K-VaRam

A Ready-made B2B metaverse solution that connects the real world to the virtual world for the needs of the enterprise
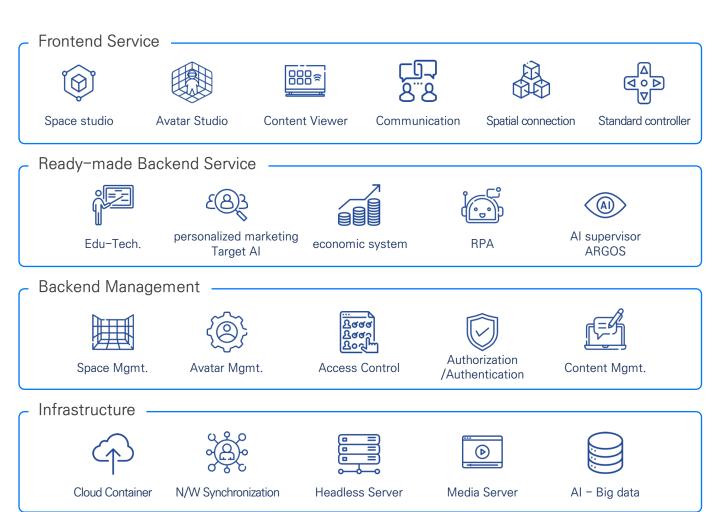
Development case using K-VaRam solution

▲ Company E's educational metaverse

▲ Company K's B2B Metaverse Platform

Frontend Service

| Space studio | Avatar Studio | Content Viewer | Communication | Spatial connection | Standard controller |

Ready-made Backend Service

| Edu-Tech. | personalized marketing Target AI | economic system | RPA | AI supervisor ARGOS |

Backend Management

| Space Mgmt. | Avatar Mgmt. | Access Control | Authorization /Authentication | Content Mgmt. |

Infrastructure

| Cloud Container | N/W Synchronization | Headless Server | Media Server | AI - Big data |

K-VaRam's Features

Package Configuration

Advanced, scalable metaverse environments can be configured with additional packages that provide the capabilities your customers require outside of the basic package

Space, Avatar Studio

can be configured in the form that the user wants through the use of templates by type, and simulation support using the preview function is provided

Mass Concurrent Connections / Multi-Channel Synchronization

Channeling allows bulk CCUs to be accommodated, and any channel can be synchronized with the administrator channel, making it ideal for large events, lectures, etc

Various Communication

Able to control commands such as avatar animation commands and location controls through chat functions, and provides whiteboard creation and sharing during video conferencing.