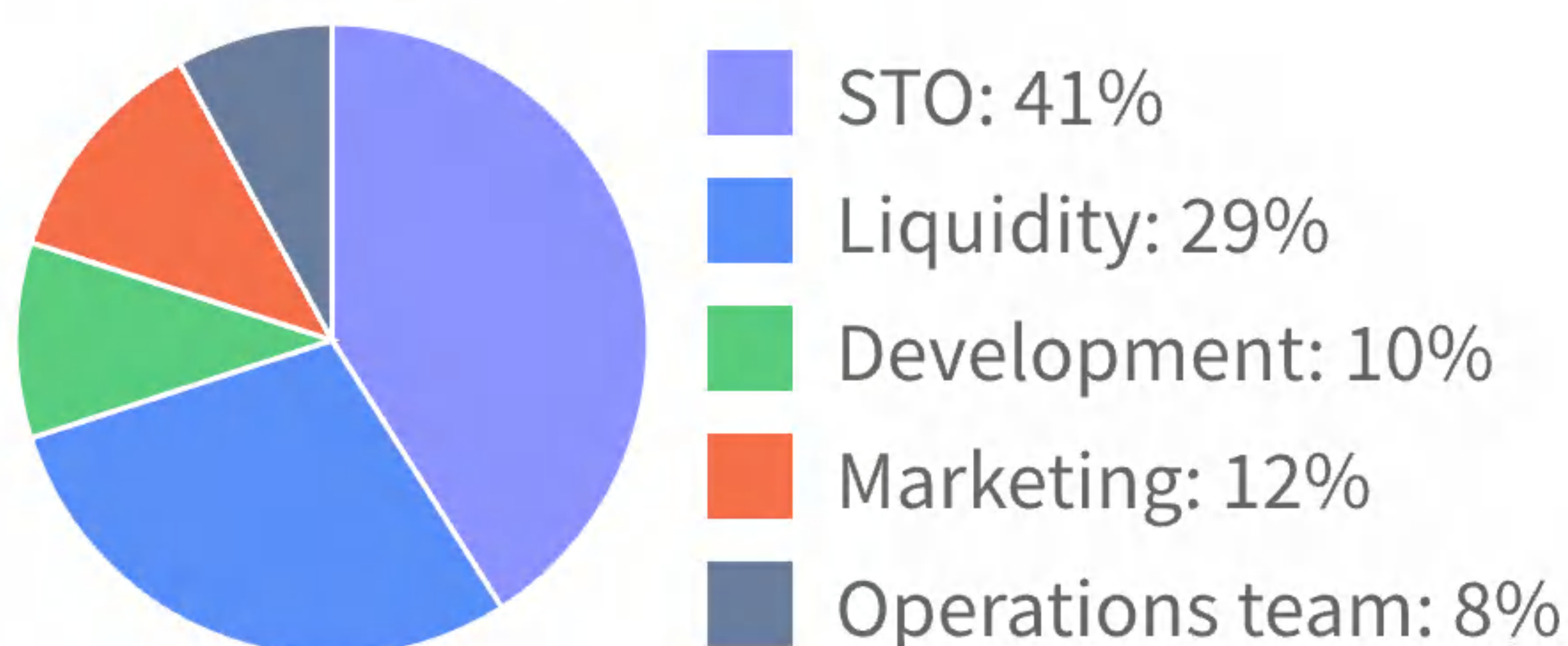
5.2 Token application scenarios

Virtual Economy transactions: MMR tokens can serve as a medium of exchange in the virtual economy. Players can use MMR tokens to buy in-game items, equipment, and other virtual goods.

Community governance and decision-making: Players holding MMR tokens can vote on MetaMR governance and participate in the decision-making process to ensure that the rights and interests of the community are maintained.

Content creation and Contribution rewards: Content creators or developers who contribute to the MetaMR ecosystem may be rewarded with MMR, which helps motivate more people to participate in the ecosystem.

These application scenarios demonstrate the importance and value of MMR tokens in the MetaMR ecosystem. With the development of the MetaMR ecosystem, the application scenarios and value of MMR tokens will continue to expand and improve.

6. Team introduction

The MetaMR team is a passionate, professional and creative team, who are committed to providing users with a richer and more immersive meta-universe experience and promoting the prosperity and development of the MetaMR ecosystem.

John Furner：CEO

With many years of experience in virtual reality and blockchain technology, he has a deep insight into the meta-universe and mixed reality. He is committed to promoting the development of MetaMR technology to provide users with a richer and more immersive experience.

John David：CTO

Responsible for technology research and development and innovation, with rich experience in computer graphics, artificial intelligence and distributed systems. The technical team he led is constantly pushing for MetaMR's technological breakthroughs and innovations.

Tom Ward：CMO

Responsible for marketing and brand promotion, with many years of marketing experience. He is committed to increasing MetaMR's brand awareness and market influence, and attracting more users and partners.

7. The development route of MetaMR

Technology development and verification stage

Research and development of core technologies: Focus on the development of key technologies such as virtual reality, blockchain and artificial intelligence to lay a solid foundation for the underlying architecture of MetaMR.

Prototype verification and testing: Build the initial prototype of MetaMR, conduct internal tests and external invitation tests, collect user feedback, and continuously optimize and improve the product.

Product release and marketing stage

Product launch: Officially launch MetaMR, introduce its core features and services to the market, attracting the first users and partners.

Marketing and brand building: Strengthen marketing efforts, improve the brand awareness and influence of MetaMR, and attract more users and investors.

Ecological construction and expansion stage

Partnership establishment: Establish partnership with various partners to jointly build the MetaMR ecosystem and promote the sustainable development of the project.

Community construction and user growth: Strengthen community construction and user growth, encourage users to participate in the ecological construction of MetaMR, and improve user engagement and activity.

Technology upgrading and innovation breakthrough stage

Technology upgrading and innovation: Continuously promote technology upgrading and innovation breakthroughs, and improve the user experience and ecosystem sustainability of MetaMR.

Product Iteration and Expansion: Continuously iterate and expand MetaMR's product line and service range based on market demand and technological advances.

The implementation stage of the globalization strategy

Globalization layout: gradually implement the globalization strategy, expand the international market, and improve the influence and competitiveness of MetaMR in the world.

Cross-field cooperation and expansion: explore cooperation opportunities with other industries, and expand the application scenarios and commercial value of MetaMR.

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