



MeshMill

Create Next Generation NFTs Using MeshMill



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Problems

- Can't make Web3 virtual worlds or metaverse assets directly from game engines
Nada, zip, zero!
- Game engine tools can only read NFT files you own
C'mon?!
- First generation NFTs have no utility; they can only can be viewed
What's the point?



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Solution

MeshMill is developing the asset layer of the metaverse by building three core patent-pending technologies:

- The first of its kind, interoperability protocol
- Platform agnostic game asset standard
- Web3 companion dApp that's blockchain agnostic



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Calling All Badass Creators!

Start creating second generation of NFTs called iNFTs (interoperable NFTs) with MeshMill's free tools. Mm-hm, you read right, *free!*

Your Badassary on Steroids:

- Create and sell iNFT metaverse assets directly from existing tools like Unity3D or Unreal Engine
- Bolster your metaverse iNFT with the greatest utility and longevity
- Enable iNFT assets to traverse safely between virtual worlds in the open metaverse
- Strategically license world class brands to hyper-boost the visibility of your iNFT collections



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iNFT Licensing Opportunity

Here's an awesome opportunity to collab with first class brands to create licensed iNFT collections, adding even more value to your creations within the metaverse. Partnerships, like The Licensing Locomotive, make it happen.

BTW, they're one of the most innovative and experienced licensing agencies in the international market. Pretty cool.



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THX

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www.meshmill.com