<!-- MAS-AI Logo -->

<svg width="200" height="200" viewBox="0 0 200 200" fill="none" xmlns="http://www.w3.org/2000/svg">

<!-- Glowing orb -->

<circle cx="100" cy="100" r="60" fill="url(#orb-gradient)" filter="url(#glow)"/>

<!-- AI text -->

<text x="100" y="110" text-anchor="middle" fill="white" font-family="Arial" font-weight="bold" font-size="24">

MAS-AI

</text>

<!-- Orbital rings -->

<g transform="rotate(45 100 100)">

<ellipse cx="100" cy="100" rx="80" ry="30" stroke="url(#ring-gradient)" strokeWidth="2" fill="none"/>

<ellipse cx="100" cy="100" rx="80" ry="30" stroke="url(#ring-gradient)" strokeWidth="2" fill="none" transform="rotate(60 100 100)"/>

<ellipse cx="100" cy="100" rx="80" ry="30" stroke="url(#ring-gradient)" strokeWidth="2" fill="none" transform="rotate(120 100 100)"/>

</g>

<!-- Definitions -->

<defs>

<!-- Orb gradient -->

<linearGradient id="orb-gradient" x1="0" y1="0" x2="200" y2="200">

<stop offset="0%" stopColor="#60A5FA"/>

<stop offset="100%" stopColor="#7C3AED"/>

</linearGradient>

<!-- Ring gradient -->

<linearGradient id="ring-gradient" x1="0" y1="0" x2="200" y2="0">

<stop offset="0%" stopColor="#60A5FA" stopOpacity="0.2"/>

<stop offset="50%" stopColor="#7C3AED" stopOpacity="0.8"/>

<stop offset="100%" stopColor="#60A5FA" stopOpacity="0.2"/>

</linearGradient>

<!-- Glow effect -->

<filter id="glow" x="-50%" y="-50%" width="200%" height="200%">

<feGaussianBlur stdDeviation="5" result="blur"/>

<feComposite in="SourceGraphic" in2="blur" operator="over"/>

</filter>

</defs>

</svg>