



VoxelX

Medical DICOM-Platform

WHITE PAPER

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You are strongly encouraged to read the entire Whitepaper and familiarize yourself with all the information set out below.

particularly in the section entitled "Risks and Disclaimers". Please seek independent advice from your professional advisors, including lawyers, tax accountants and financial advisers if you have any uncertainty or doubt as to any of the matters presented.

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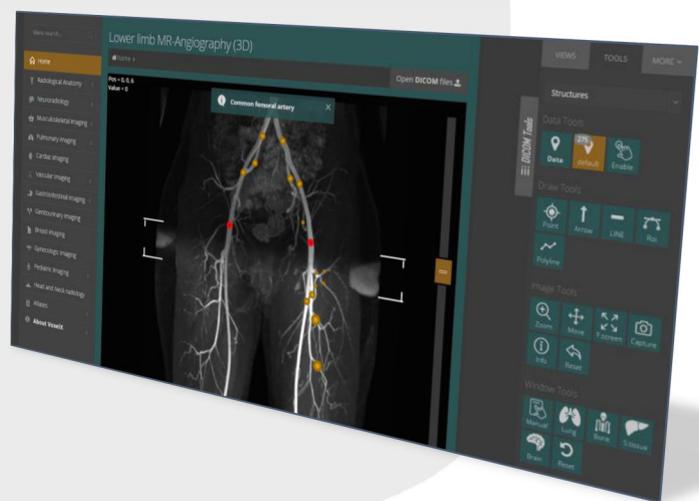
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Abstract

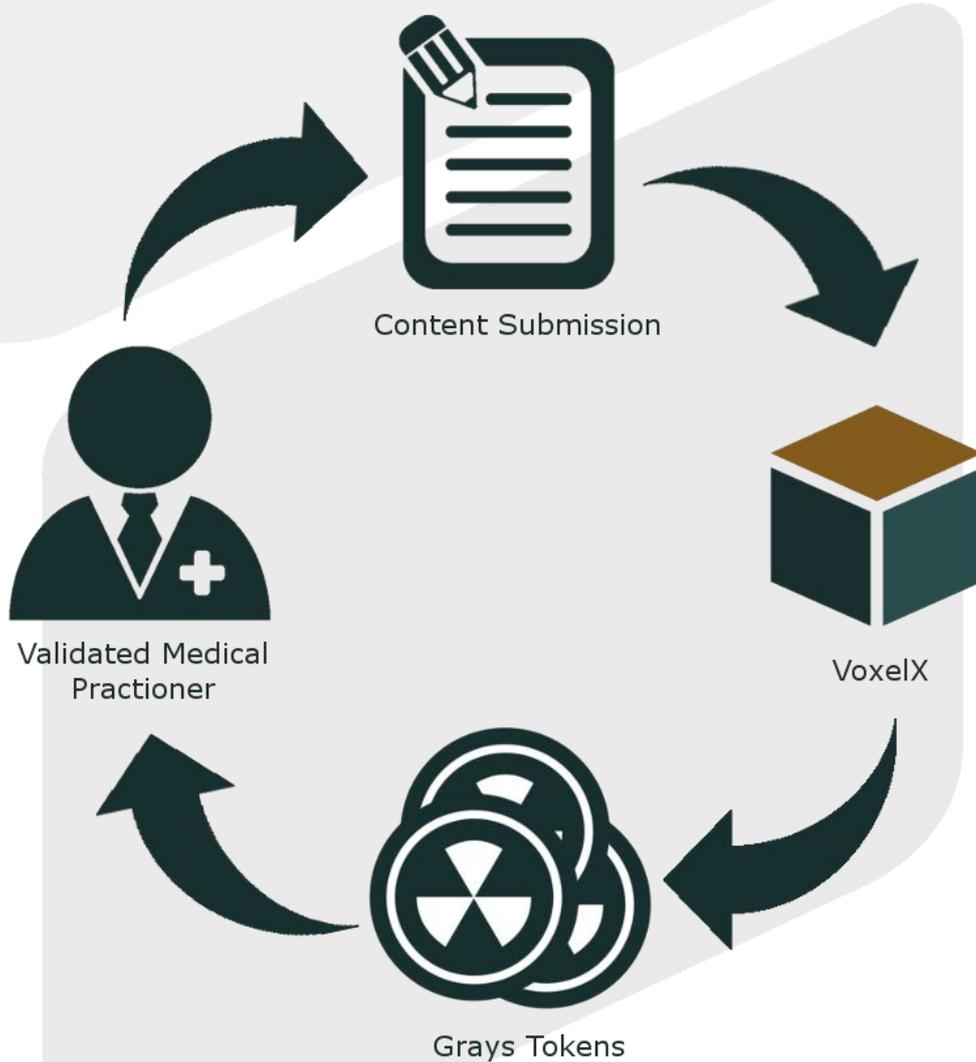
Multidisciplinary learning is one of the most challenging tasks in medical education, on both the graduate and postgraduate levels. And as the volume of information in medical sciences grows rapidly, the demands on on this type of learning are getting bigger.

VoxelX's mission is to revolutionize the multidisciplinary learning by creating an online DICOM-platform to simulate medical learning. VoxelX's team is one of the few that is working since 2013 in implementing DICOM-images in medical e-learning specially in radiology field. Our beta version DICOM-platform has been published online at www.voxelx.com in December 2016 at the RSNA (Radiological society of north America) annual meeting in Chicago, USA.

The content of this platform is community-based, so all members can share their pre-validated knowledge and cases either privately or publicly. And accordingly, by powering this platform with the blockchain we will be able to monetize the online content and create incentives to encourage radiologists both as publishers and validators in building and expanding the community



of the platform. With the help of Ethereum's ERC-20 tokens we were able to design rewards algorithm that pays radiologists for every single even tiny submission and update of the contents and images of the platform. VoxelX will be launching a token called GRAY and it will be used mainly to finance building the content of the DICOM-Platform.



The DICOM

DICOM (Digital Imaging and Communications in Medicine) is standard for storing and transmitting medical images enabling the integration of medical imaging devices such as scanners, servers, workstations, printers, network hardware, and picture archiving and communication systems (PACS) from multiple manufacturers. It has been widely adopted by hospitals, and is making inroads into smaller applications like dentists' and doctors' offices.

Moving DICOM to the Web

Dynamically extracting, editing and showing multidisciplinary knowledge on every anatomical structure or pathology displayed in DICOM-images was the main goal of our online web-based DICOM tool. This direct integration between different online resources and the structure on the image can efficiently reduce time and effort needed for looking up any required information. While scrolling through the DICOM images, this tool allows learners to have full access to resources in our database or other external resources with a single click or a touch on a certain structure.

VoxelX: The Online DICOM-Platform

Our DICOM-platform is built to simulate radiology learning. It is purely interactive and educative. One of its main features is the ability to annotate and link structures and pathologies in the DICOM-images directly with all possible knowledge resources on the web. Implementing the blockchain in this platform will

For teaching the user is allowed to build his own files for further use or lecturing, and this is aided by many auto recognition features like recognizing the same anatomical structure in a whole series and link it with the appropriate knowledge resource.

Other features like social networking between the users, lecture presentation mode, tablet and mobile device mode, multi-touch capability, online case discussion, quick note system, have been implemented in the Tool.

VoxelX Tools

VoxelX platform is stuffed with many tools that enables the medical learner and the radiologist to interact easily with the DICOM-Images.

Among these tools are innovative drawing tools that have made it possible to connect and link the structures and diseases on the images with all recognised knowledge resources on the web.



VoxelX Wallet

Every VoxelX registered user will have a wallet created and linked to their account. Unlike traditional cryptocurrency wallets on the market, the VoxelX wallet will be linked with ranking system in the Platform, the more you contribute to the platform the more you get GRAY, the better you are ranked.

VoxelX Community

The community of VoxelX is our real capital. We can divide this community according to the interest into learners, publishers and validators. All of them can interact with each other publicly or privately.

GRAY Token Sale

The total supply of VoxelX GRAY tokens that will ever be created is 10,000,000,000 (10 billion). The initial token amount is large in order to set a suitable price for microtransactions which occur on the platform. All GRAY tokens will be generated in a seed block and distributed as follows:



Token Sale - 45%

VoxelX Foundation - 25%

Early Investors and Bonuses - 10%

VoxelX Team and Founders - 20%

Token Sale

45% of GRAY tokens will be sold in the initial GRAY token sale. The token sale will be composed of a private pre-ICO round for strategic and early investors followed by a public offering. Tokens sold during the private and pre-ICO rounds will be discounted but subject to certain lockup restrictions.

VoxelX Foundation

25% of GRAY tokens will be held by the VoxelX Foundation. These tokens will be used to finance and encourage the community of VoxelX to build the content of the platform through a rewards algorithm using the GRAY coins.

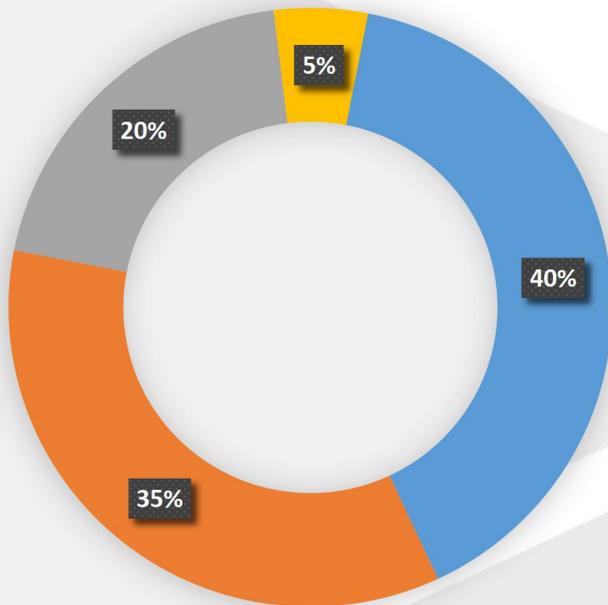
Early Investors and Bonuses

10% of GRAY tokens will be held by early investors and bonuses for large purchases. Most of these tokens will be subject to lockup restrictions and release over time.

VoxelX Team and Founders

20% of GRAY tokens will be retained by VoxelX and reserved for founders, team members. 20% of these tokens will be available after the initial offer with 20% being unlocked every 6 months thereafter.

Proposed use of proceeds



Content Building

40% of proceed will be used for Financing the content building in the Platform by paying the VoxelX community with recirculating GRAY

Platform Development

35% of proceeds will be used for further improving and enhancing of the platform and for expanding the VoxelX developers team

Marketing

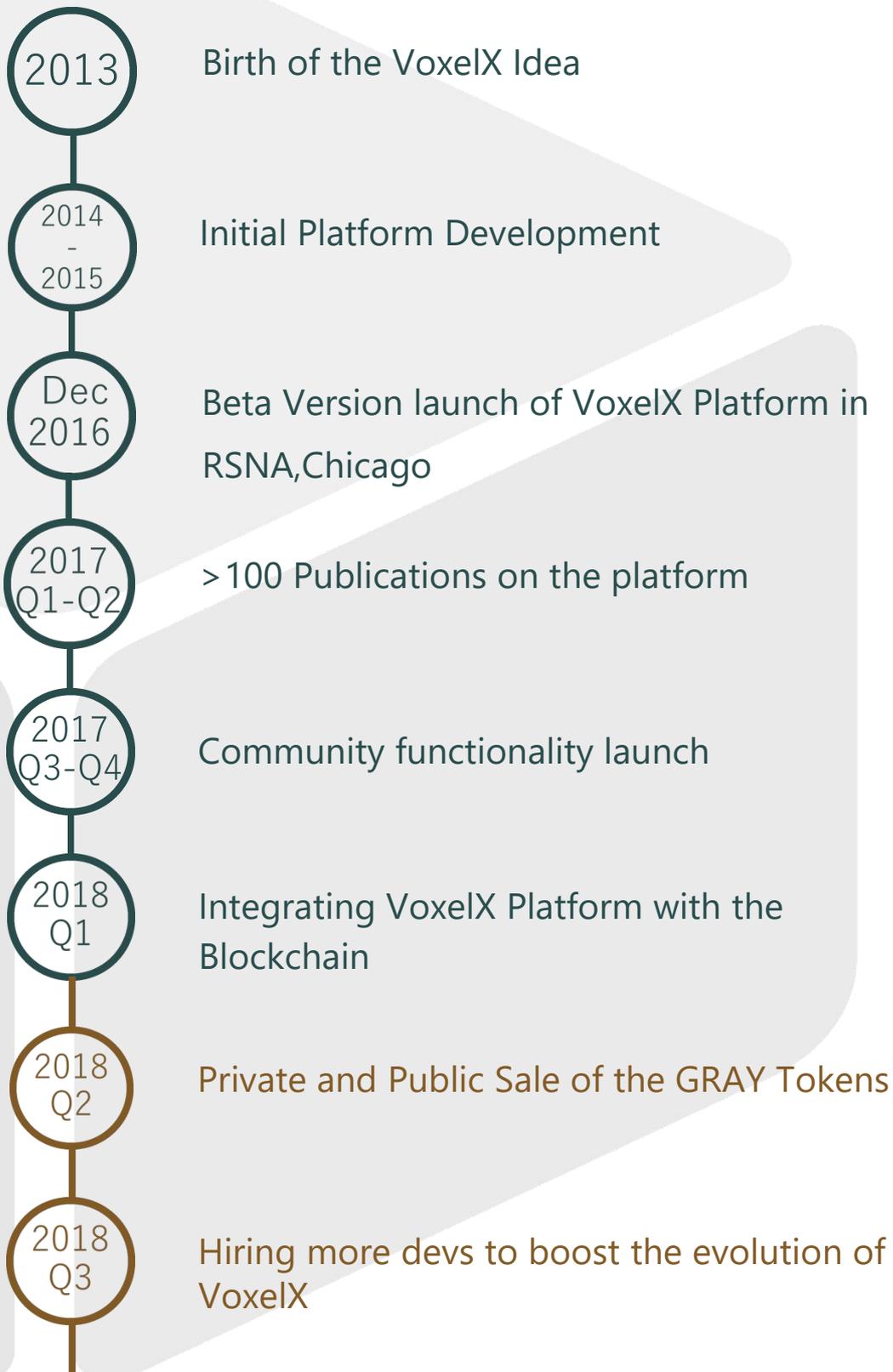
20% of proceeds will be used for the platform marketing and showcases in different conferences around the world

Legal and Contingency reserves

5% of proceeds will be held aside for legal issues and contingency reserves

The above allocations represent estimate only.

Roadmap





Our Team

Although we have a small team, we are highly qualified and focused on our job and on the future of the project. The members of our team have been working together since 2009 and have developed medical softwares for small practices. With the birth of the idea of VoxelX in 2013 we dedicated ourselves to the task of implementing the DICOMs in the medical e-learning.



Dr. Waleed Ajabnoor - CEO & Founder

With over 10+ years in the medical field, Waleed was additionally the founder of RiseMyWeb that has published one of the best team management tool in the market. Beside his current career in radiology field he has been working since 2013 on integrating DICOM imaging with medical e-Learning.



Mahmoud Nabhan

DICOM programmer expert with with over a decade of experience in medical imaging. After 2 years of heavy and consistent work, Mahmoud has succeeded in bringing the Viewer part of the beta-version of VoxelX platform to life. Mahmoud is presumed to lead the future Developers Team of VoxelX.



Mohammed Sharaf

Senior web-developer and server administrator with a solid background in different programming areas with good understanding of decentralized technologies. He has a lot of experience and practical expertise in smart contract development and implementation of ICO



Yousef Albishi

Beside his work as a great front-end-developer in our team, Yousef is managing and conducting transiently all marketing plans of VoxelX. Before joining the VoxelX team Yousef has worked for a long time in medical field specially medical education, which is the core of VoxelX platform philosophy.

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There are risks involved in the technologies relating to the blockchain technology referred to herein, the Gray Tokens, and the Initial Coin Offering, such as unforeseen bugs, security issues or disruptions. By way of the above and other factors not within our control, the entire sum used to purchase the Gray Tokens may be lost.

Despite our best efforts, VoxelX may not be able to execute or implement its goals, business strategies and plans.

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The disclaimers set out above are not exhaustive.

Revision history

March 25, 2018 - v1.0

March 31, 2018 - v1.1

April 2, 2018 - v1.1