5. Content Attribution & Third-Party Assets – Clandestin Ecosystem

(Content Attribution Clandestin – English Version)

CONTENT ATTRIBUTION & THIRD-PARTY ASSETS – CLANDESTIN ECOSYSTEM

(version 1.0 – July 21, 2025)

Identity: Clandestin = the ecosystem, QRM = the symbolic token.

1. Fonts

Name	License	License Link	Usage
Inter	SIL Open Font License 1.1	https://scripts.sil.org/OFL	UI & main titles
JetBrains Mono	Apache 2.0	https://www.apache.org/licenses/LICENSE-2.0	Code snippets & console

2. Iconography & UI Libraries

Package	License	Link	Usage
lucide-react	ISC	https://github.com/lucide-icons/lucide	Button icons
shadcn/ui	MIT	https://ui.shadcn.com	Card/Button components

3. Sounds & Morse Audio

File	Origin	License	Notes
morse_tone_650hz.wav	internally generated with Audacity	CC0	Short DOT/DASH signal
signal_intro.mp3	AI text-to-speech	CC BY 4.0	Intro whisper Manifest

4. Illustrations & Videos

Title	Artist / Source	License	IPFS Hash
"Signal #000" clip	internal (AI + post-prod)	All Rights Reserved	bafybeif...
QRM Spiral (logo)	internal design	All Rights Reserved	bafybeia...
"Neanderthal + Tree"	Midjourney prompt by team	CC-BY-SA 4.0	bafybeid...

5. Code & Frameworks

Technology	License	Link	Note
React 18	MIT	https://reactjs.org	Core front-end
Node.js	MIT	https://nodejs.org	Backend API
Solana-Web3.js	Apache 2.0	https://github.com/solana-labs	Blockchain connection

6. AI Models

Model	Provider	License	Usage
GPT-4o	OpenAI	Paid License	Text & code draft assist
Stable Diffusion XL	Stability AI	Creative ML Open RAIL	Visual art generation

7. General Attribution

The "open" content mentioned above remains under their original licenses.

Clandestin adds annotations and direct links in the READMEs of relevant repositories.

8. Attribution Contact

attribution@clandestin.network

QRM LOGO – present in header & footer of official PDF versions.

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