



BLOCKCHAIN-BASED VIRTUAL REALITY ECOSYSTEM

White paper

portal

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1. IMPORTANT NOTICE

This document and information contained herein may not be sent and or addressed wholly or in part, directly or indirectly, to any person in the United States, or any other jurisdiction in which it would be impermissible or restricted to offer, distribute, purchase, sell or retain cryptographic tokens.

PLEASE READ ALL PARTS OF THIS NOTICE CAREFULLY. THIS WHITEPAPER IS TO BE READ IN CONJUNCTION WITH THE TOKEN SALE AGREEMENT AND ITS TERMS AND CONDITIONS. THOSE DOCUMENTS MAY BE FOUND AT TERMS AND CONDITIONS

All definitions contained in this notice shall bear the same meaning as provided in the Whitepaper unless stated otherwise.

The PTC is not intended to constitute:

1. securities in any jurisdiction;
2. currency of any kind;
3. stocks, shares or debentures;
4. units in a collective investment scheme or business trust;
5. equity in an investment fund.

Any regulation or legislation applicable to securities or to any of (1 to 5) above will not be applicable to this Whitepaper and the PTC Initial Token Offering (“ITO”). This Whitepaper does not constitute a prospectus or offer document,

nor is it an offer of securities or an attempted solicitation for investment in securities in any jurisdiction. This Whitepaper and the PTC ITO have not been approved by any regulatory body in any jurisdiction. It should not be assumed that the Whitepaper, and the PTC Token Offering complies with any laws, regulation or legislation of any jurisdiction.

The purchase of the PTC and participation in the PTC token offering is inherently risky. No warranty, guarantee or undertaking is made by Portal and/or the distributors of the PTC regarding:

1. the performance of the PTC;
2. the performance of the assets underlying the Portal business or the PTC token purchase;
3. the accuracy of the information contained in this Whitepaper;
4. the accuracy of the financial or other projections contained in this Whitepaper.

The law and regulation of token offerings is in the process development and review in most jurisdictions. This lack of clarity surrounding the law and regulation further increases the risk associated with the PTC purchase. As a potential purchaser it is assumed that you have familiarized yourself with the underlying technology and workings of token purchases, blockchain technology, digital wallets and cryptocurrency. It is assumed that you as a potential purchaser that you have knowledge and understanding of the foregoing and that you have familiarized yourself with the risks associated therewith.

Any agreement between you and Portal and/or any distributor, in relation to the sale and purchase of the PTC will be governed by a separate Token Sale Agreement setting out the terms and conditions of such agreement. The token sales agreement can be read here [http://www.project-portal.io/private-sale/PTC_Token_Sale_Terms.pdf] In the event of any inconsistencies between the Token Sale Agreement and this Whitepaper, the Token Sale Agreement shall prevail. To the maximum extent permitted by the applicable laws, regulations and rules, Portal and/or any distributor shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income, personal savings or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you and any purchase of the PTC tokens by you.

As a potential purchaser of the PTC you agree and acknowledge that:

1. you are recognized as an Accredited/Sophisticated/High Net Worth

- Individual/Investor in your home jurisdiction;
2. the purchase of PTC is inherently risky;
 3. the law and regulation in relation to token offerings, cryptocurrency, digital wallets and blockchain is in the process of being developed and reviewed in most jurisdictions;
 4. Portal and/or any distributor gives no representations, warranties or undertakings regarding the success of the PTC token offering, the underlying Portal business, the accuracy of the information and accuracy of the financial and other projections contained in this Whitepaper;
 5. to the full extent permitted by the applicable laws, regulations and rules, Portal and/or any distributor shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income, personal savings or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you and any purchase of the PTC tokens by you;

Portal is committed to providing a safe, compliant and reputable service to our customers. For this reason, Portal insists on a comprehensive and thorough Know Your Customer (KYC) and Anti-Money Laundering (AML) / Combatting the Finance of Terrorism (CFT) compliance implementation. This includes the monitoring of suspicious transactions and obligatory reporting to local regulators and other compliance bodies. Our policies in this regard differ depending on the country of origin of which our clients are located. The specific AML/CFT and KYC policies as per regional jurisdiction are located in the terms and conditions of the Token Sale Agreement. Our compliance framework ensures that regulatory requirements are being adhered to at both a local and global level, ensuring Portal will continue operate uninterrupted. Portal reserves the right to refuse to offer PTC to persons from or in jurisdictions that do not meet international AML/CFT standards or could be considered as a Politically Exposed Person.



2. VISION

Virtual reality will be the ultimate form of the Internet. Google, Facebook and Microsoft believe that instead of PCs and smart phones, virtual reality will become the next generation of the universal computing platform. Portal is one such innovation project: it aims to build a decentralized virtual reality ecosystem based on VR in combination with blockchain technology.

The Portal team is composed of top experts in the fields of virtual reality, Internet, finance, blockchain, information security and the like.

Portal is an established project. The Portal team aims to upgrade Internet messaging by building a virtual reality ecosystem. Thereby profoundly improving people's daily life, including information communication, culture and entertainment, social interaction, shopping, work and study, as well as medical treatment and health.

The project team is conducting in-depth research and exploration of virtual reality and blockchain technologies, and has successfully applied these technologies to industries such as culture and entertainment, sport events, tourism and others. The business model and exploration results of the Portal project have been widely recognized.

You are now invited to join us in building this decentralized virtual reality ecosystem.



3. BACKGROUND

3.1 Virtual Reality is the Ultimate Form of the Internet

Virtual reality technology has been listed in the top ten new generation information technologies by the National Scientific and Technological Innovation Planning for the 13th Five Year Plan in China. The VR industry features clear cross-border integration, rich business forms, great industrial potential and strong social benefits, will provide new momentum to drive the development of the new generation of information communication technology (ICT).

The VR Era is slowly opening up and will become the "next generation of Internet" and "next generation of the computing platform", which will bring revolutionary changes.

To exist is to be perceived. From visual digitization and virtualization, the trend of the world's virtualization is irreversible. With the development of technology, the human brain will eventually be able to access computers; the consciousness and senses will eventually be digitized and the boundary between the virtual world and reality will eventually disappear.

As a matter of fact, what we see in games or movies is a virtual world; in this sense, some parts of the real world are re-rendered after being instantly digitized and virtualized. Similarly, social networks digitize the relationship between people in real life in the virtual cyber world.

When the Internet and virtual technologies build virtual spaces corresponding to the real world or the world that we live in and allow for the exchange of information and materials and the replacement of consciousness and senses - virtual technology will connect the virtual world with reality. New dimensions of perception, interaction and convergence will open up, in which reality is insignificant and humans will perceive everything and each other in a new way.

3.2 The Ultimate Form of the Internet is Decentralized!

"Blockchain that can Perfectly Connect the Physical World to the Virtual World".

Blockchain technology is considered to be the next generation of disruptive core technology after the steam engine, electricity and the Internet. The steam engine released productivity, electricity solved basic living needs and the Internet thoroughly changed the information delivery mode. Blockchain, as means to build trust, can drastically change the way in which values are transmitted throughout human societies.

Centralization will hinder the development of the Internet

Centralization has stopped the development of the internet. Both Facebook and WeChat are closed systems that create a selective flow of information governed by a central authority. On such platforms, users are the persons generating the data, while having no control over it. The reality is that such data is never directly accessed by the user and sold on to third-party enterprises.

Decentralization will provide a freer, more transparent and fairer Internet environment.

A decentralized Internet can better deliver values

In modern society, data is a key factor in making a business successful. The internet has enabled a global flow of such information. However, the efficiency of delivering such value and protection of data is still very low.

The emergence of blockchain is the way for humans to build a value delivery network. It enables people to deliver values over the Internet as easily and cost-effectively as message sending. The convenience of value flow brought by blockchain will inevitably have a huge impact on the entire world.

3.3 Virtual Reality Technology is Maturing

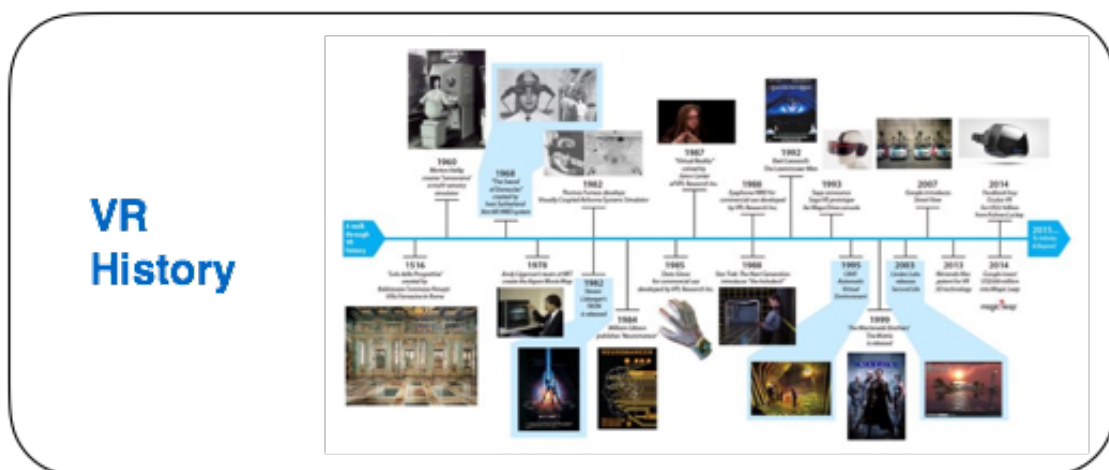
3.3.1 The history of virtual reality technology

Virtual reality was first explored in the science fiction story "Pygmalion's Spectacles" by Stanley G. Weinbaum in 1950.

In 1968, Ivan Suzerland and his student Bob Sproull created the first virtual reality and augmented reality head-mounted display system.

In the 1980s, Jaron Lanier made "virtual reality" widely known. Lanier founded VPL Research in 1985 to research several types of virtual reality devices, such as data gloves, eye phones and volume control.

In the 1990s, many institutions, including Apple, SEGA and Nintendo, have continued to explore virtual reality software and hardware.



3.3.2 Virtual reality technology is rapidly growing

After 2010, virtual reality boomed around the world. More and more virtual reality technology companies are providing an imaginary space for the entire business world by virtue of the "immersive effects" offered by virtual reality.

High-technology giants, including Facebook, HTC, Samsung, SONY, Microsoft, Google and Apple, have seized the vantage ground and have created many technical and patent reserves in stereoscopic display, data image processing, motion control, intelligent interaction and the like. They have launched many types and styles of virtual reality system devices and development platforms, such as desktop, scene-type, head-mounted, glove-type and somatosensory.

Intel, Nvidia and STMicroelectronics N.V. have released GPU chip and sensor devices dedicated to virtual reality. Qualcomm has released several flagship Snapdragon 820 and 835 processors for VR. Google, YouTube, Sony and Fox have also introduced virtual reality videos and games, all of which have accelerated the maturity and perfection of the virtual reality industry chain.



3.3.3 Development potential of virtual reality technology

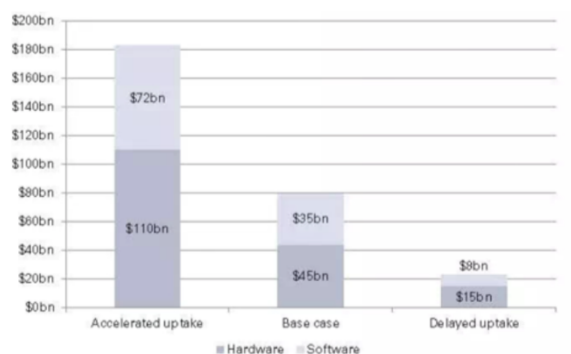


Virtual reality is one key factor of industrial development. Virtual reality is changing the ways in which people perceive and interact with the digital world. Combined with a conversational platform, user experience will be subjected to a fundamental change and converted into an invisible immersive environment. Michael E. Porter¹ lists VR as one of the most important technologies that needs to develop in the future in the Harvard Business Review issued in December 2017.

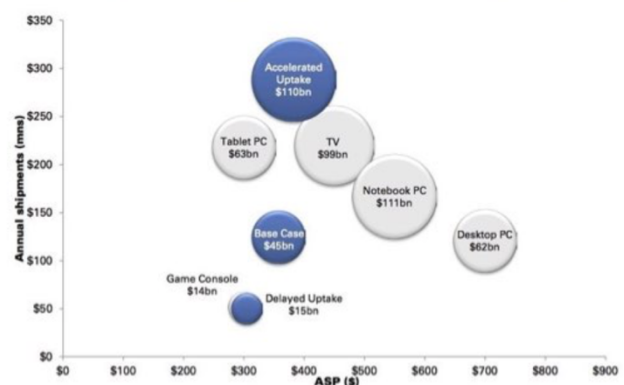
¹] Michael E. Porter is a professor at Harvard Business School. He can be described as a "living legend" in the global management thinking circle. He is the world's number one strategic authority and is recognized as the "father of competitive strategy" by the business management circle. He was ranked first in the Top 50 World Management Thinkers in 2005.

Goldman Sachs estimates that the revenue from VR hardware and software will reach \$80 billion by 2025. If VR can step out of its niche market and gain popularity, annual revenue could reach \$182 billion.

Goldman Sachs also estimates that the VR market will overtake the TV market by 2025, reaching a revenue of \$110 billion, while the TV market will only realize a revenue of \$99 billion. This is the most likely scenario, as improvements in battery and cellular network technology will accelerate the development of the VR industry. Next, high-end VR helmets will become a real mobile device after eliminating the cables and supporting computer.



Source: Goldman Sachs Global Investment Research.



Source: Goldman Sachs Global Investment Research, IDC

A prediction of the future

In the decentralized Internet based on blockchain and virtual reality technology, people will be thousands of miles apart, but can be immediately connected via a simple operation to realize face-to-face communication in the same virtual space. Meanwhile, many actions that cannot be conducted in reality can be realized in the virtual world: presenting files, playing videos and sharing photos in the air; traveling freely anywhere in the universe; trading virtual goods and so on.



4. Portal

4.1 Product Definition

Portal intends to build a virtual reality ecosystem based on blockchain technology. Portal refers to the "transposition Gate" and means that users will be provided with an immersive virtual reality experience.



Portal is an ecosystem that will connect virtual reality content, creators and consumers. Our goal is to continually expand the Portal ecosystem circle, making it the next generation of the Internet with virtual reality at its core. Anyone will be able to develop applications and upload copyrighted content via Portal, and they will even be able to develop their own platforms for operation.



Entertainment and information communication

In Portal, with virtual reality technology, people will be able to perceive what's happening in the world, watch live virtual reality broadcasts, such as news, games and concerts, play virtual reality games and communicate face-to-face with others without ever leaving their current location.

Portal will also provide a strong social component, by which users can interact directly with fans in virtual space, or interconnect and communicate with friends in real-time virtual reality.

Content publishing and management

In Portal, people will be able to quickly and easily publish their own copyrighted content and run their own brands with the tools provided by Portal, without the need for any coding.

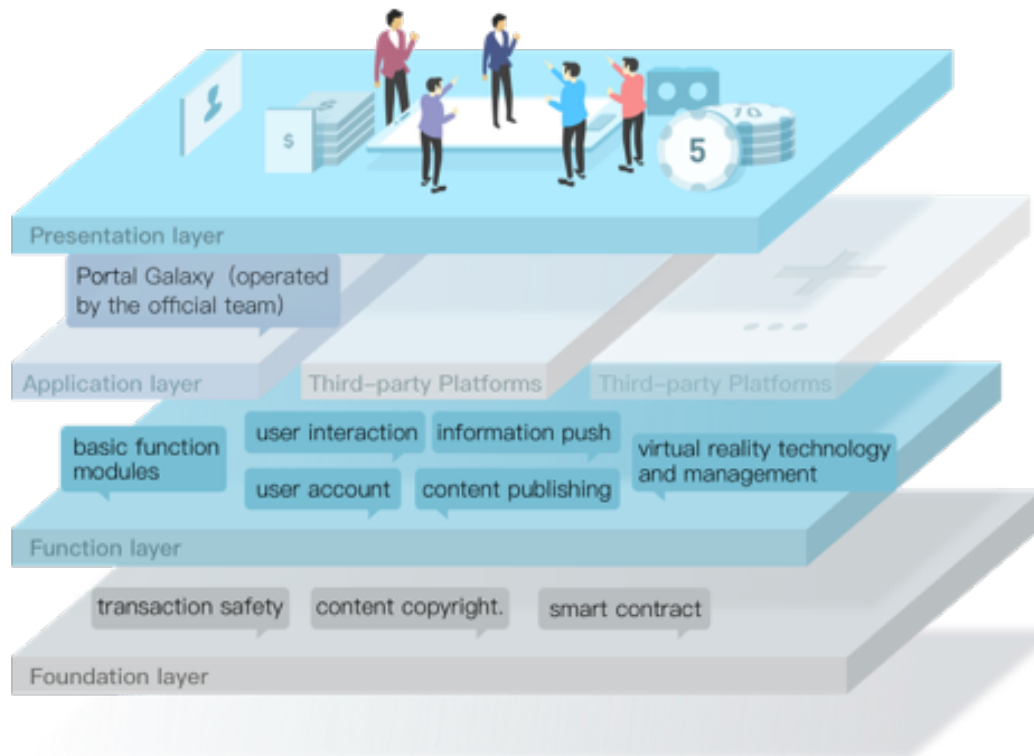
Anyone will be able to freely publish their content, gain attention and earn money. All content will be encrypted and protected by smart contracts and ensuring that the copyright can only be claimed by the content creator.

Platform building and operation

In Portal, people will be able to build their own rule branches, organize their platforms, recruit content and application developers to post content, and interact with their own users as per the rules of the Portal world.

4.2 Product Architecture

Portal Architecture



Foundation layer

Fixes the rules for the Portal world and builds the basic agreement utilizing smart contracts that protects transaction safety and content copyright.

Function layer

Provides basic function modules, including user account, user interaction, information push, content publishing, virtual reality technology and management.

Application layer

On the basis, of the basic rules established by the foundation layer and the functions provided by the function layer, developers will be able to freely develop, operate and maintain their own platforms. The relations of all platforms will be equal.

Presentation layer

Users can access Portal with VR devices or phones and other smart mobile devices. After entering the Portal ecosystem from the unified entry, users can freely choose the platform, application and information.

4.3 Product Elements

User account

Portal will provide users with a set of unique, complete and secure account systems. Each user will be assigned with a unique digital identity and digital wallet.

With this account, users will be able to utilize the services of various platforms in the ecosystem. In this way, an identity will enjoy multi-platform services. Moreover, the activities of each platform will be mapped to the identity's account. The security of this account will be ensured through an encryption key plus authentication in different application environments.

PTC

PTCs are tokens that will be issued by Portal based on the Ethereum ERC20 standard. PTCs will circulate within the Portal ecosystem at a constant number.

Wallet

This includes PTCs and other digital currencies held by the users. With the Portal platform account, users will be able to flexibly use and trade all digital currencies in their wallet in different environments based on agreements with different targets.

Information push

Copyrighted information of the products and content requested by users will be stored on the blockchain. To facilitate users to efficiently and intelligently obtain the required information, we will classify, sort and push the information according to their preferences.

For intelligent classification and sorting, in addition to sorting rules based on users' preferences, we will also encourage premium content publishers and platforms to improve their rankings (paid listings) with PTCs. The Portal ecosystem will re-allocate the acquired PTCs to reward active behavior.

Content publishing

The Portal ecosystem will establish basic ecological rules and provide developers with an easy-to-use SDK, so that they can publish content and applications on any platform in the ecosystem for attention and earnings.

Users will be able to access all content and can reward their favorite content and publishers.

Interaction system

Users will be able to like, comment, reward, forward and share. The active behavior of users (including content publishing and other activities) will be credited to the working list of a reward pool. Much like a mining pool, rewards will be given out to individuals according to their contribution to the overall completed work.

Platform release

The Portal ecosystem will provide platform developers with support for all function modules. Developers are able to build their own platform in the Portal ecosystem. This aims to attract content publishers onto the portal platform but at the same time, giving them the freedom to create their own broadcasting channels. In a first step, Portal officials will build a demonstrative platform, "Portal Galaxy" to collect virtual reality live broadcasts, virtual reality theater and start first social interactions.

The Portal ecosystem welcomes all platform builders to join the community.

4.4 Economic System

Obtain PTCs

PTC can be purchased at the current exchange rate.

PTC can be obtained through activeness rewards in the ecosystem.

PTC can be obtained through trading in the ecosystem.

Platform developers can obtain PTC by collecting maintenance fees.

Store PTCs

PTCs obtained by users are stored in their personal digital wallet, fully encrypted and protected by authentication. Wallets cannot be tampered with to ensure the security of all acquired assets.

Circulate PTCs

PTCs in the decentralized Portal ecosystem are freely circulated as per the basic rules agreed upon by the community. The Portal ecosystem neither participates nor supervises this market.

Exchange PTCs

Users are allowed to purchase services and applications with other digital currencies. In the Portal economic system, the exchange between PTCs and

other digital currencies, at the current price, are supported. An exchange service fee will be collected for such transactions.

Reward mechanism of PTCs

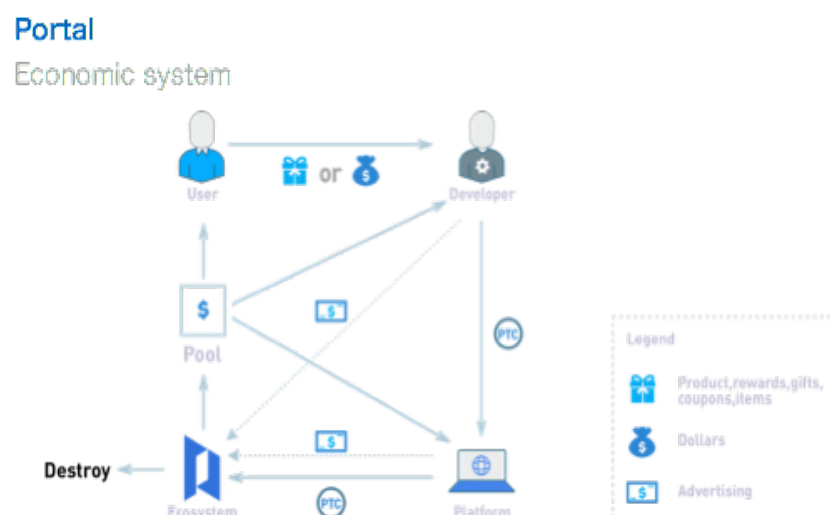
The Portal ecosystem rewards active behavior to encourage content publishing and production. Portal will operate a reward pool and award active users in accordance to their contribution. The size of the reward will be determined by Tidal Wave Algorithms (TWA) and Contribution Weighting Algorithms (CWA).

Purpose of PTCs

Service fee: platform builders will pay PTCs to the Portal ecosystem to utilize virtual reality core technologies, hardware and services; content publishers will use PTC to use the platform's technology and service support.

Reward: users can encourage content publishing behavior by rewarding publishers; this aims to encourage publishers to generate more quality content.

Trade: content, applications and virtual items.



4.5 Ecological System

Portal

Ecosystem



Ecosystem maintainer

The Portal team and follow-up operators will assume this role. To promote the prosperity of the community, the Portal team will continuously improve basic technical support services, enrich virtual reality application scenarios, expand user interaction capabilities and enhance the overall user experience. In the ecosystem, we will also act as bystanders and stabilizers. Our aim to implement a basic democracy management committee to maintain a healthy development of the economic and ecological system.

Platform team

Both, officials and third parties will have equal status, enabling all members to independently develop their own platform. Any individual paying a certain amount of PTCs, can build their own platform within the Portal ecosystem. By operating an active platform, the platform team can obtain PTC rewards from the active reward pool through the CWA. On the other hand, platforms can earn PTCs through reasonable agreements with other users in the platform ecosystem.

Content developers

Content and application developers can upload their content to their favorite platforms with respect to their respective protocols, at the same time they will own the copyrights and full administrative rights of the uploaded content.

By publishing more content, developers can obtain PTC rewards from the active reward pool through the CWA and can also receive usage fees or even rewards from other users by relying on their own content value, this way, we encourage more developers to join and build a better virtual reality experience for users.

Users

Users will be able to visit any platform and access the presented applications and content. Users are not only an important driving force for developers and platform teams, but also the clients that keep the platform interactive. Therefore, we will also issue PTC rewards to users from the active reward pool through the CWA.

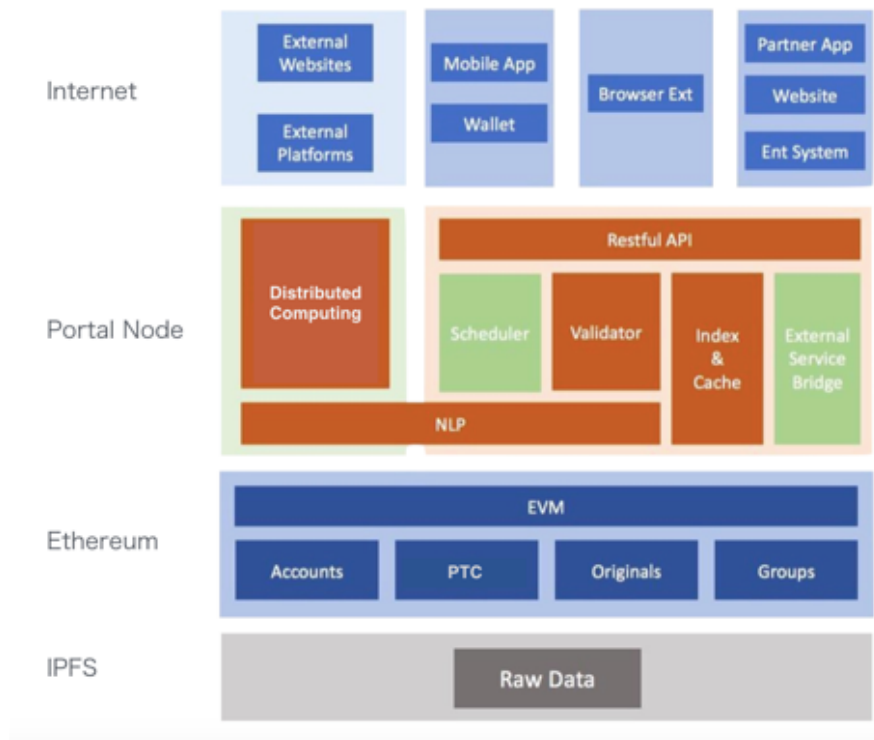
4.6 Technical Support

4.6.1 Blockchain technology solutions

The underlying architecture of the Portal platform is based on the Ethereum blockchain. The key logic is implemented by smart contracts. The core data is also written into the blockchain by smart contracts and the content data is stored in IPFS.

The upper layer of the blockchain is composed of the Portal Node, which is used to run services, invoke external services and perform complex operations. The Portal Node is directly connected to the blockchain and invokes smart contracts to complete key operations and data write verification; the Portal Node will also provide a Restful API to be invoked by all clients, and provides distributed data caching, indexing and other functions to accelerate client access.

The upper layer of the Portal Node are applications directly accessible to the user. All developers and users can join the Portal ecosystem through the Portal Node.



4.6.2 Virtual reality technical solutions

The Portal team is one of the earliest teams to engage in the field of virtual reality. With its profound technical strength and rich project experience, the team has mastered industry-leading core technologies, including virtual reality live broadcasting, content production, network transmission and immersive interaction.

Portal will provide each participant in the ecosystem with state-of-the-art virtual reality technologies.



Polyhedral Pyramid Projection Technology

The Portal ecosystem will provide users with powerful video compression and

network transmission core technologies (which are also the key to HD transmission of virtual reality video content) and a complete set of hardware solutions, to protect content production and transmission.

With self-developed "polyhedral pyramid projection" technology, video compression and network transmission reducing bandwidth up to 80% without reducing image quality. The compression of data for such bandwidth intensive VR screening is essential for a smoother experience for the user.

Cloud ADT (Cloud Adaptive Distribution Technology)

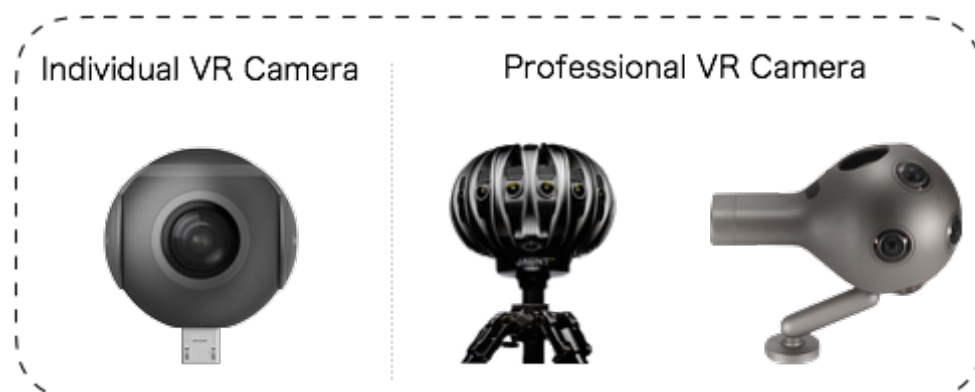
VR video adaptive cloud distribution technology adapts to the local angle of view, is combined with sight line adaptation, dynamic adaptive coding and multi-sector division. Terminal play selects, decodes and renders the optimized video resolution/sector based on the user's head orientation and is only limited by the chip's decoding capability constraints.

The benefit from the application of polyhedral pyramid projection technology and VR video adaptive cloud transmission technology is a smooth virtual reality live broadcast with high-quality images. At the same time, network transaction volume is effectively low.

Top virtual reality devices

Portal has cooperated with top virtual reality companies worldwide. It has received support from a number of industry leaders, including Jaunt, Nokia and SONY.

For individual users (content developers), Portal will provide a lightweight and cost-effective personal VR Camera, which is ready out-of-the-box and automatically generates VR images, without the need for the user to carry out splicing or other operations. For platform developers and specialty content developers, Portal will provide industry-leading professional VR Camera solutions.



4.7 Content Support

Virtual reality live broadcasts can be widely used for concerts, sporting events, a variety of shows and other types of content. With a true sensory experience using high definition 3D video, it will become the necessary form of future large-scale live transmissions.

Portal plans to deliver the perfection of live VR broadcasts on the same level as traditional live TV. The Portal ecosystem will continue to introduce VR content for various film, television and radio giants. Portal also plans to provide technical assistance and promotional opportunities, within the ecosystem for any institution that wishes to obtain VR live broadcast capabilities.

This means that in the near future, all live broadcasts will only be performed by VR. Audiences will experience the thrilling feeling of appearing on-site while watching or enjoying any real-time event, activity or grand ceremony. Portal plans to unite top teams in the industry and promote virtual reality technology to traditional culture, entertainment and film industries.



Media Giants in VR



5. Roadmap

5.1 Portal's 3-year Plan

Portal plans to complete building of the virtual reality ecosystem within 3 years.

Portal 3 Years Plan



5.2 PTC Distribution Plan

Distribution purposes:

To effectively grow the ecosystem builders and participants in order for the ecosystem to grow and prosper. Portal will distribute the original Token PTCs that will circulate within the ecosystem and serve as a transfer of value amongst members.

Allocation plan

The total number of distributed PTCs will be 1,000,000,000 (1 billion) and no additional PTCS will ever be issued.

35% for private placement;

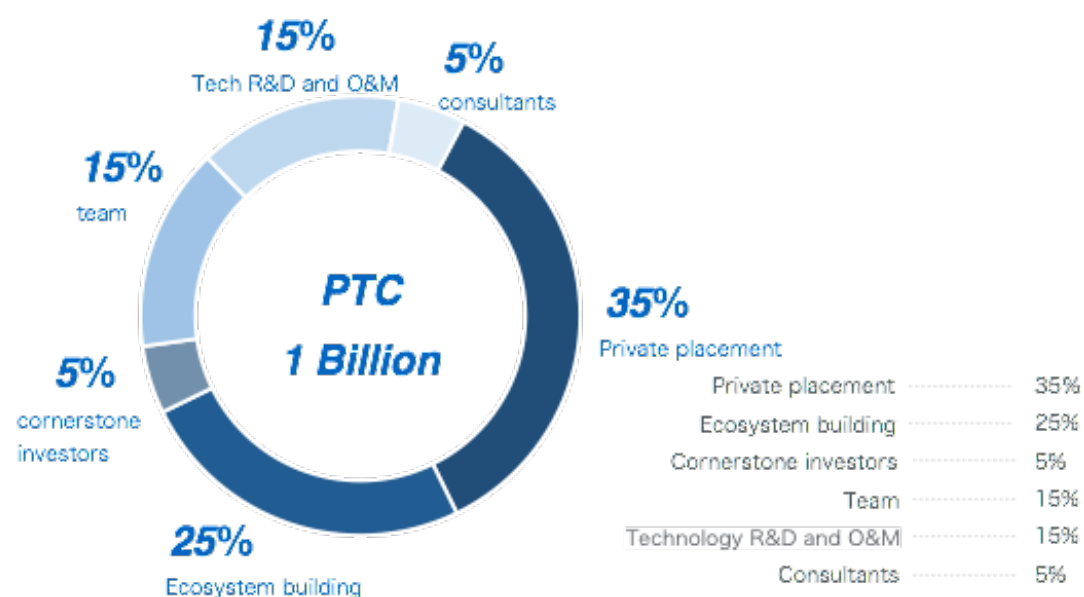
25% for building ecosystem;

15% for technology R&D and O&M;

15% held by the team;

5% held by cornerstone investors;

5% held by consultants.



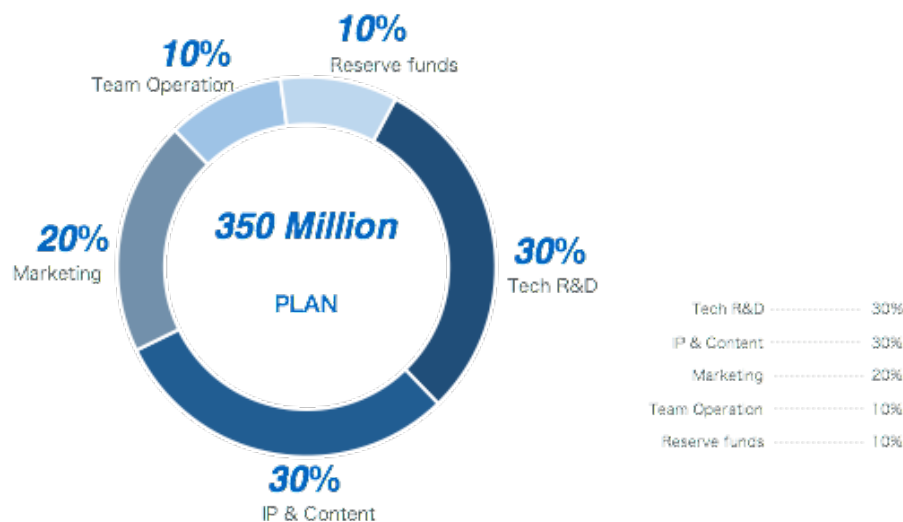
Private placement

Private placement accounts for 35% of the total distribution amount or 350 million PTCs, targeting only certain buyers by raising a total equivalent of 40,000 ETH.

Pre-sales will target only specific buyers (Residents of China and UN sanctioned countries are unable to participate).

The funds raised will be used for technology R&D and services of the Portal ecosystem.

The specific fund utilization plan is as follows:



Ecosystem building

To maintain the rapid growth of the ecosystem, Portal will reserve 25% of the PTCs as ecosystem reward funds, which will be used for platform rewards, ecosystem hatching and business development. This portion of PTCs will be held by the Portal Foundation on behalf of the holders.

Technology R&D and O&M

To maintain sustainable development of the ecosystem, Portal will reserve 15% of the PTCs as the technology R&D and O&M funds of the ecosystem, which will be used for the exploration of virtual reality technologies and the operation of the official team. This portion of PTCs will be held by the Portal Foundation on behalf of the holders.

Held by the team

The Portal team has put a lot of effort into the birth and development of the Portal ecosystem and has provided a full range of products and technologies; therefore, it reserves a reasonable percentage for bonuses and rewards.

Lock position commitment: the part held by the team will be locked for 6 months and 10% of funds will be unlocked each month thereafter.

Consultants and cornerstone investors

Consultants and cornerstone investors have provided favorable resources and financial support for the Portal ecosystem and indispensable help in the birth and development of Portal. Therefore, a reasonable proportion is reserved as return. It will be locked for 6 months.



6. Strategic Partners

The building process of the Portal ecosystem will be full of challenges. To better solve all kinds of problems that may be encountered in the process of building the ecosystem, we will escort the Portal project and provide comprehensive support to maximize the value to users, by cooperating with top companies and teams in various fields, such as virtual reality technology, hardware, network communication and blockchain technology.



WHALEY·VR

Since its establishment in 2014, Whaley VR has won hundreds of millions in

investment from Legend Capital¹ and China Media Capital² and has rapidly grown into a world-class virtual reality and content platform company by virtue of strong R&D strength and creative content production capabilities.

Well-known virtual reality projects performed by Whaley VR include:

- Worked with Digital Domain³ to broadcast the **2016 Faye Wong concert live** - the world's most successful commercial VR live broadcast
- Worked with Jiangsu TV⁴ to broadcast the **2017 and 2018 New Year's Eve concerts live** - the world's first 6K VR live broadcasts
- Worked with China Sports Media⁵ to broadcast **2017 CSL (Chinese**

¹ Legend Capital

The core businesses of Legend Capital are venture investment in the start-up period and growth investment in the expansion-period. It strives to "help and promote the growth of China's pioneering enterprises through funds and management." At present, the total scale of USD and RMB funds managed by Legend Capital exceeds RMB35 billion, with a focus on China's innovation and growth opportunities. As of 2017, Legend Capital has injected capital into more than 300 companies, 60 of which have been successfully listed at home or abroad. Legend Capital is very optimistic about the future of the VR industry and is also one of the investors of Noitom.

² China Media Capital

China Media Capital (CMC for short) has built one of the world's most influential media empires. By focusing on the allocation of the culture and entertainment fields and bringing together a global premium investor portfolio with strong capital support, CMC has formed unique strategic resources and managed and operated the largest domestic cultural industry funds, and has successfully built a series of leading domestic and international industry leaders, including Oriental Dream Works, Flagship Entertainment Group, Shaw Brothers, IMAX China, Star TV, Daylight Entertainment, Caixin Media, China Sports Media, City Football Group, Siba Media and Secoo.

CMC is very optimistic about the prospect of the development of the VR industry. It is also an investor in Jaunt, Next VR and other Silicon Valley VR technology companies.

³ Digital Domain

Digital Domain is engaged in the culture and entertainment industries, digital visual effects and film co-production businesses, and strives to pursue new opportunities in the fields of virtual reality, the digital world and immersive entertainment. Its representative works include "Titanic", the "Transformers" series and the "Lord of the Rings" series and have won a total of 9 Oscar Academy Awards.

⁴ Jiangsu TV

Jiangsu TV is the main channel subordinate to the Jiangsu Broadcasting Cooperation. The line-up, choreography and public praise of the annual New Year's Eve concert held by Jiangsu TV is the best among all New Year's Eve concerts.

⁵ China Sports Media

Football Association Super League) events live - the world's first series of VR live broadcasts of football matches

- Worked with Canxing Culture & Broadcast¹ to broadcast the final of Sing! China live - China's most widely-viewed VR live broadcast



China Sports Media is the builder of China's sports event signal production and copyright operation architecture and has steadily advanced itself as the leader of the Chinese sports industry with more than 15 years of intensive work. In particular, it has accumulated rich experience in the integrated operation of the football match industry chain and has actively developed the international market. It is a prominent example of IP operations in Chinese sports industry companies based on the entire industry layout performed under the core match copyright (CSL, AFC and national team).

¹ Canxing Culture & Broadcast

Canxing Culture & Broadcast is a telecast production company subordinate to Star TV and is famous for its production of high-quality variety entertainment programs. Its representative works include "The Voice of China", "Sing! China", "The Great Challenge", and "King of the Masked Singers".



7. Team

7.1 Team



Shawn Hsu

Founder

The co-founder and COO of Whaley VR (former co-founder and CEO of LEWO Technology). Since 2014, LEWO began to focus on the R&D of virtual reality technology, content production and platform operation and has rapidly grown into a leading domestic virtual reality technology and content company by virtue of its profound technical accumulation and innovative product design. In early 2016, LEWO obtained hundreds of millions in investment from CMC and reshaped its brand as "Whaley VR". After that, it entered a rapid development period and successfully launched more than 1,000 VR live events, such as Faye Wong's Moments Live, Sing! China, SNH48 Final Votes, the New Year's Eve Concert of Jiangsu TV, Chinese Super League and China Tennis Open, and has operated a boutique content platform with more than 5 million users. In particular, it ranks in the forefront of the world in the VR live field.

Shawn was the R&D director of Lenovo Group. He has decades of experience in R&D and management of mobile communication products and has led

research in cutting-edge technologies such as AR/VR. Moreover, he has also conducted extensive research into image processing, sensor integration and machine vision and possesses several patent rights.



TAN Zhenlin

Founder and CTO of Longzhu.com, a famous integrated live broadcast platform. 13 years of experience in the Internet industry and more than 10 years of management experience. In 2005, he entered the field of the mobile Internet and joined Shanda in 2007 to be responsible for managing the game business, including technology architecture, project management, business cooperation and platform product departments; he founded 11 Game Community in 2011 and Tencent Games Arena in 2013 (TGA, renamed as Longzhu.com in 2015) and was responsible for product development. Under his leadership, Longzhu.com continues to grow larger and larger, with daily active users exceeding 10 million.

Zhenlin is a well-known technical expert and has won many honors, including Microsoft MVP, CSDN Community Hero and guest lecturer of the software engineering Master's program, and has translated and published more than 10 technical monographs.



QIAO Yu

Product Manager of Whaley VR live broadcast business, responsible for the live projects of Whaley VR UGC contents. He is responsible for the design and R&D of the complete solution ranging from software products to professional hardware, civil hardware, encoding algorithms, push-flow software.as well as

the online and offline operations for SNH48 Theater and other interactive PGC contents.

Prior to this, Qiao Yu has 10 years of experience as a game producer and has served in various companies such as 9WEE, Joyway and Maoxianqiu Games as R&D director and game producer. Moreover, he joined and presided over the ZQ Football Manager Series, KongFu Hero and its derivatives Chivalrous World, The Fifth Age, Chivalrous Unparalleled, Dragon Spirit and The General of Dragon City. The turnover of these three products exceeds 10 million per month. He has a deep understanding of product design, user ecological operation and the building of a virtual world ecosystem.



WANG Meng

Technology leader of Whaley VR. Responsible for the software design, architecture, and R&D of the Whaley VR mobile app (including Android/iOS platform) and Launcher (built by Unity engine). Lead the technical team to overcome technical challenges in the VR/AR field one by one, launched and iterated an industry-leading VR application in a relatively short period of time, and accumulated a complete set of VR video SDK in the rapid R&D iteration.

Meng has 7 years of R&D and management experience in mobile Internet technology and has worked for Lenovo, Shanda, Qihoo 360 and other well-known Internet companies successively. After a brief entrepreneurship, he has provided integrated mobile technology solutions for enterprises and has participated in and led various applications, such as the e-commerce platform, instant messaging, audio and video and intelligent hardware. He has in-depth knowledge of mobile Internet technology and VR video technology.

In 2015, he began to focus on blockchain-related technologies and explored the Ethereum source code in early 2016. He has built the underlying architecture and application platform based on blockchain, realized the public chain, side chain and private chain logic and provided the user interface for the application layer.



LI Weichen

Technology VP of Knownsec, responsible for the R&D system of Knownsec. Knownsec is both a leading online security company and the first cloud defense security company in China. Since its establishment 10 years ago, it has been committed to providing customers with the next generation of Web security solutions supported by cloud technology and has made great achievements in the fields of secure big data, situation awareness and artificial intelligence security. During his tenure at Knownsec, Li Weichen built the complete R&D system, promoted the establishment of a strong product platform and established the company's project management system, which greatly enhanced R&D efficiency and accurately grasped the technical direction, and finally defined the direction for the Company's future product technology evolution.

Weichen has worked in the cyber security industry for over 10 years and served H3C for 9 years responsible for the architecture design and R&D of the security-related features of the software platform. He is familiar with all the security-related protocols from link layer to application layer and has led his team to complete the R&D of a number of flagship firewalls and security routers, with products widely applied in the world's top 500 companies, large operators, data centers and companies of all sizes. During his service at H3C, he participated as the backbone in the company's R&D efficiency improvement team, built the CI/CD platform of H3C from scratch, and increased the release speed by hundreds of times, greatly enhancing the R&D efficiency of the entire company.



WANG Guowang

Technology leader of Whaley VR. Responsible for architecture and R&D of the rare-end of Whaley VR APP.

Guowang has 11 years of working experience in software R&D and management.



LAO Like

Market investment director at the Eastern China Region of the Royal Bank of Canada, former senior financial analyst at the Canadian Imperial Bank of Commerce.

7.2 Advisors



Kevin MA

Vice President of WHALEY
CEO of More TV



CHEN Wenbin

CEO of Yintech



HAN Xiaowei

Vice President of Bright
Venture Capital



Rohan TIWARY

Asia Pacific media entertainment
president of Google



WU Peng

Co-founder of Primas



JIA Chaolong

Director of Development
Department at HUAWEI

7.3 Foundation

The Portal Technology Foundation is a non-profit charitable Foundation established in the Republic of Mauritius under the Foundations Act 2012 with the purpose of carrying out the objectives of the Portal Ecosystem.

The Foundation has a governing Council (Foundation Council) to administer the property of the Foundation and carry out the objectives of the Foundation which are to administer and manage the Portal Ecosystem.

The Foundation Council is comprised of 3 council members.

These persons are:

Dr. Jason Corbett - Dr. Corbett is the founder and Managing Partner of Silk Legal, a Bangkok based law firm that advises both foreign and domestic clients. Jason is admitted as solicitor of the Supreme Court of New South Wales as corporate lawyer by trade, and an entrepreneur at heart, Jason has trained in the law with a variety of in-house positions and private practice including one of Canada's largest law firms. He has been involved in several business and start-ups at an executive level in a variety of industries ranging from legal, finance, beverage manufacturing, hospitality, environmental, e-commerce and professional consulting. Jason has extensive experience advising numerous crypto currency project and initial coin offerings throughout SE Asia.

Osman Badet - Osman is a Fellow Member of the Institute of Chartered Accountants in England and Wales and counts over 20 years' experience in auditing, M&A, corporate recovery and global business. He was previously the CEO and founder of Baines Trusts and Corporate Services Ltd, a corporate service provider licensed by the Mauritius FSC. He is a former chairperson of the Mauritius Society of Chartered Accountants and the Mauritius Institute of Professional Accountants. Osman serves as an independent director of a number of Global Business companies, funds and fund managers domiciled in Mauritius. He is currently a Board member of Global Finance Mauritius

Shawn Hsu -The founder and core leader of Project Portal.

The Foundation will be audited annually and the relevant filings made in accordance with the laws of Mauritius. None of the token holders, users or Foundation Council members are entitled to any economic rights whatsoever in the Foundation nor will they have any claim on any of its assets.

Contact information

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Present

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