

MetaVerseBooks Enrolls in Fortnite's Creator 2.0 Economy to Bring Photo Realistic Metaverse Maps to Fortnite Gamers

Powered by the Newly Released Epic Games' Unreal Editor for Fortnite

LAS VEGAS, NEVADA, UNITED STATES, May 3, 2023 /EINPresswire.com/ -- Today, MetaVerseBooks ([MVB](#)), one of the first fully functional, web-based gaming, entertainment Metaverse and NFT platforms on the market announced it has become an official creator in [Fortnite](#) Creator 2.0 Economy. Fortnite Creator 2.0 has so many advanced features that it allows

players to create mind-blowing maps. From mini games to beautiful scenic worlds, Unreal Editor for Fortnite (UEFN) has all the tools necessary to make this happen with a seamless workflow. The map-building tool can also be used to create photorealistic worlds, best seen in our new Neo-Shanghai map by MVB featured from its MVB Worlds metaverse.

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*Delence A. Sheares Sr.,
MetaVerseBooks
Chairman/CEO*



Amazing Island Built with Unreal Editor for Fortnite

MVB has enrolled in Fortnite's Creator 2.0 Economy to bring their MVB Worlds metaverse maps into Fortnite as playable maps with unique game modes. MVB Worlds is a full end-to-end metaverse platform built on Epic Games' Unreal Engine 5.1.

With the release of the Unreal Editor for Fortnite, MVB Worlds is first releasing their Neo Shanghai map; followed by 6 additional maps. Some of the additional maps include MVB's Favelas map which was inspired by the Favelas in Brazil; Americana; Utopia; and Cyber Punk District maps.

The maps will feature unique game modes, such as Capture the Flag, King of the Hill, and Race to the Finish. Players will be able to explore the maps and compete in the game modes with their

friends.

MVB Worlds is also offering a variety of rewards for players who compete in the various game modes through a new kind of metaverse E-sports tournament which they will be announcing further details soon. These rewards include exclusive skins, emotes, and other in-game items. The company also has a powerful method of attracting new gamers and users to enjoy our MVB Worlds Districts maps within the Fortnite gaming ecosystem. MVB is planning on having Free 30-minute metaverse concerts featuring some of the hottest and notable global musical talents! Using state-of-the-art volumetric video capture systems and software to enable music artists to perform in real life and then convert them into metaverse performances that are compatible with Unreal Editor for Fortnite. MVB's last Metaverse concert was with artist NLE Choppa as preparations commences for the next concert with Brazilian superstar artist MC Daniel. MC Daniel is a super artists who boasts more than 10 million followers on Instagram and has one of the highest fan engagements across Brazil.



MVB Neo Shanghai Style Map in Fortnite!



MVB Worlds is bringing the Favelas of Brazil to Fortnite!

The integration of MVB Worlds into Fortnite is a major step forward for the metaverse industry. It is the first time a metaverse platform has been integrated into a major game title. This integration will open new possibilities for players to explore and compete in Fortnite, while building a unique bridge between traditional gaming and the metaverse.

Delence A. Sheares Sr., Chairman & CEO of MetaVerseBooks, remarked, "Fortnite is one of the largest game titles across all platforms, consoles, and generations. We are excited to be the first metaverse to engage their audience using Epic Games' Creator 2.0 Economy framework. This strategic move also provides MVB Worlds with access to a large Gen-Z community and cross pollination of our one-of-a-kind metaverse experiences."

Last month MVB celebrated the launch of their dynamic partnership with the gaming-industry's fintech juggernaut Xsolla's sister company [XLA](#). MVB's core metaverse platform, wealth of sports and entertainment relationships, and deep market knowledge is projected to foster invigorating

innovation to the metaverse and gaming sectors. Not to mention the additional brand power when you add the alignment of XLA directing their digital drops, in-game items, and empowering creators via exclusive immersive experiences.

About MetaVerseBooks

MetaVerseBooks, formerly VerseBooks, Inc., is a pioneer in the development of fully functional entertainment platforms in the metaverse. Utilizing Unreal 5.1 engine (web-based) and pixel streaming server technology, MetaVerseBooks offers a range of immersive experiences including concerts, boxing matches, festivals, video games, and film projects. Founded by technologists with 50+ years of experience developing enterprise solutions for telecom, internet protocols, and data centers, MetaVerseBooks helps entertainment companies develop, deploy, scale, and monetize metaverse platforms. By providing cutting-edge, end-to-end solutions and immersive experiences, MetaVerseBooks is helping to shape the future of the entertainment industry. To learn more about MetaVerseBooks and their revolutionary entertainment platform, visit their website at <https://metaversebooks.com/>

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