WHITEPAPER

LUXORCOIN
Token

LUXORCOIN Token
January, 2025

1. INTRODUCTION

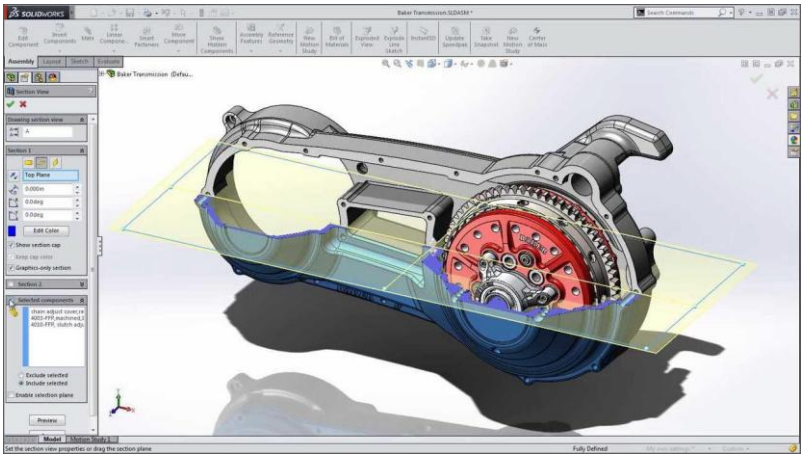
The exciting world of Blockchain allows the creation of different mechanisms for the launch of projects such as the one we are dealing with in this case.

LUXOR CINEMA is the promoter of this ambitious project. At LUXOR CINEMA we are specialists in home cinema and sound installations, but also in shaping your wishes and needs, always setting ourselves the highest quality, excellence and exclusivity as our objective. To achieve this, the most modern and renowned technologies merge with the experience of our technicians in order to bring the magic of cinema and music to your home as you have never seen and heard them before. In other words: PURE EMOTION.

On the other hand, the emergence of new technologies in 3D design and printing systems of new materials in combination with craftsmanship based on noble and sustainably sourced products, has allowed us to imagine a better world in which new products born from our imagination will be able to not only be visualized, but become reality..

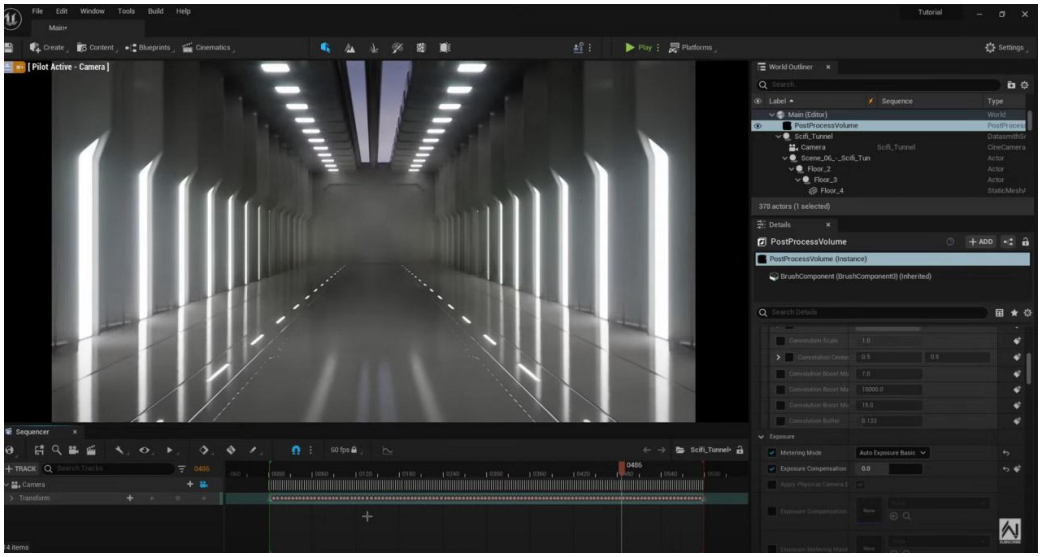
Historical evolution of 3D design systems:

1. **1960s-70s: Birth of the CAD**
   - **First CAD systems:** They emerged in industrial environments, such as the "Sketchpad" system (1963), which allowed interactive graphic design with a stylus.
   - **Initial applications:** Aeronautics, automotive and architecture led the adoption for technical design and prototyping.
2. **1980s: Democratization of 3D design**
   - **Advances in hardware and software:** Appearance of programs such as CATIA and AutoCAD, which made design more accessible.
   - **Solid modeling:** Concepts such as parametric modeling and 3D visualization were introduced, with greater precision in complex geometries.
3. **1990s: Realistic rendering and simulation**
   - **Introduction of rendering:** Tools like 3D Studio (later 3ds Max) and Maya allowed for more realistic graphics with basic physics simulations..
   - **Entertainment industry:** Video games and cinema boosted the development of software for 3D animation and visual effects.
4. **2000s: Integration and specialization**
   - **Specialized software:** Niche tools such as ZBrush (sculptural modeling) or SolidWorks (engineering) emerged.



- **Advanced Computing:** More powerful GPUs made complex simulations possible (fluid flow, particles, etc.).

5. **Years 2010-present: Realism, accessibility and collaboration**
   - **Real-time rendering engines:** Unreal Engine and Unity popularized real-time photorealistic graphics.



   - **Cloud computing:** Collaborative work and cloud processing facilitate global projects.
   - **AI and generative design:** Artificial intelligence makes it possible to automate processes, optimize designs and create organic structures.
   - **3D printing:** Direct connection between digital design and physical production.

Current status:

- **Interactivity and realism:** Engines like Blender, Houdini and Rhino offer advanced tools for design, simulation and animation with high visual quality.
- **Accessibility:** Programs like Tinkercad and web-based design tools allow amateurs to experiment with 3D design.
- **Virtual/augmented reality (VR/AR):** They allow interaction with models in immersive environments for design and prototyping.

- **AI integration:** Generative algorithms and machine learning-based textures drive new forms of creativity and automation.

In short, 3D design has evolved from a limited technical tool to a vast and accessible ecosystem, used by experts and emerging creators alike, with applications in entertainment, manufacturing, engineering, and more.

Historical evolution of 3D printing:

1. **1980s: Origin of 3D printing**
   - **First patent:** In 1984, Charles Hull developed stereolithography (SLA), the first method for creating 3D objects layer by layer using photosensitive resins.
   - **Industrial use:** The first applications were rapid prototypes (rapid prototyping) in industries such as automotive and aerospace**.**
2. **1990s: Additional technologies**
   - **Selective laser sintering (SLS):** Introduced the use of powders that solidify using lasers.
   - **Fused deposition modeling (FDM):** Developed by Stratasys, it allowed objects to be printed with plastic filaments, making the technology more economical.
   - **High specialization:** Despite its potential, 3D printing was still expensive and limited to industry.
3. **2000s: Democratization and consumer access**
   - **Patents released:** Key patent expirations allowed for the emergence of more affordable and open 3D printers (e.g. the RepRap project in 2005).
   - **Diversified materials:** Introduction of new filaments such as PLA, ABS, and composite materials.
   - **Wider adoption:** 3D printing began to enter laboratories, schools, and small businesses.
4. **2010s: Massive expansion and new applications**
   - **Direct manufacturing:** No longer just for prototypes, but for end products such as prosthetics, tools, and custom parts.
   - **Bio- and metal printing:** 3D printing of fabrics (bioprinting) and metals emerges for sectors such as health, construction, and jewelry.
   - **Creative industry:** Art, design, and fashion adopted 3D printing to create innovative pieces.

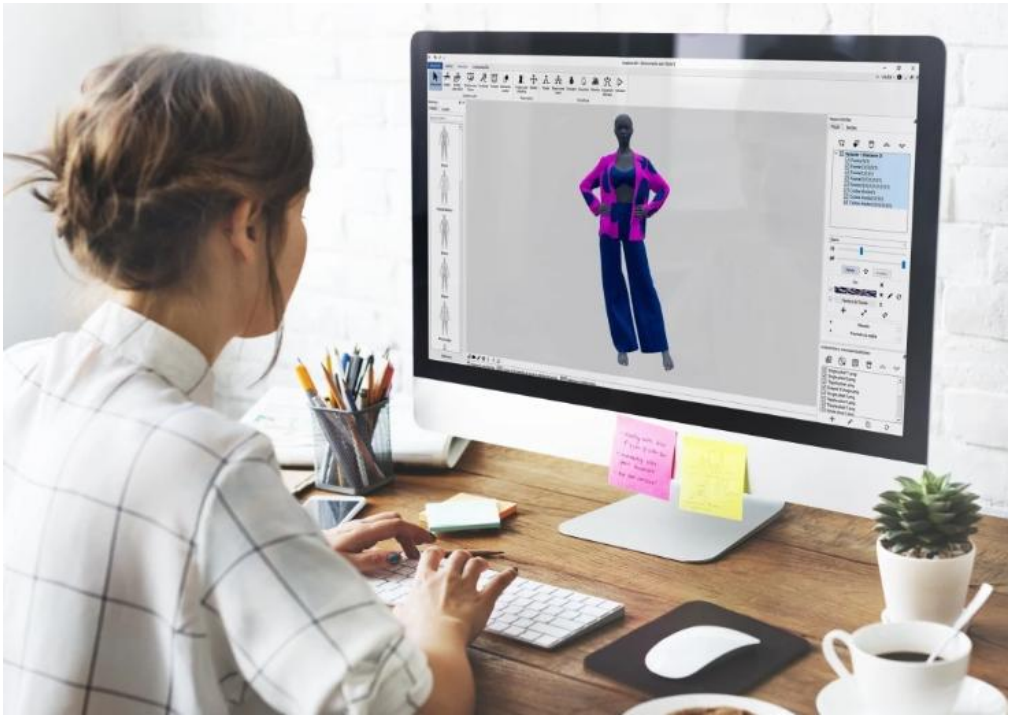
- **Consumer market:** Brands such as MakerBot popularized desktop printers for home users.

Current state of 3D printing (2025):

1. **Expansion of materials:**
   - **Advanced materials:** Biodegradable filaments, metals, ceramics, carbon fiber composites, specialized resins and conductive polymers.

   - **Bioprinting techniques:** Creation of human tissues and functional organs, still in experimental phases.

2. **Leading Technologies:**
   - **SLA, FDM, SLS:** They are still the most popular, but have been optimized for speed and accuracy..
   - **Binder Jetting and Direct Energy Deposition:** Used for printing on metals and manufacturing complex industrial parts.
   - **Printing under construction:** 3D printing robots that make houses and large-scale structures with concrete.
3. **Diversification of sectors:**
   - **Medicine:** Customized prosthetics, dental implants and specific surgical tools.
   - **Aerospace:** Creating lightweight and strong components.
   - **Fashion and design:** Custom accessories, clothing and footwear.



- **Food industry:** Food printing using sustainable techniques.

4. **4. Impact on the economy and sustainability:**
   - **Decentralized production:** Local manufacturing reduces transportation costs and emissions.
   - **Less waste:** Additive (rather than subtractive) design results in less material waste.
   - **Circular economy:** Recycling materials to create new filaments.
5. **Advances in accessibility and software:**
   - **More affordable printers:** Affordable models for small businesses and consumers.
   - **Digital ecosystems:** Tools like Fusion 360 or TinkerCAD integrate 3D design with direct printing.
   - **Collaborative platforms:** Online repositories (Thingiverse, MyMiniFactory) for sharing printable designs.

Near future:

- **Hybrid manufacturing:** Integration of 3D printing with traditional systems (such as CNC).
- **Greater customization:** Printing products tailored to the customer in real time.
- **Global impact:** From building homes in remote areas to printing nutritious food in areas with food crises.

In short, 3D printing is transforming industries by offering faster, more sustainable and personalized manufacturing.

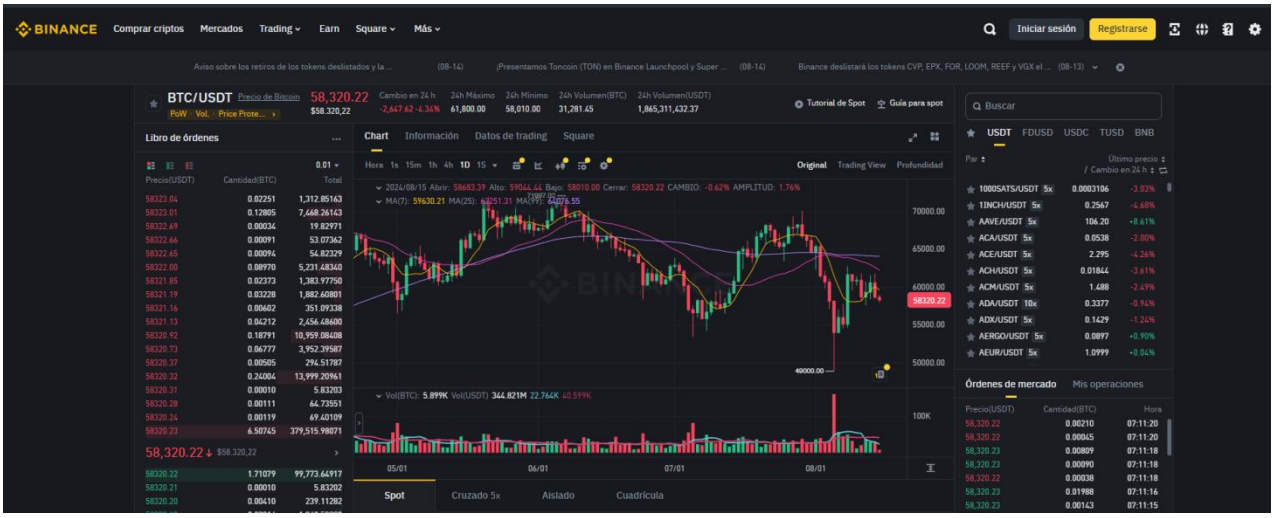
A project like "**LUXORCOIN**", based on the creation of cutting-edge systems, has taken all these aspects into account and, in order to generate new innovative, sustainable products with an extremely avant-garde and future-oriented style, will use these technologies for its design, prototyping and adaptive and flexible production of its products.

There is a new space in the international market in which innovation, integration, design and new materials can become a reality, these are multimedia systems and portable equipment

without the need to carry and transport a wide variety of devices. LUXORCOIN aims to provide an outlet for these systems by providing adequate financing for these products.

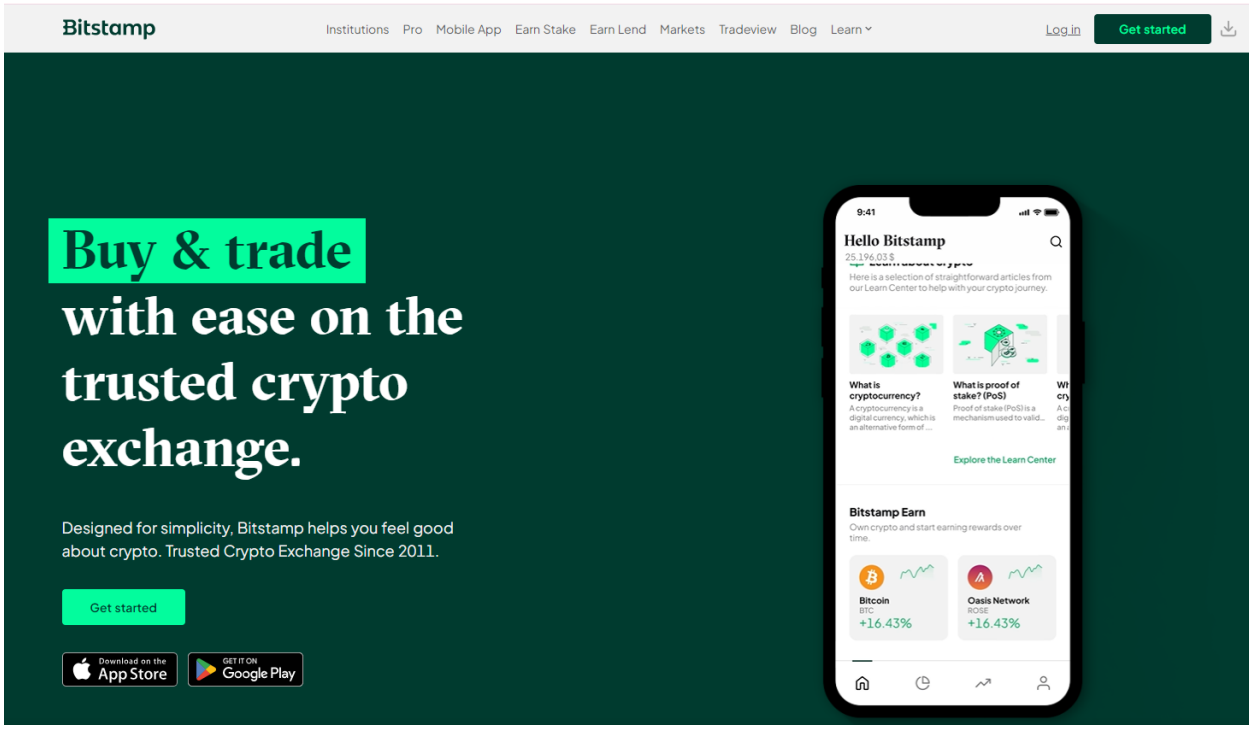
Anyone who invests in the acquisition of **LUXORCOIN TOKENS** will be able to negotiate, sell or hold them over time to observe their value in specific token markets (**EXCHANGES**).

Some examples of the main token and cryptoasset exchanges:

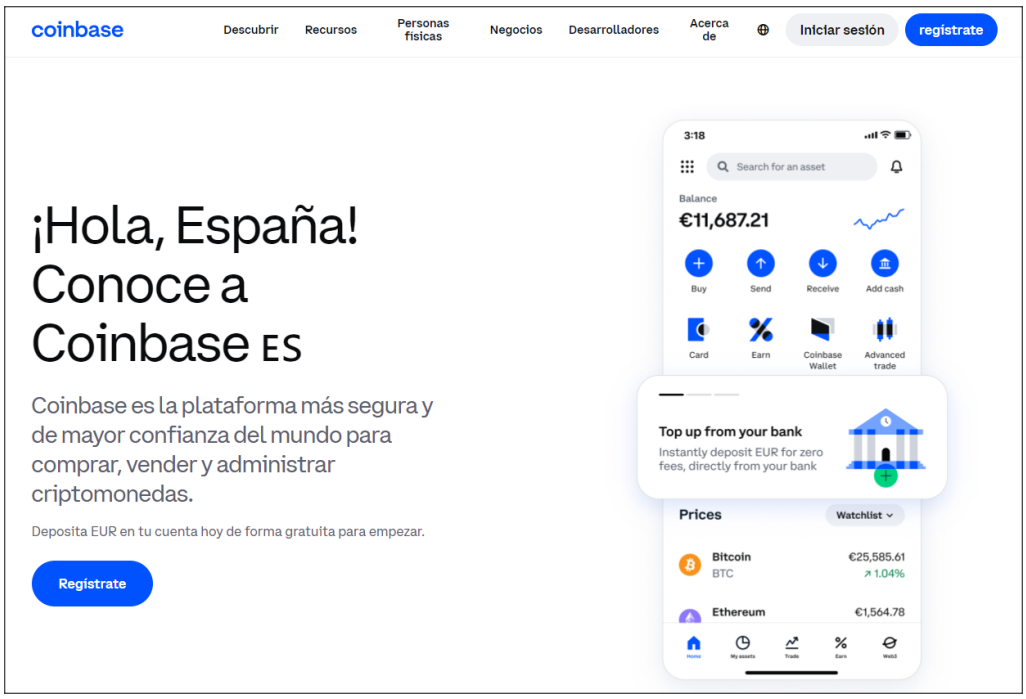


Binance

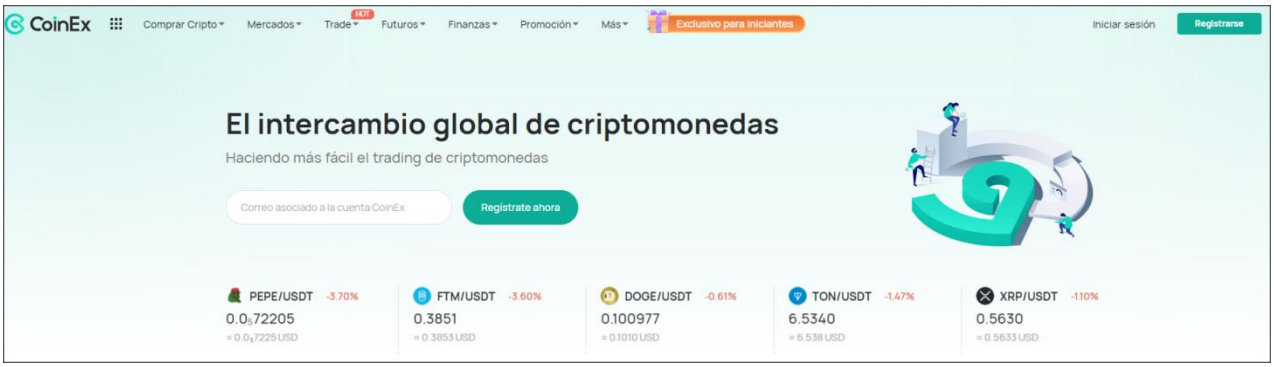
Kraken



Bitstamp



Coinbase


CoinEx
Comprar Cripto
Mercados
Trade
HOT
Futuros
Finanzas
Promoción
Más
Exclusivo para iniciantes
Iniciar sesión
Registrarse
El intercambio global de criptomonedas
Haciendo más fácil el trading de criptomonedas
Correo asociado a la cuenta CoinEx
Regístrate ahora
PEPE/USDT -3.70%
0.0572205
≈ 0.0₄7225 USD
FTM/USDT -3.60%
0.3851
≈ 0.3853 USD
DOGE/USDT -0.61%
0.100977
≈ 0.1010 USD
TON/USDT -1.47%
6.5340
≈ 6.538 USD
XRP/USDT -1.10%
0.5630
≈ 0.5633 USD

CoinEx

2. LUXORCOIN TOKEN LAUNCH PLANNING

The launch of the **LUXORCOIN** Token is directly linked to the LUXORCOIN project consisting of the creation and marketing of innovative equipment such as MyTablet, VSound, MrTV and MissTV among the first. Later, other compact, aesthetic and technologically advanced products and solutions will be added through technological integration and our experience in the audiovisual sector, including transparent, ecological materials made of 100% recycled and totally sustainable materials.

LUXORCOIN TOKEN: PROJECT FINANCING

Through the sale of LUXORCOIN tokens, this very beneficial project can be launched and executed. We are also aware that whoever invests in the Token will know that the objectives will be met with great precision since a complete economic feasibility study has been carried out that really guarantees its success.

The aim is to create a **LUXORCOIN COMMUNITY** around this project that will expand to other countries.

It is worth noting that the LUXORCOIN Token itself will have its own path and at the same time will be enhanced by the philanthropic activity of the company, allocating a portion of the income obtained from the sale of LUXORCOIN tokens to foundations assigned for this purpose.

A group of experts will be those who technically ensure that the **LUXORCOIN TOKEN** will have the appropriate consensus, operating guarantees and technological security.

An ecosystem will also be created that will allow the exchange of LUXORCOIN tokens within the services that have also been planned to be created and the events and promotions for their owners, which will obviously have advanced and special preferences and functions. A treatment that will also be increased depending on the progress in the sale of **LUXORCOIN TOKENS**.

3. OBJETIVES

LUXORCOIN's main objectives are:

1. To design and develop systems that complement the audiovisual technology that currently exists.
2. To create new sustainable and ergonomic multimedia products with advanced technology.
3. To provide its clients with cutting-edge audiovisual reproduction systems in which innovative design is compatible with quality and efficiency.

4. CONTROL OF THE LUXORCOIN TOKEN

The **LUXORCOIN Token** The **TFH Token** is based on the **ERC-20** standard of the **ETHEREUM BLOCKCHAIN** network.

ERC-20 tokens are digital assets that are created using the ERC-20 standard. These tokens are built and operated on the Ethereum blockchain, allowing them to benefit from Ethereum's vast and thriving decentralized finance (DeFi) ecosystem.

These tokens can represent numerous assets, from cryptocurrencies to utility tokens or even digital representations of real-world assets such as gold, business projects, or real estate. Notably, all ERC-20 tokens have common functionalities and interfaces. This makes them easily interoperable with other ERC-20-compatible contracts and wallets.

Furthermore, these tokens are fungible, meaning that each token is interchangeable and has the same value. This is in contrast to non-fungible tokens (NFTs), which include the ERC-721 and ERC-1155 standards and have unique characteristics and varying values.

The ERC-20 standard offers several advantages, which have contributed to its widespread adoption within the Ethereum ecosystem. Here are the top 5 **advantages**:

1. **Standardization**: ERC-20 is a widely accepted token standard in the blockchain ecosystem. It simplifies development and integration processes for token creators and users.
2. **Compatibility**: ERC-20 tokens can be easily stored and transferred in any Ethereum wallet or platform that supports the Ethereum blockchain. This broad compatibility allows for seamless integration with various decentralized applications (dApps), exchanges, and other blockchain solutions.
3. **Interchangeability**: ERC-20 tokens are interchangeable, meaning they have a unified format that allows for easy trading and liquidity. This standardization makes it simpler for users to trade tokens on decentralized exchanges or trading platforms without worrying about compatibility issues or additional technical requirements.
4. **Community Support**: ERC-20 has a strong community of developers, users, and token enthusiasts. This active community provides a wealth of resources, documentation, and support to token creators and users. 5. Smart Contract Functionality: Because ERC-20 tokens are built on the Ethereum blockchain, they inherit all of the advanced features and capabilities of Ethereum’s smart contract technology. This allows token creators to add programmable functionality to their

tokens, such as automated transactions, complex tokenomics, and integration with other smart contracts.

5. LUXORCOIN TOKEN LAUNCH

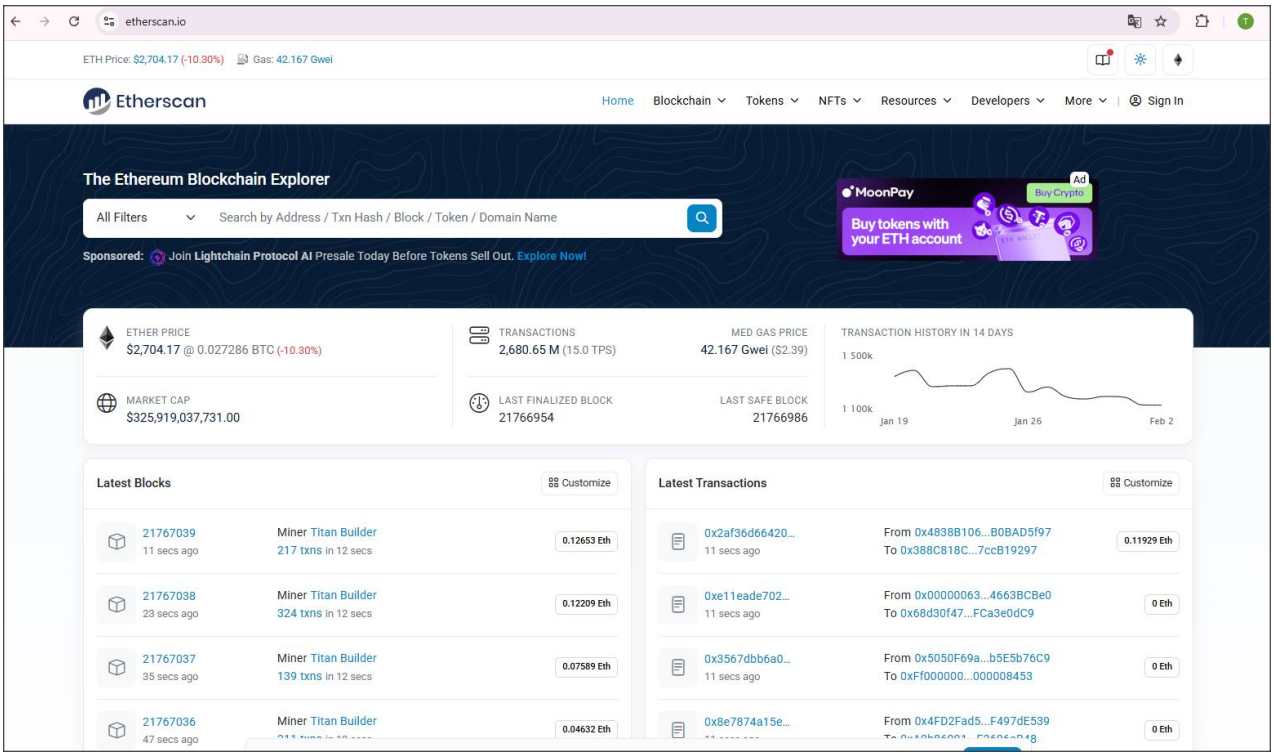
General information (**TOKENOMICS**):

1. NUMBER OF TOKENS: 40.000.000 LUXORCOIN.
2. VALUE: 1 LUXORCOIN=0,1 USD
3. PRE LAUNCH: 50 % OFF
4. MINIMUM NUMBER OF TOKENS: 1.000 LUXORCOIN (50/100 USD).
5. INITIAL ISSUE 2025/2026: 20.000.000 LUXORCOIN
6. RESERVES: 16.000.000 LUXORCOIN (20% of the total for the issuer and others and 20% for collaborators).

Token Symbol:  **"LUXORCOIN"**

Protocol: ETHEREUM ERC-20

Blockchain Checkup: ETHEREUM: "www.etherscan.io"



Ethereum Blockchain Viewer

6. INVESTMENTS AND TRANSPARENCY

All values are indicated in EUROS since the start of the LUXORCOIN project begins mainly in the European area.

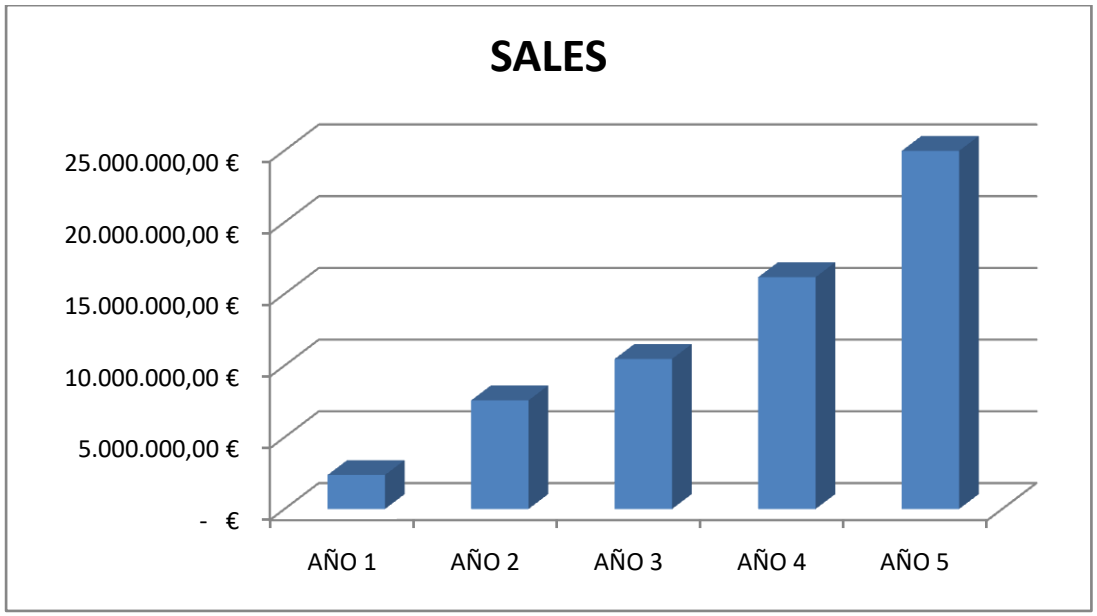
INVESTMENTS	START OF ACTIVITY	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	SHELF LIFE
NON-CURRENT ASSETS							
FACILITIES	1.200.000			1.200.000		1.200.000	10
INFORMATION TECHNOLOGIES	50.000			50.000		50.000	5
3D SOFTWARE LICENSE	50.000			50.000		50.000	5
PATENTS $ MARKS	200.000						20
PROTOTYPING EQUIPMENT	300.000						7
TOTAL NON-CURRENT	**1.800.000**			**1.300.000**		**1.300.000**	

All data will be published monthly on the website that will be enabled for this purpose..

7. INCOME AND EXPENSES

INCOME:

SALES / INCOME		YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
MYTABLET	units	3600	10800	32400	97200	291600
	price	381,00	392,43	404,20	416,33	428,82
	income	1.371.600	4.238.244	13.096.174	40.467.178	125.043.579
VSOUND	units		1000	3000	9000	27000
	price	693,00	713,79	735,20	757,26	779,98
	income		713.790	2.205.611	6.815.338	21.059.395
MISS TV	units		300	900	2700	8100
	price	1.500	1.545	1.591	1.639	1.688
	income		463.500	1.432.215	4.425.544	13.674.932
MISTER TV	units		750	2250	6750	20250
	price	4.500	4.635	4.774	4.917	5.065
	income		3.476.250	10.741.613	33.191.583	102.561.990
TOKEN LUXORCOIN	units	1.000.000.000	800.000.000			
	price	0,001	0,001	0,001	0,001	0,001
	income	1.000.000	800.000			
TOTAL INCOME		**2.371.600**	**9.691.784**	**27.475.613**	**84.899.643**	**262.339.896**

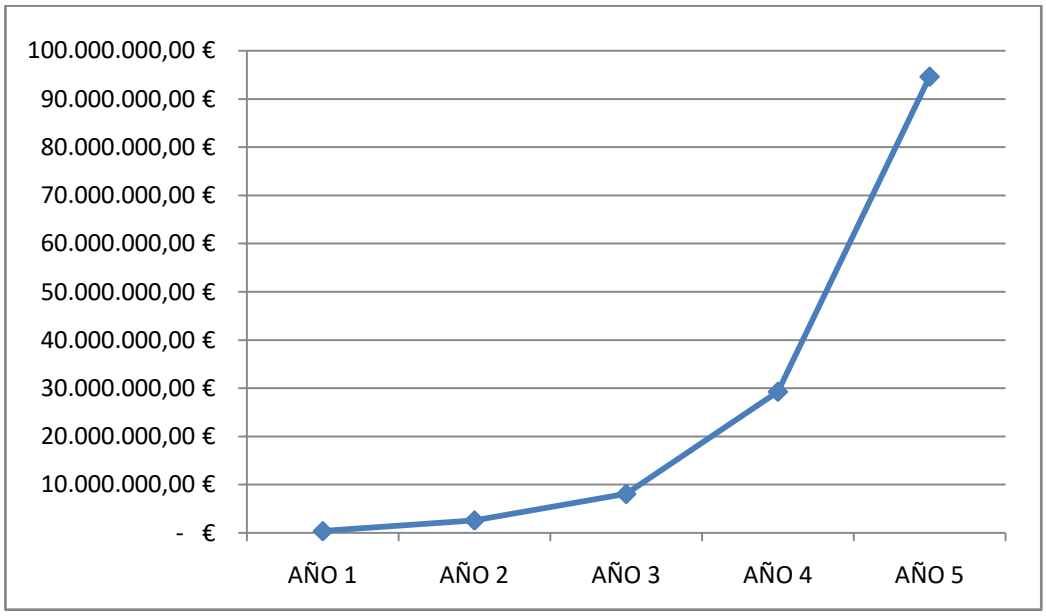

SALES
25.000.000,00 €
20.000.000,00 €
15.000.000,00 €
10.000.000,00 €
5.000.000,00 €
- €
AÑO 1
AÑO 2
AÑO 3
AÑO 4
AÑO 5

EXPENSES:

		INTERMEDIATE CALCULATIONS				
STAFF	**DATA**	**YEAR 1**	**YEAR 2**	**YEAR 3**	**YEAR 4**	**YEAR 5**
Average monthly salary	8.000	448.000	807.520	1.188.208	1.468.625	1.890.855
Annual salary increase	3,00%					
No. of employees year 1	4					
No. of employees year 2	7					
No. of employees year 3	10					
No. of employees year 4	12					
No. of employees year 5	15					
% Social Security cost	32,00%	143.360	258.406	380.227	469.960	605.074
Other social expenses	1,10%	4.928	8.883	13.070	16.155	20.799
Total personnel expenses		**591.360**	**1.065.926**	**1.568.435**	**1.938.585**	**2.495.928**
RENT						
Monthly rent	1.500	**18.000**	**18.360**	**18.727**	**19.102**	**19.484**
Annual increase expected in %	2,00%					
OTHER EXPENSES						
Electricity	833	10.000	10.300	31.827	32.782	67.531
Water	250	3.000	3.090	9.548	9.835	20.259
Gas	183	2.200	2.266	7.002	7.212	14.857
Telephone	250	3.000	3.090	9.548	9.835	20.259
Office Supplies	600	7.200	7.416	22.915	23.603	48.622
AI Software	1.200	1.200	1.236	1.273	1.311	1.351
Social Expenses	1.667	20.000	20.600	63.654	65.564	135.061
External Services	2.500	30.000	30.900	95.481	98.345	202.592
Other Management Expenses	250	3.000	3.090	9.548	9.835	20.259
Cleaning	600	7.200	7.416	22.915	23.603	48.622
RC Insurance	2.000	2.000	2.060	6.365	6.556	13.506
Vehicle Renting	1.500	18.000	18.540	57.289	59.007	121.555
Management and Prevention	2.900	2.900	2.987	9.230	9.507	19.584
External expenses	130.000	130.000	250.000	300.000	350.000	450.000
CANON	50.000	24.000	24.000	24.000	24.000	24.000
Marketing	10.000,00	120.000	123.600	381.924	393.382	810.366
Average Annual Increase in %	3,00%					
TOTAL OTHER EXPENSES		**383.700**	**510.591**	**1.052.520**	**1.124.376**	**2.018.423**
TOTAL EXPENSES (INCL. STAFF)		**993.060**	**1.594.877**	**2.639.682**	**3.082.062**	**4.533.835**

8. EXPECTED RESULTS

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
Sales	2.371.600,00 €	9.691.784,00 €	27.475.612,56 €	84.899.642,81 €	262.339.896,28 €
Supplies	695.800,00 €	4.453.892,00 €	13.737.806,28 €	42.449.821,41 €	131.169.948,14 €
Inventory changes	1.675.800,00 €	5.237.892,00 €	13.737.806,28 €	42.449.821,41 €	131.169.948,14 €
Margin	**1.675.800,00 €**	**5.237.892,00 €**	**13.737.806,28 €**	**42.449.821,41 €**	**131.169.948,14 €**
Personnel costs	591.360,00 €	1.065.926,40 €	1.568.434,56 €	1.938.585,12 €	2.495.928,34 €
Rentals	18.000,00 €	18.360,00 €	18.727,20 €	19.101,74 €	19.483,78 €
Other expenses	383.700,00 €	510.591,00 €	1.052.520,03 €	1.124.375,63 €	2.018.423,19 €
EBITDA	**682.740,00 €**	**3.643.014,60 €**	**11.098.124,49 €**	**39.367.758,91 €**	**126.636.112,84 €**
Depreciation	192.857,14 €	192.857,14 €	332.857,14 €	332.857,14 €	472.857,14 €
EBIT	**489.882,86 €**	**3.450.157,46 €**	**10.765.267,35 €**	**39.034.901,77 €**	**126.163.255,69 €**
Financial expenses	- €	- €	- €	- €	- €
BAI (cash flow)	**489.882,86 €**	**3.450.157,46 €**	**10.765.267,35 €**	**39.034.901,77 €**	**126.163.255,69 €**
Income tax	122.470,71 €	862.539,36 €	2.691.316,84 €	9.758.725,44 €	31.540.813,92 €
Net profit	**367.412,14 €**	**2.587.618,09 €**	**8.073.950,51 €**	**29.276.176,33 €**	**94.622.441,77 €**
Beneficio/pérdida	15%	27%	29%	34%	36%



NET RESULTS AFTER TAXES

9. WHO WE ARE

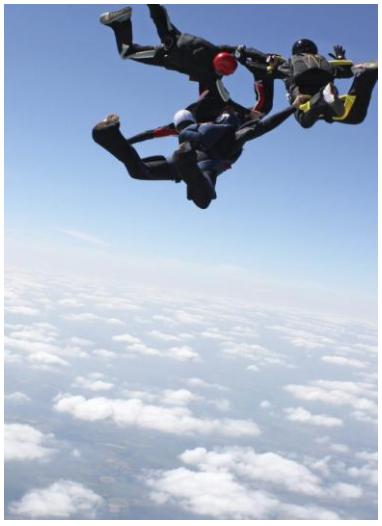
Our team is made up of:

Ana Álvarez
CEO & HEAD OF BUSINESS
Ana is an entrepreneur who works in several fields, including fashion, footwear and design.
Due to her great passion for cinema, she began her career with LUXOR CINEMA, a company specialized in the installation of home cinema and audio systems, focused on excellence and exclusivity. Later, she participated in the production of the short film KRISIS as executive producer.
She is constantly looking for new business opportunities, always betting on innovation and the application of new technologies in a socially responsible way..

Guillermo Beroy
Degree in Digital Business Design and Innovation at La Salle Barcelona, focuses on the development and technological innovation of products.

Margot Viarnés
An industrial and interior designer with over 30 years of experience, Margot is recognised as one of the 10 best Spanish furniture designers.
She is responsible for the aesthetic design of all products and can easily design and build the perfect piece.

Pedro Moreno
With almost 30 years of experience in the company, his main task is Accounting and Cost Analysis with the aim of reducing unnecessary expenses, maximizing profitability and improving efficiency.



On the other hand, there is also the whole human part that we will indirectly benefit from the profits and benefits produced by the business.

We are a group of resource management professionals, telecommunications engineers and specialists with extensive experience and knowledge in the sector.

Our team is committed to offering the best Products and an efficient, supportive and sustainable Service.

We work in a transparent and efficient manner, guaranteeing the trust and satisfaction of those who rely on us to enjoy life and make others do the same..

10. PROJECT WARRANTIES

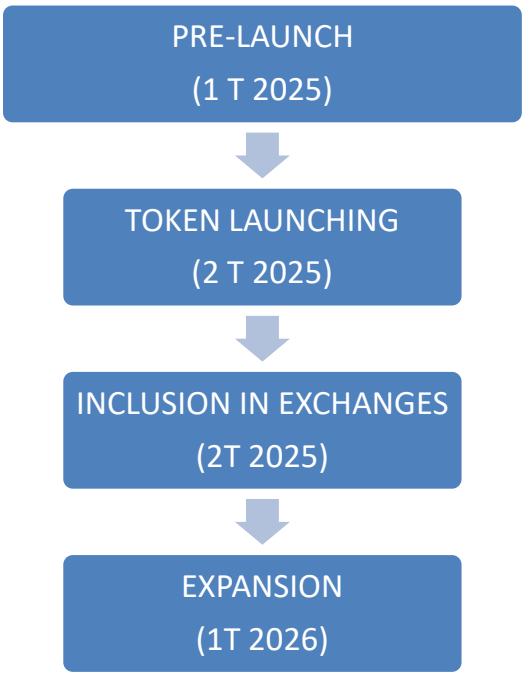
In the cryptocurrency and token sector, it is increasingly expected that any project that comes to light has the legal, judicial and financial solvency guarantees to be able to face it, and that any buyer of the investment token can be assured to a very high degree.

That is why **LUXORCOIN** intends to use the assets that the company acquires to somehow make backup reserves. The results can also be viewed live through the update on our website and of course with transparent access and with reliable data of our results audited and constantly verified through effective and democratic metrics and traceability checks.

Our clients will be both those who purchase our products and those who are part of the **LUXORCOIN** Ecosystem, so that said data at a numerical level will be continuously checked and can be verifiable.

11. PLANNING

The LUXORCOIN Token is under development and the following deadlines will be met approximately depending on how the LUXORCOIN project also evolves:.



12. LEGAL NOTICES

Currently the LUXORCOIN Token is backed by LUXOR CINEMA.

All legal notices and other details can be obtained directly from www.luxorcinema.com

FINAL DEL DOCUMENTO