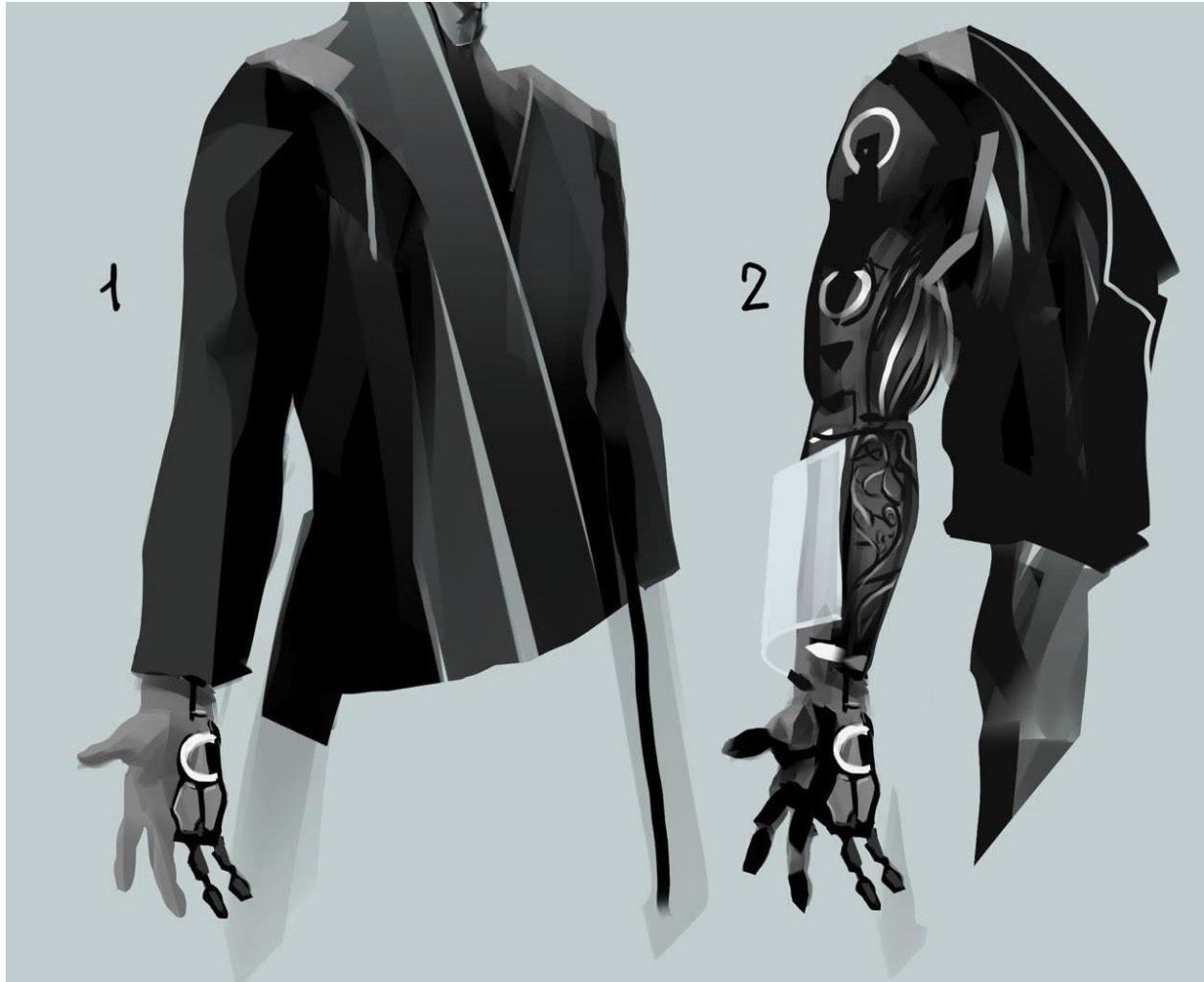


Name the character.

Tom Surf

Sketches of the character and/or relevant pictures





What is its background story?

I could have created a cumulative portrait of all successful CEOs (dropped out of school, started working in his teens, etc), but I decided to create a more authentic character.

Tom Surf is a tech geek from the 80s. He worked from his house and garage at the time when Bill Gates and Steve Jobs created their innovative products. As a transhumanist he experimented with various ways to upgrade his body: for example, he acquired a biomechanical arm that can move very fast and complete tasks at inhuman speed. However, Tom wanted to go further and find an "eternal life". One time he installed a chip in his head to upgrade his vision, and something unexpected happened: his consciousness uploaded to the space without time, he lost his physical body and he became immortal.

He also started seeing the world differently: his eyes got replaced by a LED panel, which allows him to see polygonal mesh, layers and detect various elements. When the crystal on his temple lights up, it means he is connected to the cloud and is working.

Since then he has been living as an avatar in a binary dimension, where he can create whatever he wants. Sometimes the objects around him lose textures exposing their "unrealness". When TomSurf wants to go to another room or change his outfits, all objects first convert into binary code (01101011), then turn into polygon mesh, and only then textures are uploaded. As a purely metamodernist character, Tom values content more than the form. He is also self aware of the fact that he is a 3D avatar in an illusional world, and often makes fun of it.

Eventually, eternal life turned out to be quite boring and Tom started missing his geek life. One day when he was syncing his thoughts with the cloud of universal wisdom and learnt about blockchain: the next generation of technology with a morale code "ASTIT": accessibility, speed, transparency, immutability, traceability. Moreover, he found out that Planet Earth is going through a transition and needs his help. Planet's vibrations were not high enough to handle the transition, since corruption, cash and so on were keeping humanity from awakening and adopting this new upgraded energy. He decided to become the face and voice of this new technology and help the universe create a better world: more fair, conscious and transparent.

A description of the hero and its character requirements, e.g., is it a person or a creature? What are its physical, emotional and intellectual attributes?

Tom Surf used to be a human, who became an avatar in a binary world. On this Planet we see him as a 3D avatar, but in other dimensions he looks different, since he is pure energy.

Tom is 29 years old: the age when he uploaded himself to the cloud. His face features can be seen on the sketches.

He is centered, calm, geeky - you can see that he is not from this world. He knows how to laugh at himself, he likes using long and complicated sentences. Blue is his favourite color.

Philosophy behind such a virtual hero/spokesperson (what its role in the community should be, e.g., voicing positions on certain subjects, announcing news, participating in online conferences, participating in social media, etc):

Tom Surf is the cumulative face & voice of the Free TON community. He is also the voice of the next generation of technology based on the principles of accessibility, speed, transparency, immutability, traceability.

He shares the philosophy and developments of Free TON with the world mostly through Instagram & Twitter. On his Instagram page you can find various photos, videos and IGTV posts (longer videos with his speech). He also does live streaming sessions to announce important Free TON news on Twitch or some other streaming service that can support real time rendering load.

Tom Surf participates in both offline and online conferences & hackathons. When it comes to offline events, he is animated on the screen, and can even do live Q&A sessions with the audience: there is an actor in a motion capture suit behind the scenes, who is also the voice behind Tom Surf.

Community Governance (should the community vote on each behavioral element of the hero or should a professional agency do that instead? Should there be an interface of the community to vote and/or customize their own version of the hero if desired (think of Cryptokitties)? What should that interface and its functionality be?

We can implement the governance in two ways. The first option for the community is to hire an agency that will design a content plan for every quarter that has to be accepted by the community (more than 50% have to vote Yes). The second option is to implement a more decentralised mechanism without using an agency. The community can choose between the first and the second options later using the on-chain governance (governance 2.0), when Free TON is ready.

As for the agency model, all lower level details will have to be approved by the Free TON's representative, which will be leading the project. He will also inform the agency about secret developments of Free TON, because content will have to be prepared ahead of time. Any photo content will require at least a week to be produced, video content - at least two weeks. We will also design a bank of photo and video content that can be used for urgent news announcements.

Free TON's representative will provide the agency with community's feedback on the iterations, but the final sketches of the character have to be accepted by the community (more than 50% have to vote Yes). We will create a bank of different hairstyles, outfits, objects and surroundings that we can use in future posts. However, any changes to the final attributes of the character (f.e. after a while we decide to make him look older by adding wrinkles, scares, grey hair, etc) will require the community to vote.

Technology Roadmap (to increase functionality of that person/hero. For example, AI to generate articles, blogs, etc., or an assistant-type functionality to help community members with orientation in the Free TON ecosystem. Maybe both?

Tom Surf can have a voice assistant and chat-bot functionality. He can talk about Free TON as well as maintain a friendly dialogue: he can give advice on postmodern movies to watch, suggest his favorite computer games, tell us more about his life philosophy and how he sees the world, express his vision of the future, etc. His answers will have certain traits: frequent self mockery, examples from the 80s & long complicated sentences. Tom Surf will be fully aware of his own "unrealness". Users might get attracted to his humor and charisma.

We can train an AI model that will paraphrase the news in a format of storytelling with Tom Surf's emotions - sarcastic, witty, etc. We can start with a simple informational bot and then move on to yes/no dialogues, and later to open questions. Each topic (Free TON, blockchain, technology, computer games, postmodern movies, etc) will have 10-15 dialogue trees. Each dialogue will consist of initiation phrases, phrases that help to maintain a dialogue, ending of the conversation.

There will be different news during various times of day and week. For example, in the morning people like to read news, so in the morning Tom Surf will present the top blockchain and crypto news. In the afternoon people like to learn new things, so Tom will talk about Free TON and its recent developments, for example. In the evening Tom will recommend movies and computer games. Topics can also vary depending on day of the week: Monday afternoon Tom will talk about Free TON developments, Tuesday he will speak about Free TON partnerships, and so on.

The model will also learn based on user interaction and clicks. For example, if the user does not read or listen to a particular type of news till the end three times, AI will switch to a different topic. The main metric of success of the assistant will be the length of the dialogues: they should be at least 3-4 minutes long.

Description of what should be included in the implementation phase.

Below is a pipeline¹ of all character development steps, which consist of:

- Sketching (face, hair, body, outfits, rooms, objects);
- 3D Modeling (sculpting, modelling, texturing of face, body, outfits, rooms and objects);
- Pre-animation (face rig, body rig, clothes simulation, motion capture, videos with HDRI maps);
- Content Production.



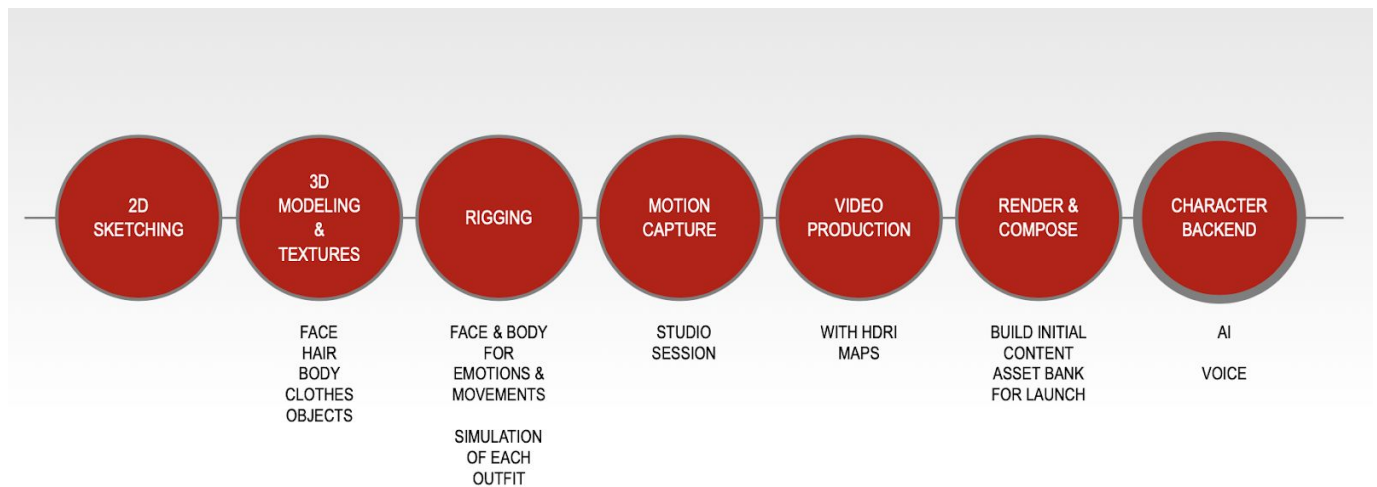
¹ Note that timeframes can be extended if feedback loops take longer than 72 hours

Credentials to participate in the implementation phase.

Irina has more than 8 years experience in product management of innovative tech projects, including consumer apps and AI bots. Since 2019 she has been developing virtual characters and 3D solutions, which allow to realistically animate virtual beings as part of Aikons Global, which is a revolutionary digital talent creation lab focused on creating virtual celebrities and founded by a team of former Hollywood Film and Television executives and tech entrepreneurs.

Aikons has an in-house team of 15 designers and developers (based in Moscow, and 5 creative managers (based in Los Angeles) that specialize in virtual character creation and animation. The tokens will be used to compensate the team based in Russia.

Irina and the team provides a full spectrum of services related to 3D modeling & motion capture:



Some of our services include:

- 3D Scanning
- Shader Setup
- Body Rigs
- Face Rigs
- Rigging
- Dynamic Simulations
- Body Animation
- Facial Animation
- Post Processing
- Virtual Camera
- Helmet Cameras (HMC)
- UV Layout
- Real-Time Live Action / CG Compositing
- Digital Face Replacement
- Artificial Intelligence

- Natural Language Processing (NLP) algorithms

Short demo of our completed work:

<https://drive.google.com/file/d/1Tsmb0IDgWzX-3NxSXYnkIRZ3LFcoDfzQ/view?usp=sharing>