What is claimed is:

1. A system for generating a digital twin in an interactive virtual reality environment, the digital twin corresponding to a live event, the system comprising:

a plurality of video capturing devices connected to a network,

each video capturing device for capturing videos of the live event, each captured video has a corresponding metadata;

a plurality of audio recording devices for recording audio of the live event;

a server configured to receive data from each video capturing device and each audio recording device;

the server operating a computing module, the module configured

to analyze the captured videos and the corresponding metadata,

to determine a spatial depth between images being captured by different video capturing devices,

to match each captured video to a coordinate matrix of a virtual space,

to match the audio to the coordinate matrix of the virtual space,

to generate the digital twin of at least a portion of the live event based on the captured videos, the corresponding metadata, the spatial depth, the predetermined set of coordinates and the coordinate matrix;

the server configured to generate a plurality of digital representations from multiple directions of the live event, including at least one 360-degree digital representation and a plurality of unidirectional digital representations, each digital representation corresponding to a viewing angle within the digital twin in the interactive virtual reality environment;

wherein, in operation, the digital representations and audio may be transmitted to a device of a user participating in the interactive virtual reality environment of the live event.

2. The system of claim 1, wherein the system is further configured to receive data from the device of a user, the data corresponding to user's interactions with the virtual reality environment.

3. The system of claim 2, wherein the computing module is further configured to calculate a threshold to determine real-life elements suitable for being within the digital representation of the digital twin in the virtual reality environment.

4. The system of claim 1,2 or 3, wherein the server is further configured to transmit the digital representations the device in real-time or a delayed time after the live event.

5. The system of any one of claims 1 to 4, wherein the digital representations, audio recordings, corresponding metadata and corresponding coordinate matrix data are parsed and stored in a database by the system for at least partial on demand re-distribution.

6. The system of any one of claims 1 to 5, wherein the digital representations, audio recordings, corresponding metadata and corresponding coordinate matrix data are stored in a distributed manner by blockchain technology.

7. The system of claim 6, wherein non-fungible tokens are assigned to at least a portion of the digital twin, including the digital representations, audio recordings, corresponding metadata and corresponding coordinate matrix data.

8. The system of claim 7, wherein the system includes a payment processor adapted for identifying a non-fungible token purchased by the user and assigning corresponding non-fungible tokens rights to the user.

9. The system of any one of claims 1 to 8, wherein the system assigns a non-fungible token to the digital twin of the live event.

10. The system of any one of claims 1 to 9, wherein the server uses artificial intelligence to generate digital representations.

11. A system for generating a digital twin in an interactive virtual reality environment, the digital twin corresponding to a live event, the system comprising:

a plurality of video data streams received via a network, each video stream corresponding to a predetermined set of coordinates of a physical space of the live event and having a corresponding metadata;

a plurality of audio data streams corresponding to a 3-D audio field of the live event;

a server configured to receive the video data streams and the audio data streams,

the server operating a computing module, the module configured

to analyze the video data streams and the corresponding metadata,

to determine a spatial depth between images of the video data streams

to match objects in each image to a coordinate matrix of a virtual space,

to match the 3-D audio field to the coordinate matrix of the virtual space,

to generate the digital twin of at least a portion of the live event based on the images, the corresponding metadata, the spatial depth, the predetermined set of coordinates and the coordinate matrix;

the server configured to:

generate a plurality of digital representations from multiple directions of the live event, including an at least one 360-degree digital representation and a plurality of unidirectional digital representations, each digital representation corresponding to a viewing angle within the digital twin in the interactive virtual reality environment; and

transmit the digital representations and audio to a user device via a network.

12. The system of claim 11, wherein the system is further configured to receive data from the user device, the data corresponding to user's interactions with the virtual reality environment.

13. The system of claim 12, wherein the computing module is further configured to calculate a threshold to determine real-life elements suitable for being within the graphical representation of the digital twin in the virtual reality environment and approximating digital representations of the real-life elements.

14. The system of claim 11, 12 or 13, wherein the digital representations are transmitted to the device in real-time or a delayed time after the live event.

15. The system of any one of claims 11 to 14, wherein the digital representations, audio, corresponding metadata and corresponding coordinate matrix data are parsed and stored in a database by the system for at least partial on demand re-distribution.

16. The system of any one of claims 11 to 15, wherein the digital representations, audio,

corresponding metadata and corresponding coordinate matrix data are stored in a distributed manner by blockchain technology.

17. The system of claim 16, wherein non-fungible tokens are assigned to at least a portion of the digital twin, including the digital representations, audio recordings, corresponding metadata and corresponding coordinate matrix data.

18. The system of claim 17, wherein the system includes a payment processor adapted for identifying a non-fungible token purchased by the user and assigning corresponding non-fungible tokens rights to the user.

19. The system of any one of claims 11 to 18, wherein the system assigns a non-fungible token to the digital twin of the live event.

20. The system of any one of claims 11 to 19, wherein the server uses artificial intelligence to generate digital representations.