

# **MELS v1.0 — Technical Short Specification**

## **MELS- Mesh-Embedded Logo Signature**

### **1. Purpose of the Method**

MELS defines a simple and open process for embedding **a logo directly into the geometry of a 3D model**, serving as a **structural signature or seal**.

The goal is to provide authentication independent of textures, materials, or metadata, and compatible with **glTF/glb** formats for interactive 3D NFTs.

### **2. Definitions**

**-Structural Signature:** A logo integrated into the mesh through a geometric operation.

**-3D Logo:** A 3D object representing the artist's logo (OBJ or equivalent).

**-Host Mesh:** The sculpture or 3D object created by the artist, used as the support for logo integration.

**-Boolean Operation:** Additive or subtractive geometric modification of the mesh.

### **3. Minimum Requirements (MELS Compliance)**

To be compliant with MELS v1.0, a 3D NFT must meet all of the following conditions:

- 1-The logo must be a 3D object, not a texture.
- 2-The logo must be added, subtracted, or embedded into the host mesh.
- 3-The final model must be exported or converted to glTF or glb to function as an interactive 3D NFT.
- 4-The integration must be intentional and part of the artistic process.

### **4. Summary Process**

- 1.Create the host mesh (OBJ).
- 2.Create the 3D logo (OBJ).
- 3.Position the logo:
  - outside → visible addition
  - inside → subtraction or hidden signature
  - nearby → free association
- 4.Apply a boolean add/subtract operation.
- 5.Export the final model in glTF/glb.

## 5. Constraints

The following are not considered MELS:

- Logos applied as textures, UVs, watermarks, or overlays
- Signatures present only in metadata
- Logos added in non-geometric post-production
- **A crypto wallet may contain only one MELS logo-signature. This logo may be used across all NFT platforms but must always remain linked to the same crypto wallet (the artist's or designer's blockchain address).**
- **For companies, agencies, or service providers working for multiple brands or artists, a separate wallet must be used for each MELS logo-signature to ensure identity uniqueness, traceability, and integrity.**
- **It is forbidden to use a protected logo, trademark, or distinctive sign without possessing the necessary intellectual property rights.**
- **The MELS method does not replace traditional legal protections (trademark registration, copyright, institutional filings). It does not constitute a legal guarantee of intellectual property ownership.**

## 6. Reference Example

**Bad Head Cyan (2022)**

**Mint date:** February 3, 2022

**Contract Address:** 0x495f947276749Ce646f68AC8c248420045cb7b5e

**Token ID:** 25584371751761932873858142294993948590275096702038761411014667971760299704321

This NFT is the **first documented example** of the MELS method and serves as the **historical prototype**, created before the method was formally named or defined.

## 7. License

MELS v1.0 is released under **CC0 (public domain)**.

## 8. Responsibility and Legal Framework

### 8.1 User Responsibility

Each user is solely responsible for:

- how they use the method,
- complying with the laws of their country,
- respecting the intellectual property rights of others,
- ensuring their creations comply with applicable regulations.

## **8.2 International Legal Framework**

Using the MELS method does not exempt the user from respecting:  
national intellectual property laws,  
international regulations (Berne Convention, TRIPS, WIPO),  
NFT platform rules,  
contractual obligations or licenses associated with logos, trademarks, or artworks.

## **8.3 Disclaimer**

**The author of the MELS method declines all responsibility for any non-compliance with rules, constraints, or legal obligations related to the use of a logo-signature. Each user remains solely responsible for their use of the method and for complying with applicable laws.**