



# ETHERNAAL

---

## WHITE PAPER



JAN MMXXII



**TATTOO FOR LIFETIME, NFT FOR ETERNITY**

Decentralized organization orbiting around the tattoo art,  
built to offer new artistic, creative,  
organizational and financial possibilities for the tattoo industry

ETHERNAAL.COM



# About Ethernal

Ethernal offers tattoo artists, studio, professionals, designers, graphists and others artistic practitioners a non-technical door to enter the 3.0 era.

## ➤ How was it born?

**The idea was thrown in a conversation with two tattoo artists whom had no previous exposure**

**to cryptocurrencies or NFTs during the pandemic and lockdown times.**

The idea was battletested during the ETH Global NFT Hackathon, won two prizes and the core team was built during the event.



## ➤ What purpose?

The tattoo art has evolved over centuries within the restrictions of its indisputable bind to the temporal, it's masterpieces condemned only to survive through the ages in the depredating existence of those who once, proudly carried them.

Ethernal removes the cast and allows artists to convert their designs into NFTs without the need for technical background, it is the fusion of an ancestral art and 3.0 tech.

## ➤ Ethernal's Vision

**Ethernal is born from the idea to support a collective and create a technological revolution that would allow the 10th art to be preserved for eternity and to permit individual artists and businesses to experience new creative and financial opportunities.**

To provide the possibility for all kind of artists to pool their talent together, to act as a collective, serving the best interest of their industry, acting always in fairness towards their numerous goals.

Among them; to create a Marketplace for any artist to create, buy sell their arts, skills and time, to curate a digital museum, promote it's artists and their cultural heritage; to investigate and documente tattoo art history; to build a cultural database, work in changing the regulatory framework, to establish an intellectual property standard around the tattoo art, to open the gate for new artists and horizons to provide flashes materials, to create digital tattoos and an industry gathering place, the tattoooverse.



## ➤ **TATTOO MARKETPLACE & NFT FACTORY**

### **NFTs for each use case**

Ethernaal offers to create any kind of NFT Classes, wherever the user need is to digitalize a piece of equipment like a tattoo machine, an experience such as a scar, a NF2T (Non-fungible Tattoo Token) or to recognize Mastery of a discipline.

### **Licensing System**

Ethernaal also allows creators to select a licensing model for their art so buyer can understand the intellectual property and exploitation rights parameters when purchasing an NFT.

### **NFT Classes**

There are about 20 different NFT Classes fits to meet any requirements faced from individuals, tattoo artists, studios, manufacturers, professionals of the entertainment industry, video production labels , video game studios, artificial intelligence creators or celebrities with public exposure looking to secure the intellectual properties of their tattoos, convert it into a marketable product or financial asset.

## ➤ **A COLLECTIVE ORGANIZATION (DAO)**

### **Ownership via \$NAAL holdings - (The Guild)**

Ethernaal is owned by \$NAAL (project token) holders, it is based on the DAO theory (Decentralized Autonomous Organization), the code, the web user interface, the treasury are owned by the Token Holders as the fees generated by the entire Ethernaal ecosystem.

### **Governance via NFT holding - (The Council)**

Decision making process is planned to occur based on a reputation system and a combination of NFT, POAP and Snapshot protocol/technologies. Routine decision are made through Snapshot using \$NAAL holdings when the political life of the organization occurs via NFT and POAP reputation system.

# Ethernaal DAO theory

*Ethernaal attempts at collective organization and operations is based on a model of different working groups revolving around a global vision. Ethernaal DAO is the sum of four entities: The Guild, The Council, The Artist collective and the Core Team acting as a temporary tutor.*

## ➤ ORGANIZATIONAL STRUCTURE

**The Guild** is composed by \$NAAL stake-hodlers (token holders who have committed their holdings (or part of) into the staking contract. The Guild has the power to revoke the responsibilities granted to any council member.

Guild members can freely participate in routine tasks and some of the project activities, referred as quests, voted and budgeted by the council.

**The Council** is composed by Ethernaal NFT PFP holders, early participants, ambassadors, Master NFT holders, Membership holders, industry participating collectives and business holders etc...

Council members can participate in any aspect of the project whenever it is delivery or any area of their interests available within the Ethernaal ecosystem.

**The Core Team** is composed of 21 persons as per January 2022. The team is in charge of delivering the proof-of-concept emerging from the ecosystem tech and guiding the project along its path to maturation.

The team will be relinquishing responsibilities and duties to the community and the DAO as per its growth with an expected timeline of 12 months upon beta launch of the marketplace.

**The Artist Collective** composed of more than 50 artists as per January 2022 and in permanent onboarding, the collective is Ethernaal's heart of creativity and contents. Ethernaal provides a full onboarding capacity to artists curious to explore the 3.0 opportunities or to dip into the tattoo art, the collective is composed of tattoo artists, digital artists, sculptors, 3D designers orbiting around the same passion or curiosity for the 10th art.



## ➤ **POWER BALANCE**

The Council oversees the Guild activities and owns a veto power over any task, decision or conflict that may arise. The Guild in turn is able through a proposal to open a votation in order to revoke or appoint any council member to any position should they would happen not live up to the standard or comply with the duties expected from the privilege or to the contrary be an outstanding member of the community being recognized as such.

## ➤ **3.0 CORPOLITICS**

Ethernaal as a DAO as the responsibility to keep its politics and interests aligned with it's partners DAO in which they have acquired voting power through shared treasury (Sushi, StakeDAO, CityDAO, SOS DAO...).

A DAO team is required to be appointed to monitor the proposals made in partner DAOs, reflect them in Ethernaal for community position taking and participate using the DAO voting power into the decision making process of partner's proposal.

## ➤ **DAO QUESTS, GAMIFICATION OF AN INDUSTRY**

The main mission of the DAO is to ensure that Ethernaal evolve as an open, decentralized, non-elitist collective and sustainable organization both from an operational and financial perspective with the capacity to build, promote, develop and protect the cultural heritage around the tattoo art.

Quests are project or task within Ethernaal in which the guild members can participate to earn \$NAAL via their time and skills contribution in an attempt to provide industry gamification through tokenomics, POAP and Achivement/Recognition NFTs.

## ➤ **COLLECTIVE ETHICS**

Serving decentralized products such as the marketplace, the censorship and operational decisions rests in the hands of the DAO, \$NAAL holders get incentives in spotting users selling "unique" pieces in different marketplace, inadequate contents or copyright infringement.

Participating in such activies allows the guild members to earn \$NAAL by participating in day to day activities such as quality content supervision, censorship decision or copyright claims.

## ➤ **MASTERY RECOGNITION PROGRAM**

No collective can work without a common objective; neither can it find its identity without a greater purpose. Ethernaal has set as it's first community achievement the pyramidal project to identify and recognized the Masters of tattoo art in the tribes, ethnics, and region of the world.

DAO members participating in recognition programs acquires \$NAAL and NFT's compensation in the process as an incentive.



# Meta Industry theory

Ethernaal is building a social meta-place for the tattoo industry to hold its digital museum, it's conference center, a place for tattoo shop and professional to build a meta-presence and Ethernaal to host it's governance and internal politics. This place is known as the tattooverse and its built upon the Unity engine by Ethernaal's core team members.

## ➤ WHO CAN ACCES IT?

**Anyone with an Ethernaal PFP or Child PFP can access the metaverse.**

Access control to distinctive area is made through NFT ownership.

As an example, an Ink Tattoo Brand could join the metaverse and allocate resources to create a child PFP branch from the Ethernaal mother contract, including their brand specific attributes and segregate access to their meta-infrastructure based on a user role (their employees, VIP, customers etc..)

## ➤ WHAT FOR?

Building metaverse presence, hosting tattoo conferences, art presentation, gallery events, building the digital museum or a decentralized tattoo scholar establishment, the DAO parliament and ultimately a place for the whole tattoo industry to meet, exchange, coordinate and grow together with the objective to evolve in an ethical economical model, regulated by the democratic common sense of a jurisdictionless industry.

## ➤ META-INFRASTRUC-

**Ethernaal does not intend to build a metaverse infrastructure, rather the elements that will compose the metaverse.**

Ethernaal is partnering with various project providing metaverse infrastructure, starting with The Nemesis (Gallery to be delivered by end of January) but also with others project with augmented reality capacities.

Relieved from the burden of a technical infrastructure and cost maintenance the team is focusing into building the world of the tattooverse rather than creating it from scratch.

PFP and metaverse land capacities are integrated as the other areas of the ecosystem applying an industry wide logic meant to create and experience the futur of the tattoo industry, hence privileging adoption to financial opportunities.

## ➤ **PFP/MAF: AN APPROACH TO INDUSTRY USECASE.**

### **PFP versus MAF**

PFP: Proof For Picture / Profile Pictures allows users to create an identity using a profile picture (ie: Bored Ape Yatch Club).

MAF: Metaverse Avatar Files, Ethernal's version of the PFP, an NFT that combines several files which can be used as Proof for Picture or 3D avatar in a metaverse.

### **Mother/Child MAF Contract**

Ethernal approach to PFP/MAF is based on an industry wide approach, hence it offers a mother MAF/PFP smart-contract (with chainlink VRF random authority) with child contracts abilities.

As an example of usecase for such applications, Ethernal will offer the LobsterDAO holders to mint an PFP/MAF which will includes attributes specifics to the lobster community (ie: Shrimp tattoo as common attribute, Langoustine as medium rarity attributes and a Lobster tattoo for rare attributes).

Allowing child minting via mother PFP/MAF contract is not only a way to allow users to bring their culture and identity across several networks but also the gate for a successful onboarding into one of the first meta-place available across the industry, the tattooverse.

Minting of PFP/MAF items is made through the acquisition of "ink bottles" (aka minting pass), the DAO will control the emission of "ink bottles" as per the project growth.

Profesional and external communities will require to submit a proposal and acquire a defined sum of \$NAAL to cover the cost for the creation of their dedicated minting pass and the deployment of the child contracts, thus benefiting the whole ecosystem.

Meta-industry as a service.



# Ethernaal products

*A technological revolution offering new canvas for tattoos, new artists for the art, new materials for the artists, new possibilities for art fusions and a world of usecases to be discovered. Below some of the products available through the Ethernaal ecosystem.*

## ➤ PEER2PEER SERVICES

**Via the Time and Material NFT class,** Ethernaal users are able to market as NFTs their time skills and experience.

Usecase are applicable but not limited to an art class, a consulting session or a defined task. Such tool allows optimum planification of an artist capacity and a way for the market price definition for the hourly rate and priority fee of an artist, offering a solution to some of Ethernaal artist whom waiting time for a tattoo session can reach up to 3 Years.

## ➤ ETHERNAAL BRANDING

**Ethernaal** manages its own brand as part of the ecosystem, investigate potential artistic partnership across several industries, market the artist collective and individual artists, establish business development and partnership strategies (collection request, custom orders, cross marketplace collaboration...) and offers services in the organization of event across the tattoo and blockchain industries (ie: Liscon 2021, NFT Paris 2022 ... ).

## ➤ TATTOO ART SUPPLY CHAIN

**By the nature of its unique origin and composition,**

Ethernaal offers "tattoo art as a service", latest application of this usecase can be observe in the PFP project THUGZ

where Ethernaal provided tattoo attributes made from real tattoo artist of the collective, allowing to compound art with more art.

Ethernaal is also establishing serious partnership within the video game industry in and out of the crypto ecosystem, offering a new perspective of the use of NFT within the video game industry while offering tattoo artist a new universe of creative opportunities and "canvas" to apply their art: NFT avatars, video game, cartoons, animated and movies characters just to name a few.

Creating for the studio whom acquire the NFT the ability to turn a tattoo piece of art into a financial product, brand identity asset or any creative use one may find to the applications of the virtual tattoo.



## ➤ **ETHERNAAL MARKETPLACE AND NFTS**

**Flagship product from the ecosystem** the marketplace allows tattoo artist to mint and sell their work through different class of NFT standard, set licensing terms according to their intended use and marketplace users to trade their acquisition without the burden found in centralized operating marketplace. The Market allows over 20 different class of NFTs to be minted, backing each usecases uncovered by the collective from digital tattoo to body part.

## ➤ **B2B SERVICES**

**The collective offers several layers of B2B services**, technical expertise by offering availability of knowledge and experience for advisorship, art collaboration through the supplying of art and collection for different projects and industries or via its metaverse presence offering galleries and art brokers means to conduct 3.0 events or auctions.

## ➤ **INDUSTRY ONBOARDING SERVICES**

**Proud of a successful onboarding of more than 50 tattoo artists and several tattoo shops**, Ethernal has its own training department which covers all the topics an artist or studio requires to engage in crypto art with safety and confidence.

Metamask basics, seed security management, ENS acquisition and setup, marketplace usage and NFT minting are explained in personal training session for a successful onboarding of first time users, both for artists and tattoo art organizations.

## ➤ **ETHERNAAL OTC: OFFERING NFT OPTIONS IN TATTOO**

**Delivering NFTs capacity to tattoo shops.** Ethernal has established a partnership (to be announced at the day of this update - Jan 2022) with a major player of the OTC technology.

In Beta testing phase with tattoo shops in 5 different countries, **Ethernal OTC solution provides tattoo shops the capacity to offer their client NFT as an option for their tattoo**, Shop are equipped with a tablet generating a QR code for the OTC transaction, delivering the NFT version of the tattoo against the cryptocurrency payment (\$ETH/\$NAAL).

## ➤ **DECENTRALIZED FINANCE: INDUSTRY FOCUSED**

**Simple, Safe, Decentralized Finance.** Ethernal has established partnerships with major and reputable actors of DeFi, StakeDAO and more to be announced at the day of this update allowing its users to enjoy the benefits of DeFi without the risks associated to rugs and smart-contract security flaws.

The \$NAAL purpose at mid term is to be available in partners DeFi platform and services, for to be used as an example as collateral, allowing not only access to the user to DeFi but also to the DAO to new opportunities and collective economics usecases.

# Ethernaal Economics

The ecosystem is fueled by its native ERC20 token the \$NAAL, built on the Ethereum blockchain.

## ➤ ECOSYSTEM INCOME LAYERS

### 1) The Marketplace

Transaction fee (2.5%) on P2P services and trades on the platform, Ethernaal owned NFT Collections, fee on integrated partners product (Capsule, NFT digital packaging...), Minting PFP/MAP fees, Secondary Market fees.

### 3) Ethernaal Gallery & Museum

Private sales fees, metaverse and digital exposition revenue, Virtual Art Broking, Artist promotion program revenue, R&D Digital Art and practical usecases.

### 5) Decentralized Finance

LP supply earnings, NFT Farming, Partnership DeFi strategies and holdings.

### 2) Ethernaal Brand and Partnership program

Transaction fee on partners marketplace and blockchain, cross-industry marketplaces fees, Art Gallery program revenue, Partners Metaverse marketplaces fees, Art Broker program revenue, B2B services revenue, Art Supplying Revenue, OTC fees.

### 4) Tattooverse and Augmented Reality Shops

Augmented Reality Tattoo Shop, Metaverse onboarding, Meta-Tattoo shop supplying and land trading.



## ➤ ECOSYSTEM COSTS AND DISTRIBUTION LAYERS

### a) Operational Costs

Domain, hosting and costs relating to day-to-day operations.

### b) Ethernaal Membership NFT Holders distribution

Part of the benefits generated by the ecosystem is pooled and shared among NFT Membership holders.

### c) \$NAAL Holders distribution

Benefits generated by the ecosystem are distributed to \$NAAL holders on a quarterly and annual basis.



## ➤ **\$NAAL UTILITIES**

### **Artist Onboarding**

Artist onboarding process is accomplished via submission through a Snapshot proposal requiring the artist to hold a minimum of 100 \$NAAL. Upon positive community decision through vote, the Artist is onboarded (including training) and granted access to the minting contract belonging to their categories (tattoo artist, digital artist, 3D Designer...)

### **Ecosystem Credentials**

\$NAAL holding is required to participate in Guild Activities, to contribute and earn from DAO operations, access to special events, private collections and assets or the beta testing of new usecases.

### **Passive Income Generation**

\$NAAL holding determines the share of each holders during the benefit distributions occurring in a quarterly and annual fashion.

### **Transactions and Incentives**

The ecosystem token serves as an incentive for the DAO members to engage in the operations of the organization while also serving as an ecosystem currency.

### **NFT Farming**

For special event or occasion, Ethernal will open NFT farms allowing \$NAAL holders to stake their tokens for a determined amount of time in order to farm NFTs.

### **Exposure to Black Unicorn**

As part of Black Unicorn, Ethernal token holders gains exposure to further projects airdrop and bonuses.



## ➤ **\$NAAL TOKENOMICS**

### **Supply**

Originally with a supply of **40 Millions \$NAAL** the total supply was reduced down to **4 Millions** upon the IDO through a **burn** transaction.

Total supply: **4 000 000 \$NAAL**

### **\$NAAL Distribution**

**1130,000** \$NAAL for Initial DEX Offering.

**360,000** \$NAAL for Private Sale and Investors.

**110,000** \$NAAL for Marketing & Partnership

**250,000** \$NAAL for Airdrops and Governance decentralization (up to).

**150,000** \$NAAL for DAO Treasury.

**1,000,000** \$NAAL for DEX Liquidity Provision (Up to, locked for 1 year).

**800,000** \$NAAL for Team Allocation and salaries (Monthly un-vest over 1 year).

**200,000** \$NAAL for Black Unicorn Finance (Monthly un-vest over 1 year).

### **Private Sales**

One private sale occurred pre-IDO for early contributors and supporters, limited to 20 persons in which 20 \$ETH worth of \$NAAL were sold at a 5% discount in relationship to the IDO price without vesting time.





# IDO FUNDS USAGE

**The funds raised during the IDO were splitted among the following areas of activities:**

**40%** of the funds raised were used to provide liquidity in Sushiswap.

**5%** were assigned to the Ethernal emergency treasury reserve.

**10%** to be allocated to artist NFT minting for Marketplace launch.

**17,5%** were assigned to the project treasury.

**10%** were assigned to Black Unicorn treasury.

**15%** were assigned for pre-delivery cost refunding and as salaries to the team members for their 10 months contribution post-IDO.

# ETHERNAL TREASURIES

*The treasury has been initiated with the funds raised during the IDO, and is now being augmented with the trades occurring on the marketplace, DeFi allocations etc. Ethernal is composed of a set of treasuries segregating positions, liquid funds and benefit pools.*

**Emergency Treasury:** initially received 5% of the IDO funds and be augmented every quarter.

**DeFi Treasury:** To be setup in Q2 2022 with StakeDAO strategies

**Liquidity Pool Treasury:** 40% of the funds raised during the IDO were utilized to supply liquidity in Sushiswap Pools.

**Operational Treasury:** initially received 15% of the IDO funds to be maintained according the project needs in terms of development and costs may also be augmented with a share of the unsold token during the presale and IDO at the DAO discretion.

**Treasury Balancing:** Excluding \$NAAL holding, treasury should aim to maintain a ratio of \$USDC 50% / \$WBTC 20% / \$ETH 20% / \$SUSHI 7,5% / \$STD 2,5% holdings.

Once a year and before the annual distribution, gain made from liquidity provision should be assimilated in the distribution to holders.

# Fees distributions

The DAO produces a quarterly and annual report on incomes and expenses prior to distributing the fees generated by the ecosystem. \$NAAL held in treasury are out of the scope of periodical distributions.

**Quarterly distribution:** 25% of the benefit generated in the last quarter is to be shared as part of profit distribution between the different treasuries and among eligible tokens holders who have stacked their \$NAAL (or supplied in LP).

The quarterly distribution takes place as per the following repartition:

- **8%** of the share is to be looped back among the various Ethernal treasuries.
- **3%** of the share is to be invested into marketing and partnerships.
- **69%** of the share is to be distributed to \$NAAL Eligible Holders
- **5%** of the share is to be assigned to DeFi Treasury augmentation.
- **5%** of the share is to be allocated to the active team as performance bonus.
- **5%** of the share is to be allocated to the Membership holders distribution pools.
- **5%** of the share is to be assigned to Black Unicorn treasury.



**Annual distribution:** Once a year, in the first week of December, the treasury will process the yield of its DeFi products and financial services before proceeding to annual distribution to eligible \$NAAL holders. Additionally, the DAO will process to the rebalance and distribution of a part of its treasury to \$NAAL holders and LP Providers.

The Annual distribution pools **70% of the fees and income generated over the year minus quarterly distribution.**

- **70%** is divided among eligible \$NAAL holders.
- **5%** of the share is to be allocated to the Membership holders distribution pools.
- **15%** is allocated to the founding team members.
- **10%** is reversed to Black Unicorn Treasury.



# DEX liquidity provision

Liquidity are provided on Sushiswap and locked with Unicrypt for a period of a year.

5% of the total supply and 40% of the amount raised during the IDO were used to provide liquidity into sushiswap decentralized exchange upon the IDO conducted successfully on the MISO launchpad.



SushiSwap

## Team token allocation

The team allocation is vested over a period of 12 months.

It represented at launch time a pool of 800 000 \$NAAL.

Each team members were compensated with a total of approx 3300 \$NAAL per members for their contribution from March 2021 to October 2021.

Upon the launch of the project in November, the team shares a pool allocated each month that serves as a salary, unvested from the team allocation, as an order of reference each team member received approx 2500 \$NAAL for their December 2021 contribution, approx 2115 USD at writing day exchange

Upon team token allocation depletion (12 months upon launch) it is the DAO decision to vote a new team allocation (or not).

# Industry Metrics

**The market size of the Tattoo Artists industry is expected to increase 23.2% in 2021.** The market size of the Tattoo Artists industry has grown 9.2% per year on average between 2016 and 2021.

Daily Mail UK's report indicated that the tattoo industry is now worth more than \$3 billion. While Italy takes the lead as the most tattooed country, the United States leads in tattoo shop numbers.

## Total Industry

**\$3B**

Yearly industry worth

## Most Valuable Tattoo

**\$924k**

Worn by Minki Van der Westhuizen, a South African model.

## Lockdown Revenue Impact

**-9.5%**

9.5% revenue decline from the previous years. Many tattoo shops have turned to online marketing.

## Campeoni

**48%**

Of people in Italy have at least 1 tattoo, 47% in Sweden and 46% in US.

## US Parlors

**20k**

After Italy and Sweden, America comes third as the countries where tattoos are most common. There are more than 20,000 parlors in the US.

## Average Revenue /Studio

**\$241k**

and the typical tattoo artist earns \$50,000/year.

The Tattoo Artists industry exhibits a low degree of globalization. The service-based nature of the industry limits the potential for trade across international borders. Without the ability to generate revenue from exports or the potential to experience competition from imports, globalization

will remain low. Although artists have moved internationally or gained fame from international competitions or artwork, the service-based nature of the industry ties revenue generation to a specific geographical location, so most operators are locally owned and operated.

Daily Mail UK's report indicated that the tattoo industry is now worth more than \$3 billion. While Italy takes the lead as the most tattooed country, the United States leads in tattoo shop numbers.

Life Cycle Stage	Growth	Regulation Level	Medium
Revenue Volatility	Low	Technology Change	Low
Capital Intensity	Low	Barriers to Entry	Medium
Industry Assistance	None	Industry Globalization	Low
Concentration Level	Low	Competition Level	Medium



## ➤ **BLOCKCHAIN TECHNOLOGY AS INDUSTRY SOLUTION**

### **Expanding a local market.**

The tattoo is per definition a market which operate usually within a pool of local customer or a defined geographical location, the use of NFT technology and its marketplace allows artists and studio to sell their art in a borderless fashion while accepting cryptocurrency payment for their art.

### **Permanent business opportunities**

The digitalization of the tattoo art via NFT tokenization allows tattoo artists and shops to keep producing and offering art on the market independently of eventual crisis or lockdown period.

### **From perishable to eternity**

Tokenization of the tattoo art allows its conversation through ages, exposition through collection, curation via museum and all the others advantages the 10th art was never granted before its 3.0 evolution.

### **New support, new markets, new opportunities.**

Tattoo artists are now able to designs virtual pieces of art for the entertainment, video game, digital and art industries, able to acquires pieces of bodies (virtual or not) as the perfect canvas for their masterpieces and open creative doors that are yet to be discovered with this expansion of the tattoo art across several new industries.

### **Flooding the market with new art, content & Players**

Allowing any artists to produce tattooable designs is the equivalent of flooding the tattoo market with new skills, horizons and talents while allowing a massive amount of contents to be tattooed by existing artist. Ethernaal handles minting contract based on skill and experience level, when only experienced tattoo artists can offer tattoo services, any artist or designer can sale tattooable NFTs (called Flash NFT) and any user can acquire them for a tattoo or as a collectible item.



## ➤ **PROOF OF CONCEPT DELIVERED / IN TESTING**

### **Playing with NFT applications as POC**

Tattoo as Artificial Experience: A collaboration with an Artificial Intelligence and a Tattoo artist for the creation of a Virtual-Class Non-Fungible Tattoo Token which will be embedded into the AI avatar as a definitive graphical modification.

Life as a Tattoo: The creation of a tattoo Living Virtual-Class Non-Fungible Tattoo Token in the blockchain, changing shape, form and color over the passing of the blocks .

Tattoo as a DLC: An exercise of collaboration between an artist and a video game studio for the creation of a Virtual-Class Non-Fungible Tattoo Token for a game character.

Asset as a Digital Goods: An exercise of collaboration between a machine manufacturer, a 3D designer and a video game studio for the creation of a Virtual Asset-Class Non-Fungible Tattoo Token for a game equipment.

Virtual Body as a Canvas: A collaboration between an artist with a physical and simulated / virtual entity for the tokenization of a body part to be marketed as a canvas for Art.

Time as a Salary: A collaboration with an artist and/or a studio for the creation of a Time and Material-Class Non-Fungible Token for a special event.





## ➤ ETHERNAAL NFT CLASSES AND CATEGORIES

### 6 Categories of NFT, +20 Classes

During the development of the platform Ethernal we have found that referring to all ERC-721 under the single reference of "NFT" became a limitation to the understanding of the many functions and uses of the NFT Standard.

The creation of the Ethernal Table of NFT along with a symbology to identify the smart-contract class and a role based access control were implemented.

Category	Class	Access	Approval
Common	NFT - Non-Fungible Token	Anyone	N/A
	arNFT - Art-Class Non-Fungible Tattoo Token	Anyone	N/A
	gamNFT - Gaming-Class NFT	Anyone	N/A
Assets	eNFT - Ethernal-Class Non-Fungible Token	Ethernal Member	DAO Approved
	aNFT - Asset-Class Non-Fungible Token	Ethernal Member	DAO Approved
	vaNFT - Virtual Asset-Class Non-Fungible Token	Ethernal Member	DAO Approved
	coaNFT - Consumable Asset-Class Non-Fungible Token	Ethernal Member	DAO Approved
	locNFT - Location-Class Non-Fungible Token	Ethernal Member	DAO Approved
	vlocNFT - Virtual Location-Class Non-Fungible Token	Ethernal Member	DAO Approved
	docNFT - Document Class Non-Fungible Token	Anyone	N/A
	tNFT - Time and Material-Class Non-Fungible Token	Ethernal Member	DAO Approved
	canNFT - Canvas Class Non-Fungible Token	Ethernal Member	DAO Approved
Living	liNFT - Living-Class Non-Fungible Token	Ethernal Member	DAO Approved
	bNFT - Body-Class Non-Fungible Token	Ethernal Member	DAO Approved
	vbNFT - Virtual Body-Class Non-Fungible Token	Ethernal Member	DAO Approved
Social	recNFT - Recognition-Class Non-Fungible Token	Ethernal Member	DAO Approved
	mNFT - Mastery-Class Non-Fungible Token	Ethernal DAO	
	sNFT - Skill-Class Non-Fungible Token	Ethernal Master	
	soNFT - Social-Class Non-Fungible Token	Ethernal Member	DAO Approved
	posNFT - Position-Class Non-Fungible Token	Ethernal Member	DAO Approved
	wisNFT - Wisdom-Class Non-Fungible Token	Ethernal Member	DAO Approved
	memNFT - Membership Class Non-Fungible Token	Ethernal Member	DAO Approved
Personal	expNFT - Experience Class Non-Fungible Token	Anyone	N/A
	quoNFT - Quote Class Non-Fungible Token	Anyone	N/A
Tattoo	NFT2 - Non-Fungible Tattoo Token	Ethernal Member	DAO Approved
	coNFT2 - Common-Class Non-Fungible Tattoo Token	Ethernal Member	DAO Approved
	vNFT2 - Virtual-Class Non-Fungible Tattoo Token	Ethernal Member	DAO Approved
	covNFT2 - Common Virtual-Class Non-Fungible Tattoo Token	Ethernal Member	DAO Approved
	flaNFT - Flash Class Non-Fungible Token	Ethernal Member	DAO Approved

Full class definition and details can be found in the document "Ethernal NFT classification system and usecases", in appendix to this whitepaper.

# Ethernaal Team

*Ethernaal Core team is composed of over 20 members from international origins, located in France, Spain, United Kingdom, Bulgaria, India, Sweden...*

*Ethernaal Collective is composed of over 50 Tattoo Artist and 20 Digital artists equally located around the world.*

**Gyan Lakshmi**  
**Chief Blockchain Officer**

Blockchain Evangelist, Product Manager for Emerging Technology @ WileyNXT, Developer Ambassador for Algorand, Aeternity, NEAR Protocol (India Guild) and Covalent, Co-founder of BeneFit.

**FrenchDigger**  
**Head of Metaverse**

Digital Artist (2D /3D), Entrepreneur since 4 years. Blockchain & NFT Addict. AR/VR hardcore user. I like the endless possibility of mixing Art and Technology.

**Macsym**  
**Head of Design**

Art Director / Digital artist.

**Axel Segal**  
**Chief Marketing Officer**

Building strong crypto communities since 2017 for different projects, master in crypto languages, fundamental analyst.

**Jeremy M**  
**Chief Executive Officer**

Self-taught entrepreneur since 5 years, in love with: process and automation. Passionate about new technologies and digital art.

**OxPaulisson**  
**Chief Visionary Officer**

Visionary and Project lead and founder of Ethernaal, Jamspot, Toque'n Chef and Black Unicorn.

*Complete team members list along with social and linkedin profiles can be found on [ethernaal.com/team](https://ethernaal.com/team)*





# ETHERNAAL

• TATTOO FOR LIFETIME, NFT FOR ETERNITY •

Email : [info@ethernaal.com](mailto:info@ethernaal.com)  
Twitter : [@ethernaal](https://twitter.com/ethernaal)  
Website : [ethernaal.com](https://ethernaal.com)