WOTORI

Decentralised Animation Studio

Creator



Wotori Movako

15 years in the industry of computer animation, game design and software development. Master of Design. Master of Engineering in Computer Science.

Problems



Artist sells rights on his work to studio receiveing one-time payment.
Studio endlessly monetizes artist's art.





Artists are mostly on their own, no mechanics to interact with artist from another medium.





Many people want to get involved but don't know how to draw or work in 3D.





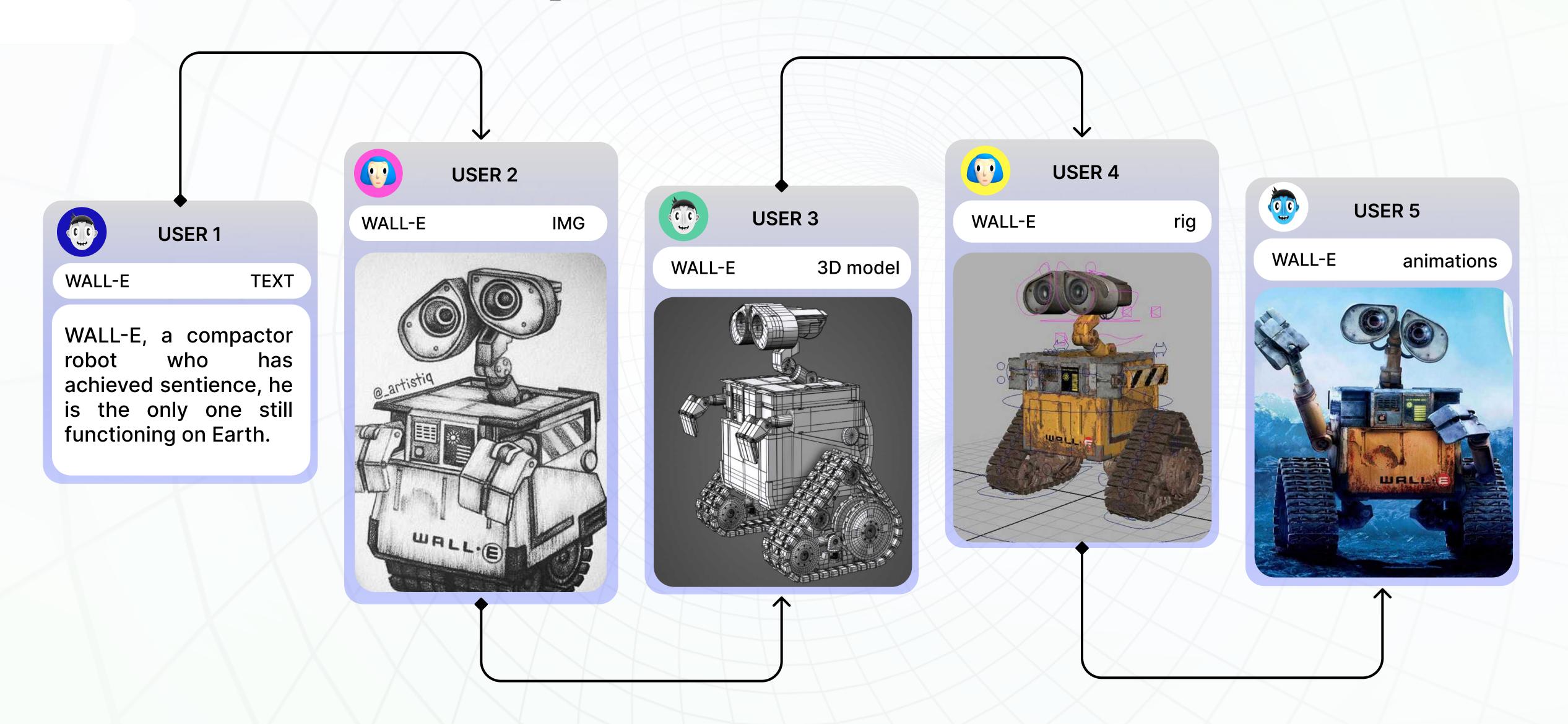
Sophisticated copyright system.



MOTOR worlds + stories

A decentralised animation studio where people can collaborate on content creation, share stories, build games, create animated movies and worlds, and earn profits when their content is used in games, animations, and more by users and developers.

Core concept github like platform for artists



Solutions



The artist owns their art for life and receives royalties when the work is used.



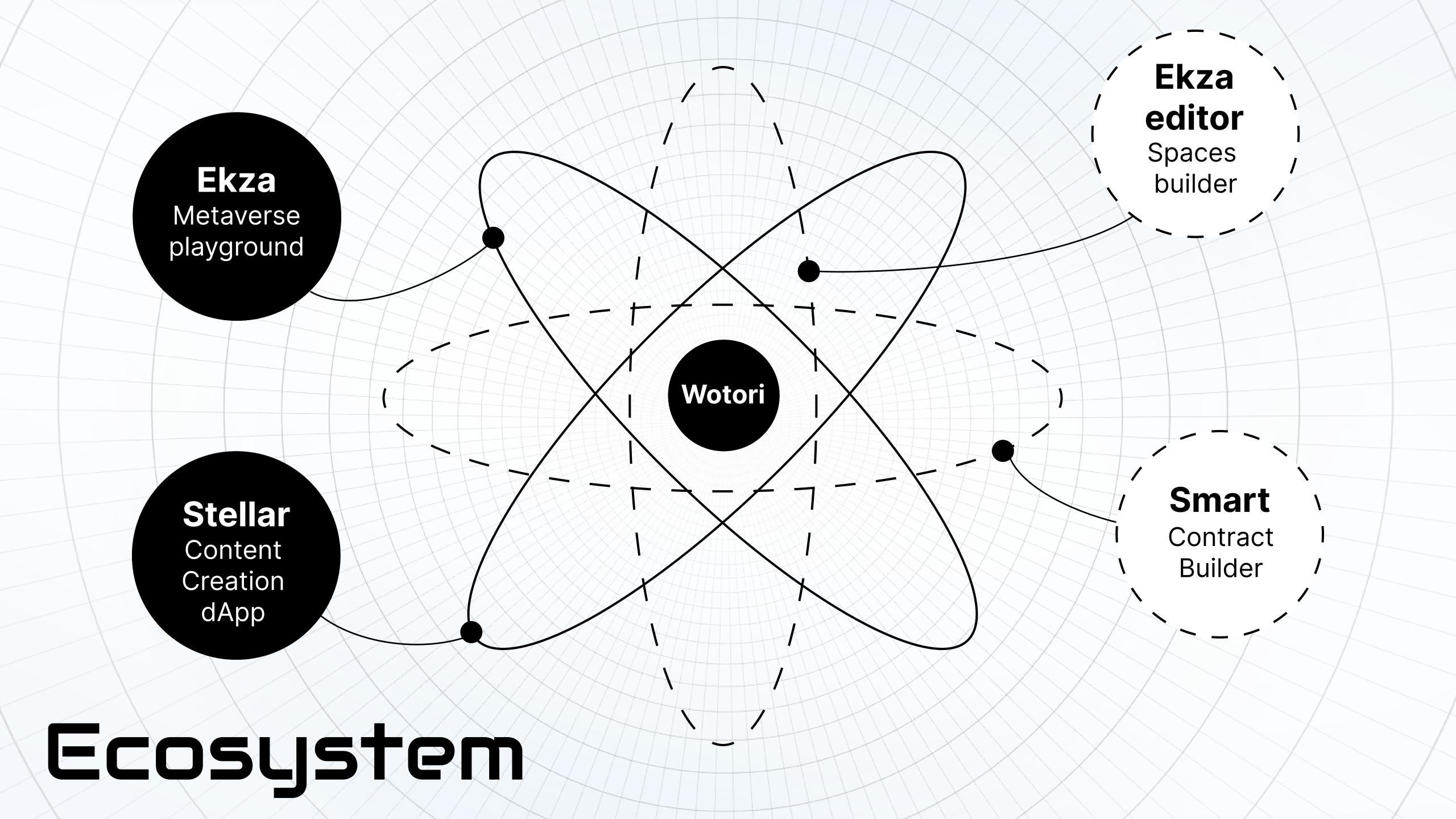
Simplified mechanics of cooperation, interaction and joint earnings.



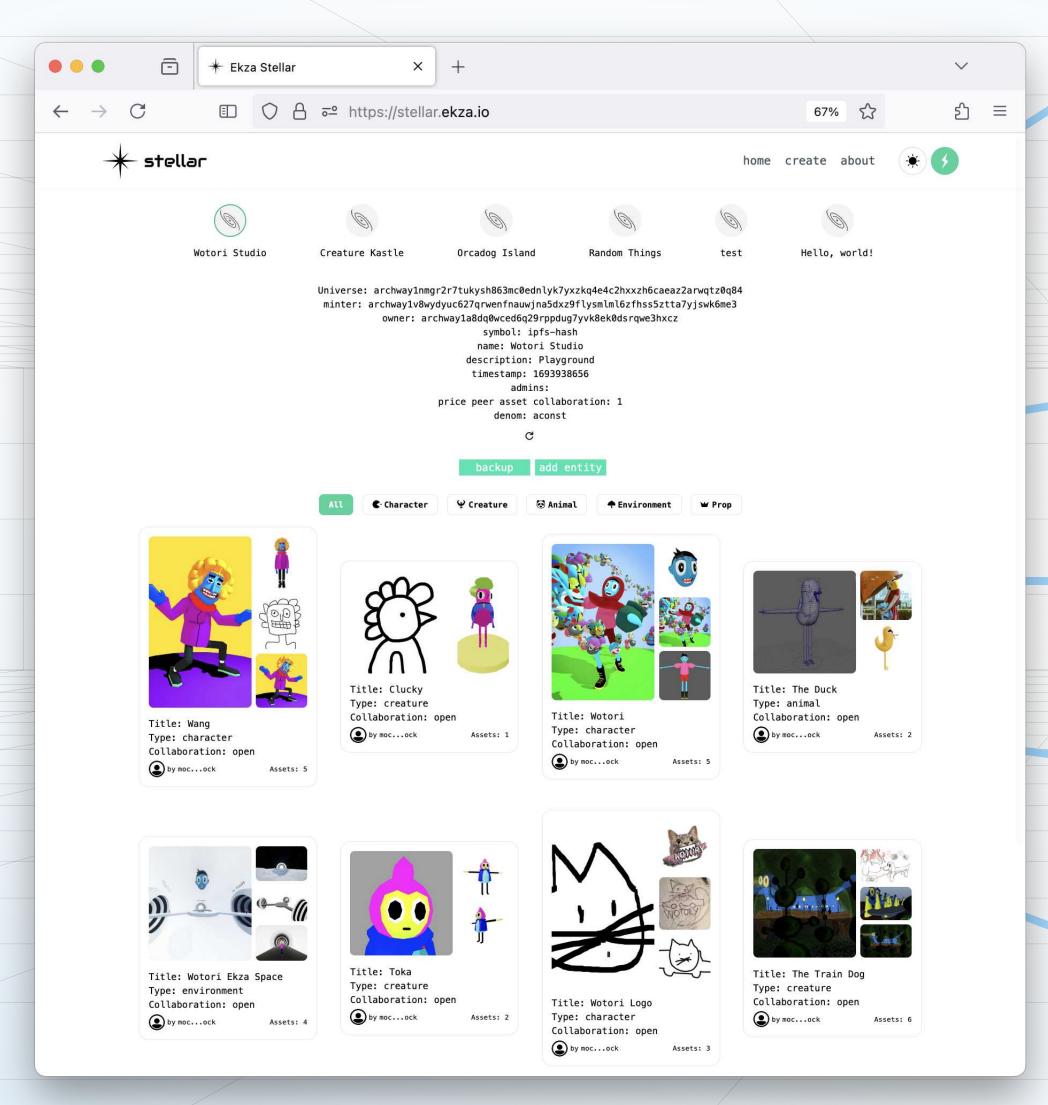
Such a mechanics that allow anyone can contribute simply by writing a text.



Smart contract setup system for managing commissions between participants.



Stellar





Mint NFT

text, img, 3d,rigs, animations and code

Mint NFT based on others



Buy and Sell NFT





Extra features!

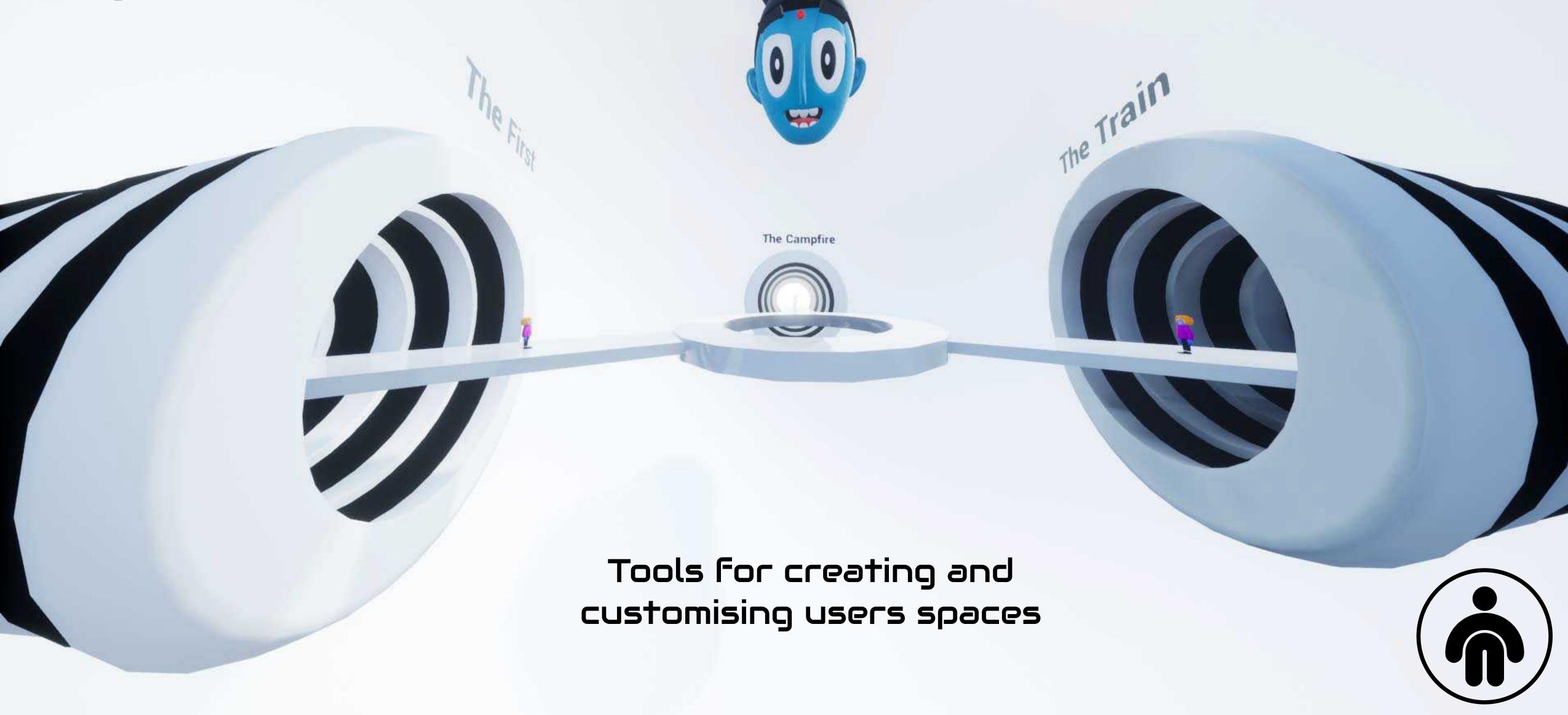
demo





EKZA ATOM

by Wotori Movako

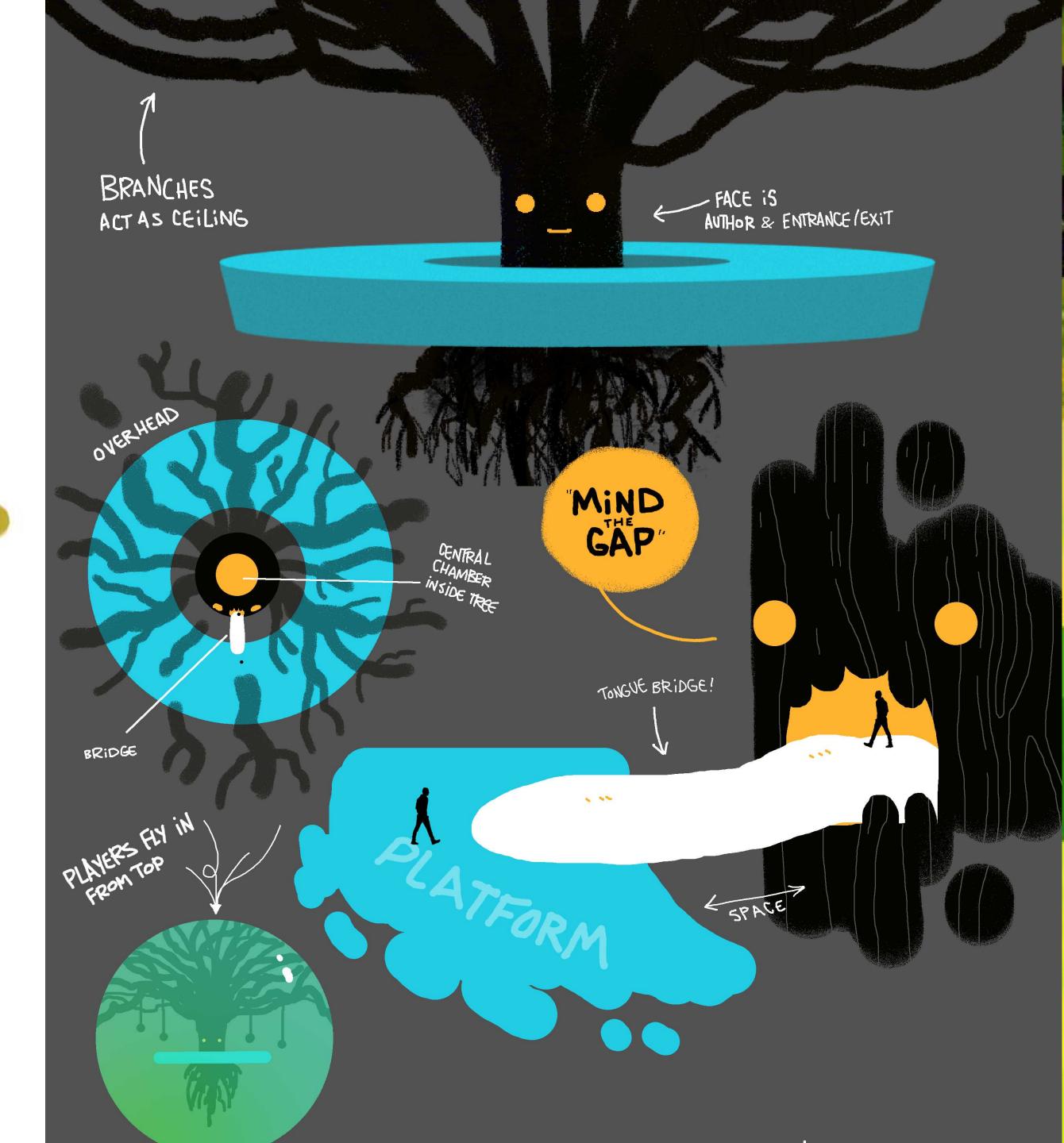


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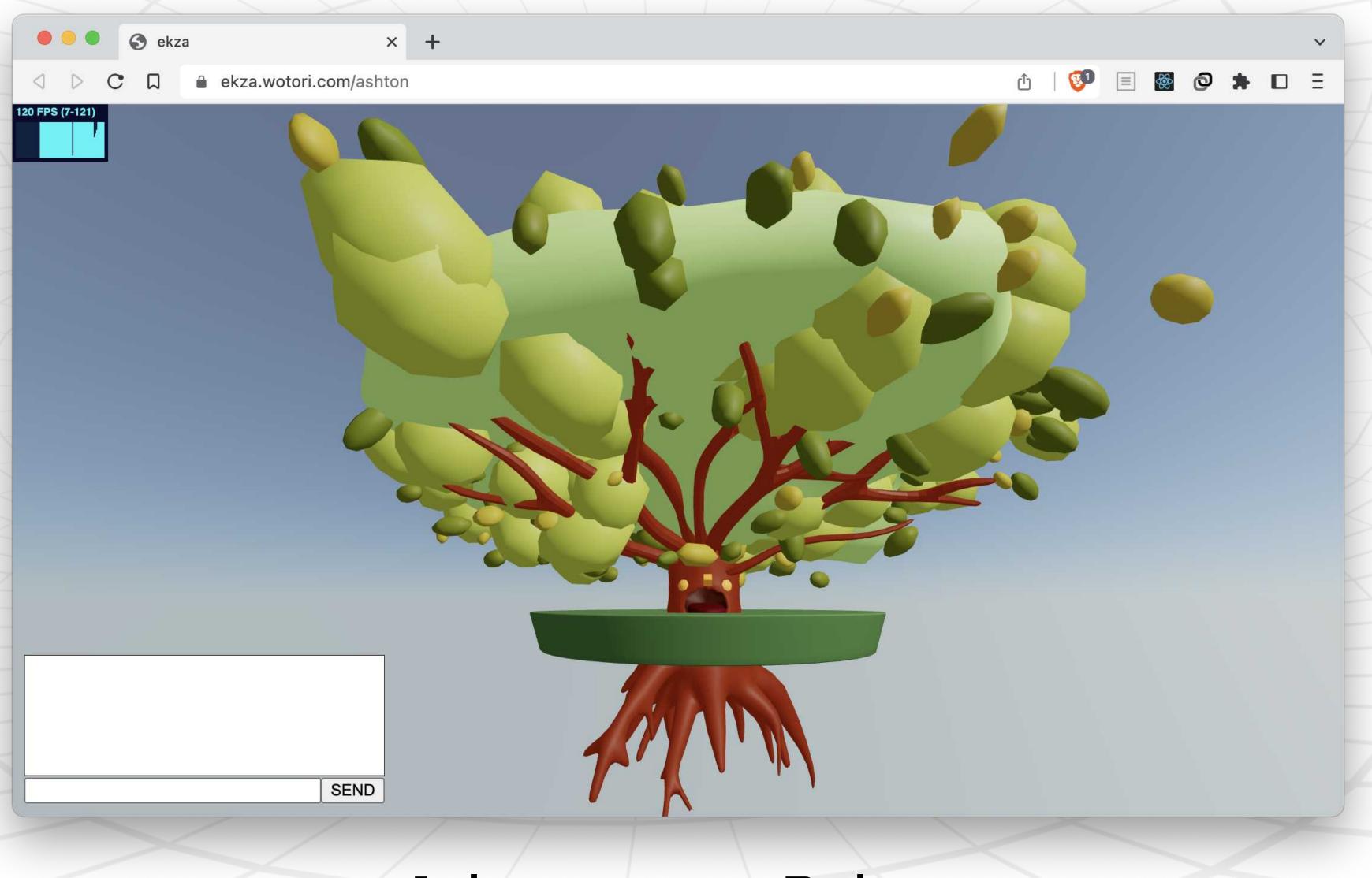
by Ashton Dame



Every user able to create his own unique space



EKZA WEB ENGINE



<u>/wotori</u> /ashton



ν1 <u>demo</u>

v2 <u>demo</u>

Tokenomic

Customized smart contract builder



Mint moderated collaborative NFT

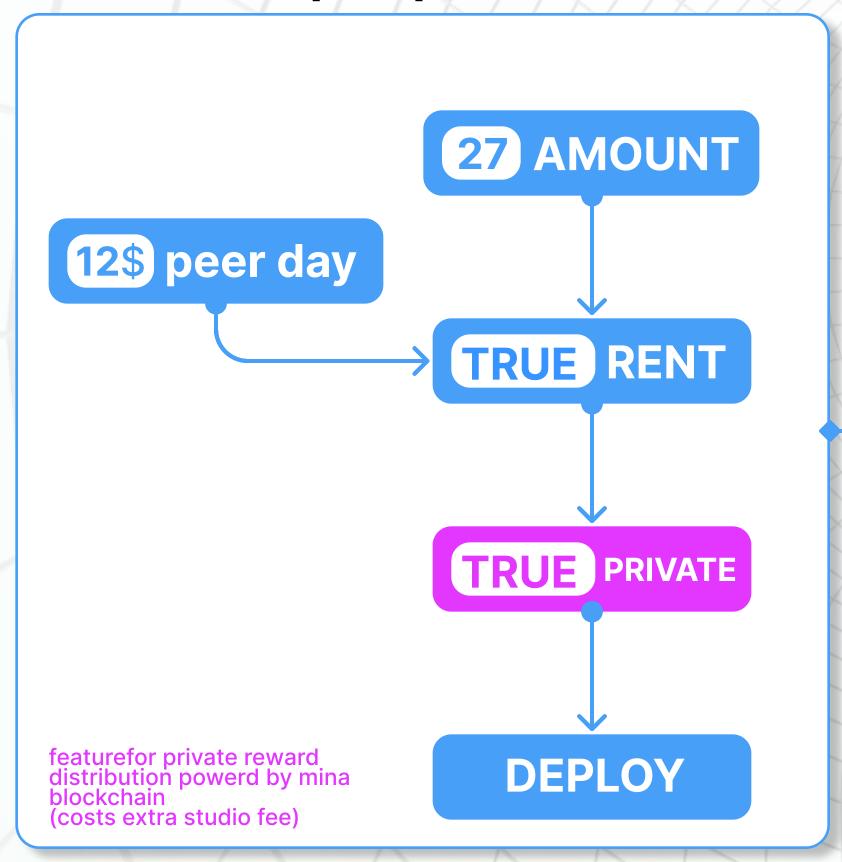


Buy/rent community bundles

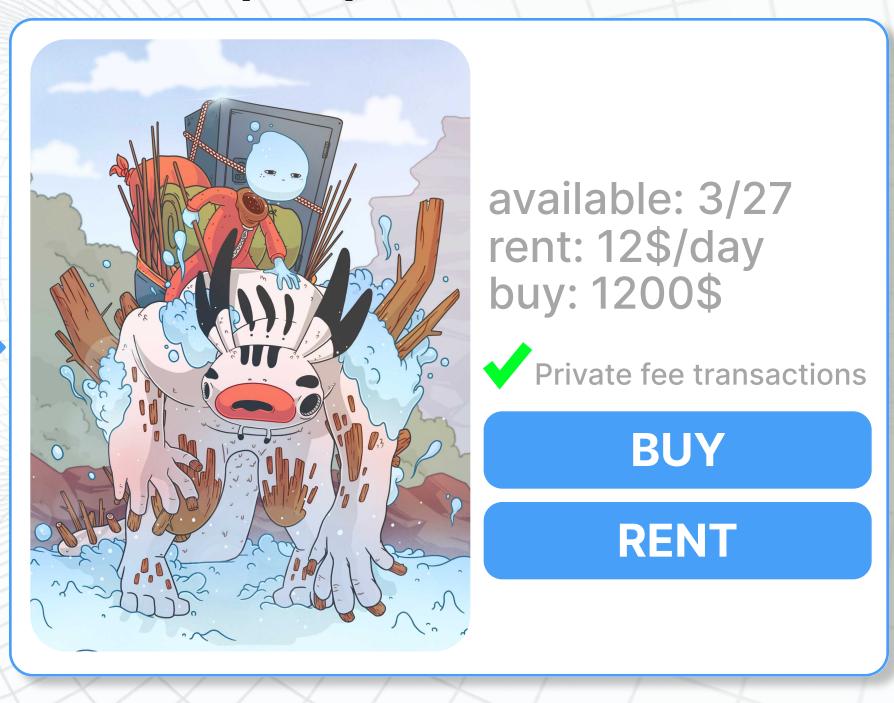


Smart contract builder

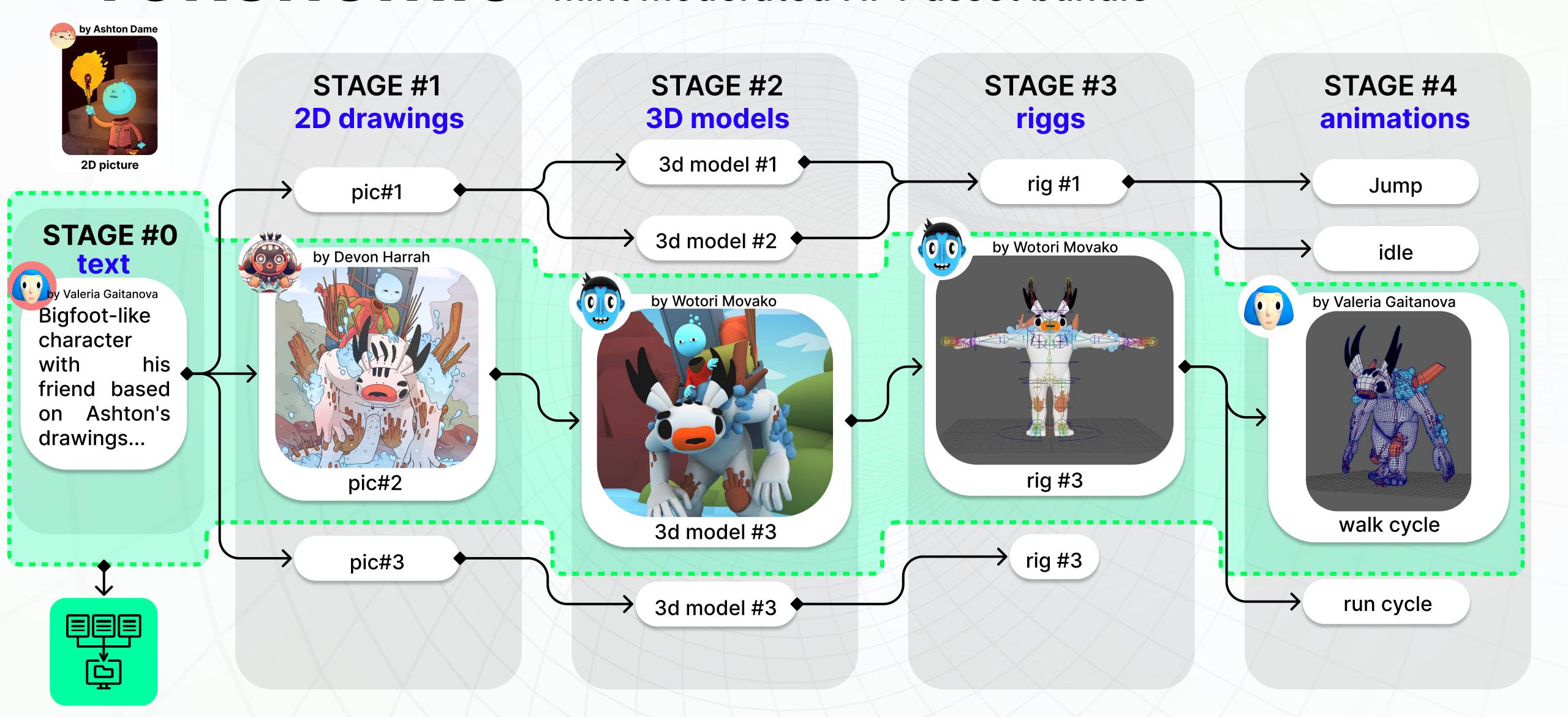
Smart contract builder from creator perspective



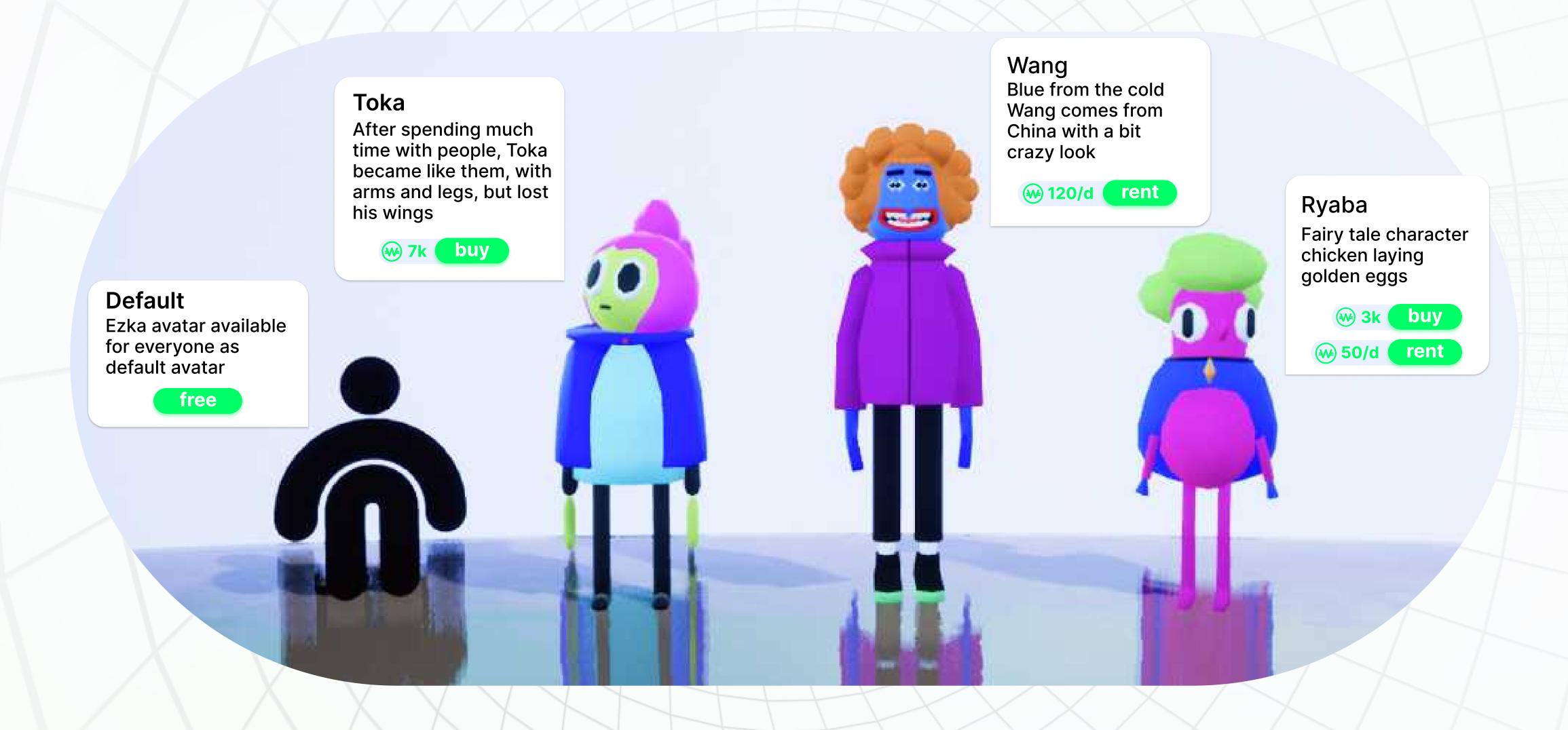
Generative Ul interface from user perspective



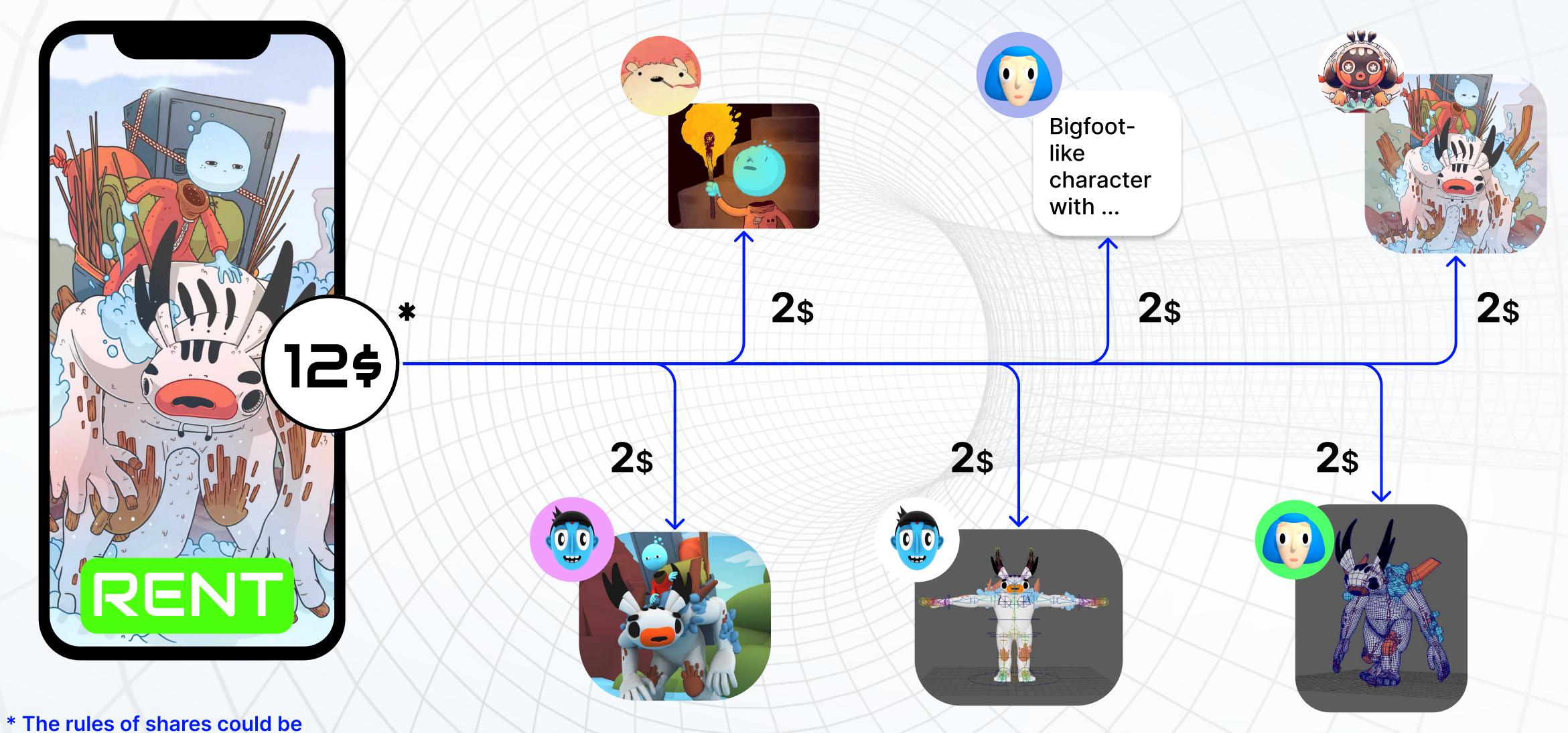
Tokenomic mint moderated NFT asset bundle



Tokenomic buy or rent bundles developed by community



Distribution of shares



^{*} The rules of shares could be preconfigured by users.

^{**} Equal shares - the default setting.

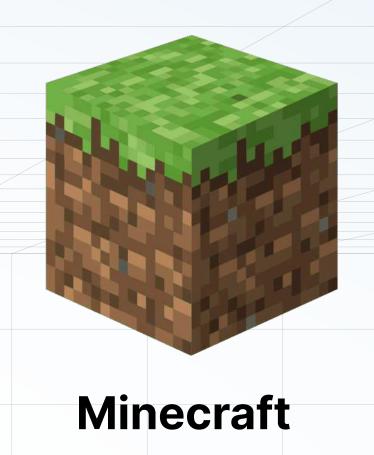
Target Market audience depends on each other = strong community **2D Artists 3D Artists** Writers 3d model, uv, texture, retopology e.t.c. Riggers **Developers Game Designers** Animators

Indirect competitors





Disney







Dreams

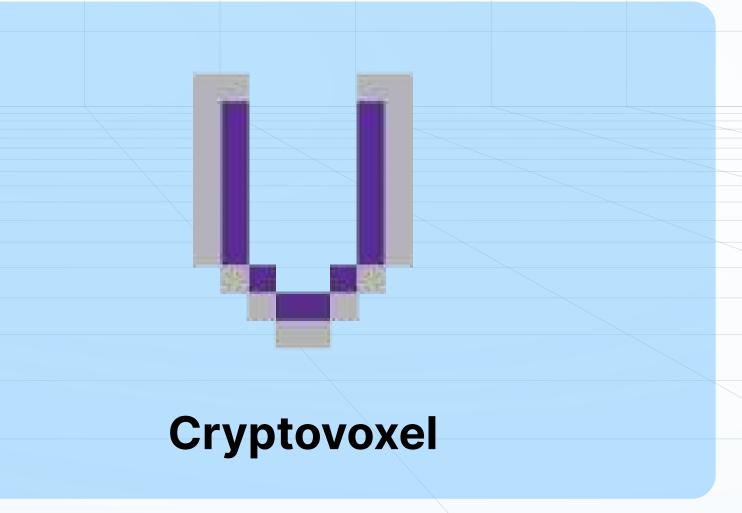


Direct competitors









Competitive Advantages

Collaboration mechanics

open up opportunities for a new wide audience of users, which will bring a lot of new content to the digital world

Combination from competitors features

create, sell, buy, copyright & manage content in one place

Social network

new level of interaction and collaboration worthy of the web 3

