

# Summer School of Solana

## LECTURE 7 Solana NFTs



Ondrej Rehacek

# About me

Ondrej Rehacek






- Solana advisor @ Ackee Blockchain
- Game developer & surfer in progress 🏄
- Discord: OR#1673
- Twitter: @kyoudaighost



# About this lecture

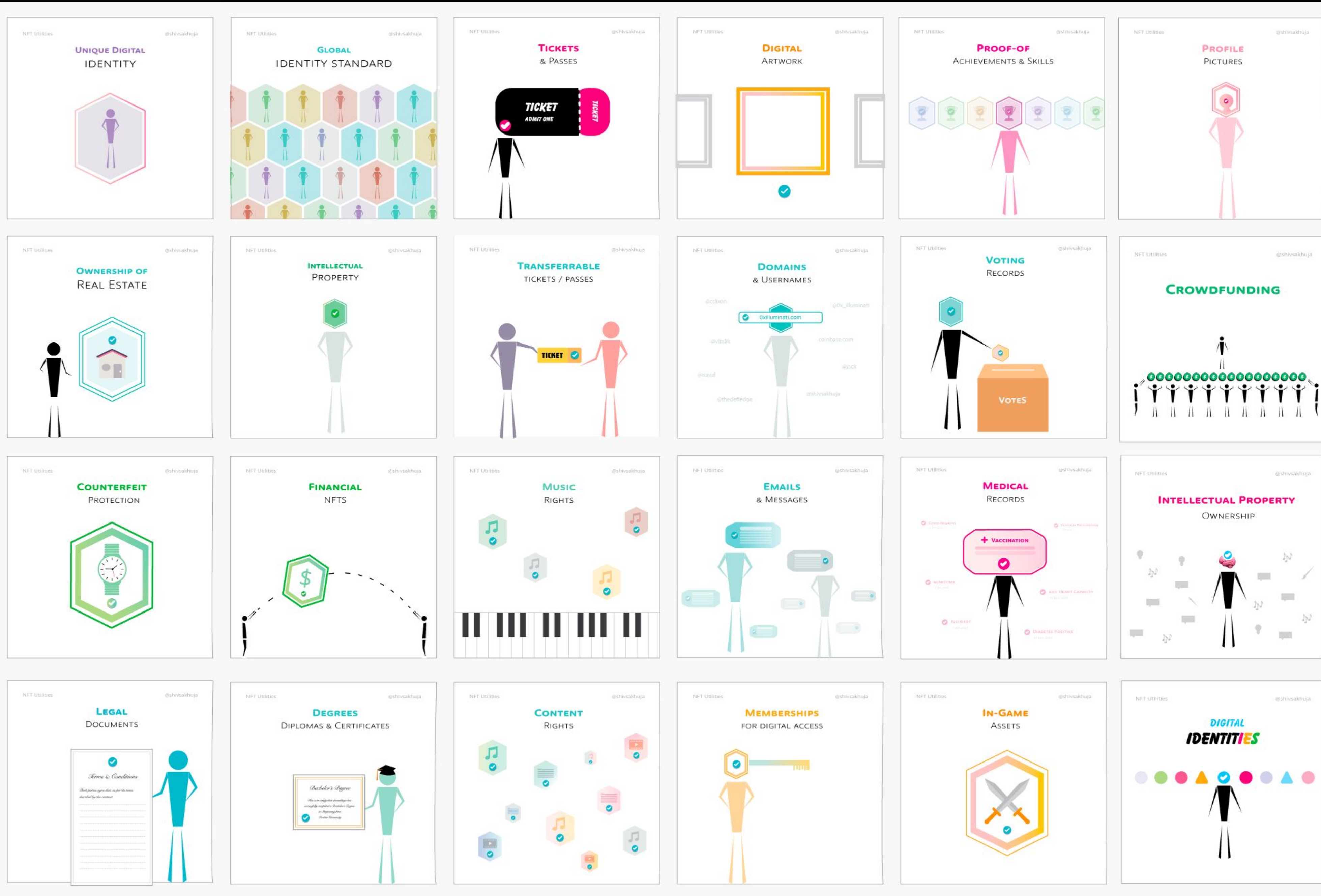
- What are NFTs?
  - General introduction
  - Use-cases
- NFT on Solana network
  - Token Structure
  - Metadata and storage
- Introduction to Metaplex tools
- Hands-on exercise
  - Create and mint your NFT

My NFT vs Your Degree		
		
Cost	\$100,000	\$100,000
Asset	Yes	Liability (debt) Interest payments
Resale Value	\$75k to \$150k	\$0
Unique	Yes	Generic "Liberal Arts" Wow.
Time to Acquire	4 to 6 min	4 to 6 years
Is a cool monkey	Yes	No

# What are the NFTs ?

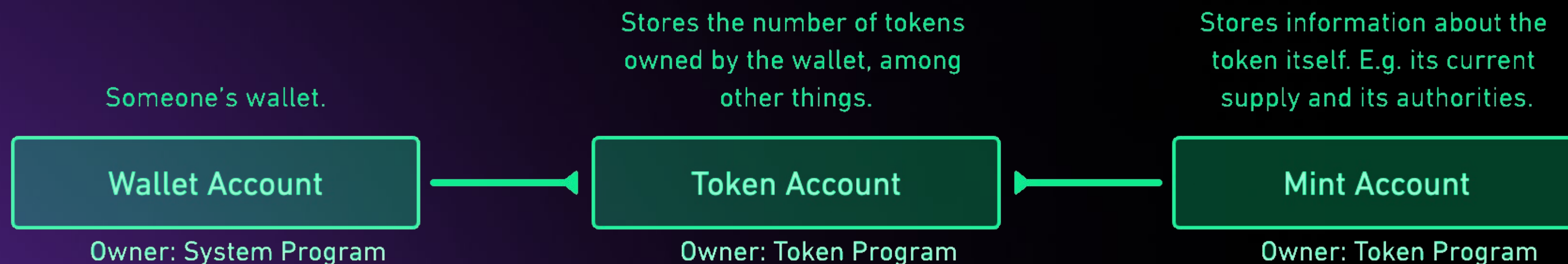
- In case you slept through all of 2021, NFTs were actually one of the biggest accelerators for Solana ecosystem during that year.
- Solana Blockchain surpasses \$2 Billion in All-Time NFT Sales (since Q1/2021)
- NFT is a digital asset that represents real-world or digital object.





# NFT on Solana

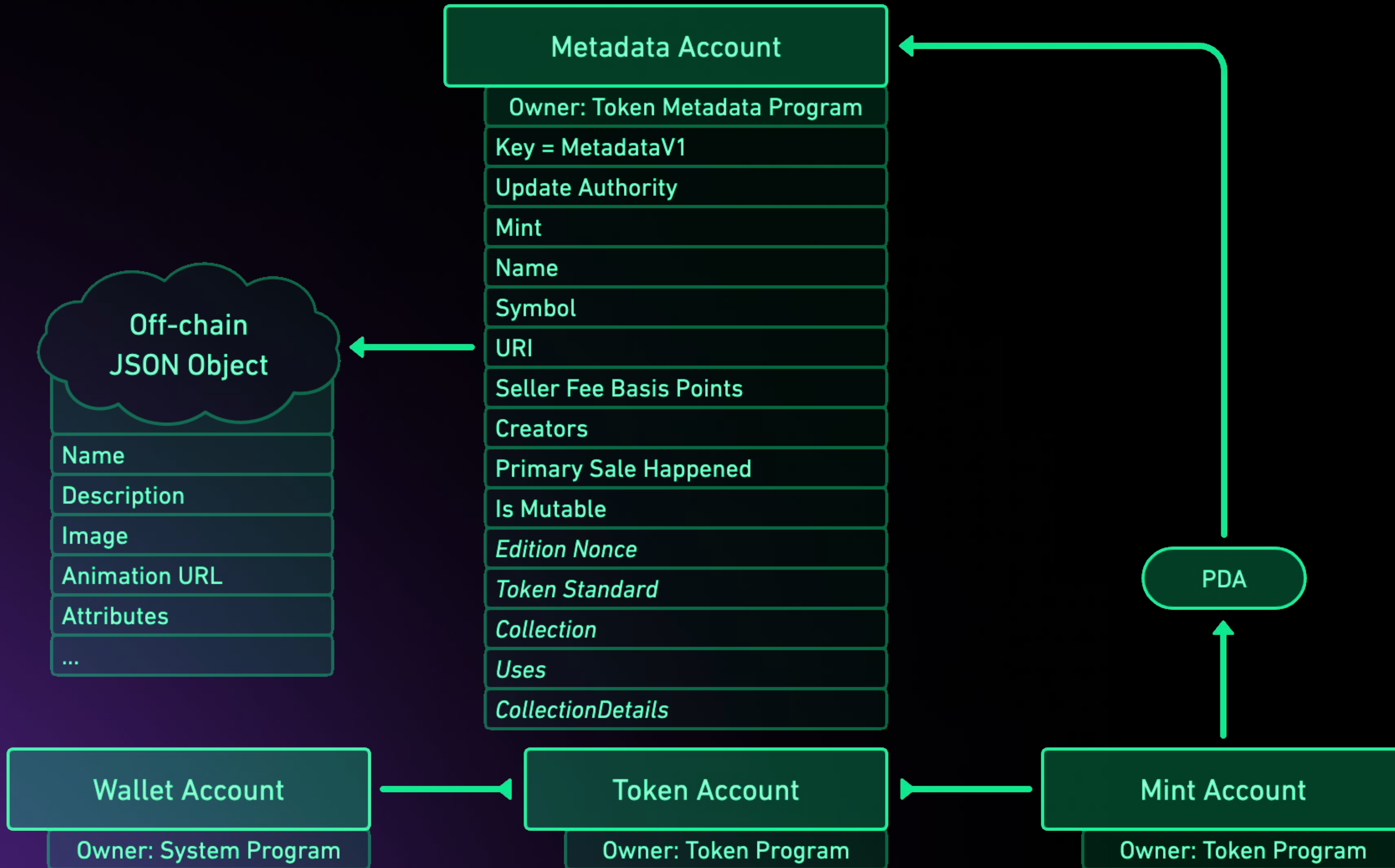
- NFT is a mint account with zero decimals and whose supply will never be  $> 1$ .
- Token is enhanced with **Token Metadata Program (Account)**, that is used to attach additional data to the token (Via a **PDA derived from Mint Account**).
- Metadata Account contains all of the on-chain data and links for external off-chain metadata.



# Metadata Program

- NFT contains both **on-chain data** and **off-chain data** (linked via on-chain URI).
- Most of the basic information is stored on-chain.  
[Mutability Flag, Creator's address, Royalties, Name, Symbol..]
- Other data (usually larger in size) and associated media are usually stored **off-chain as a JSON object**.
- You are free to use any hosting practice for the off-chain data, even though a distributed storage system like **IPFS** is recommended.
- Off-chain data should comply to **Metaplex Token Standard** (similar to ERC-721).







**NFTs on Solana are very elegant in implementation** - Essentially by attaching more data to the Mint Account, the Token Metadata program is able to make “Digital Assets” by extending a regular on-chain Tokens.

# Type of metadata

- The **Metaplex Standard** is compatible with most formats of images, animations, videos, 3d models and even HTML.
- You can use the “properties” field to store other arbitrary data that will be used by specialized applications while maintaining the standard.
- Essentially you can link any arbitrary data/custom data to the NFT, but you will lose compatibility with standardized wallets like Phantom or Solflare.





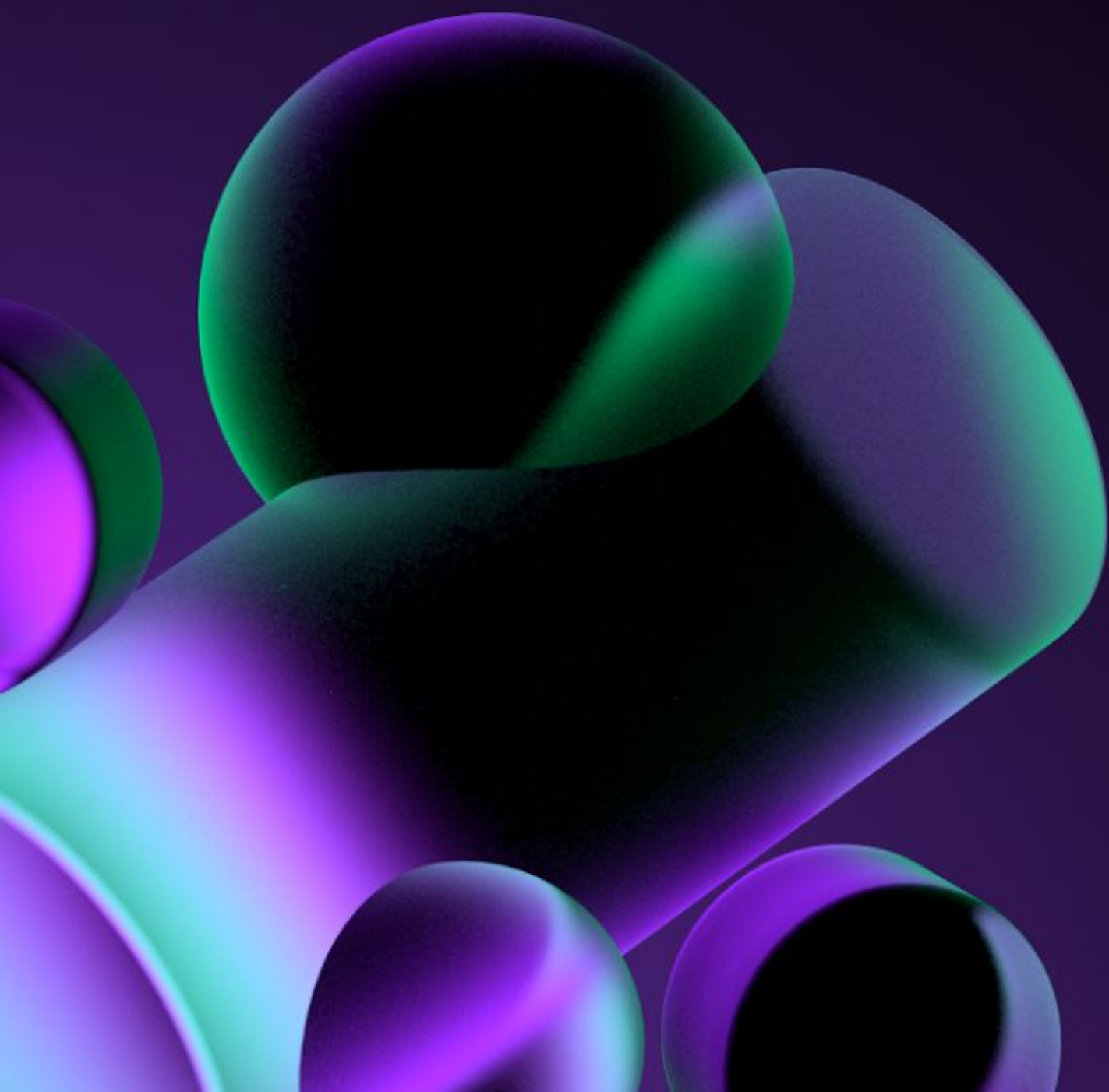
**Example** - NFT represents a game character, extra metadata payload contains characters skill attributes and inventory items, can be mutated only by game server as the player progresses.





# Introduction To Metaplex

Metaplex is an essential collection of tools and programs to make the process of creating NFTs on Solana easier.



# What is Metaplex ?

- Solana's NFT ecosystem rapid growth was ignited thanks to Metaplex.
- Metaplex suite offers essential tools for NFT creation, minting and economy.
- Currently, metaplex's primary focus are:
  - **Token Metadata Program** - the NFT standard for Solana;
  - **The Candy Machine [v2]** - Gumball-style candy machines NFT minter (is also what probably caused the Solana network halts);
  - **Auction House** - a decentralized sales protocol for NFT marketplaces.
- Most of the main tools offered have elegant CLI you use to interact with the functionality.

# NFT Creation workflow

- Content preparation.
- Upload assets and off-chain data
  - Selecting a proper way to store the off-chain data
- Setting up the mint



# Candy Machine Essentials

- Brief explanation
- The Candy Machine is a **distribution program** used by NFT creators.
  - Pre-set up a collection of NFTs (e.g., 10,000 generated characters).
  - Let user mint a random NFT in the uploaded collection.

The creator first calls **InitializeCandyMachine** with following “settings” accounts:

```
pub struct CandyMachine {  
  pub authority: Pubkey,  
  pub wallet: Pubkey,  
  pub token_mint: Option<Pubkey>,  
  pub items_redeemed: u64,  
  pub data: CandyMachineData,  
  // there's a borsh vec u32 denoting how many actual lines of data there  
  // There is actually lines and lines of data after this but we explicitl  
  // here there is a borsh vec u32 indicating number of bytes in bitmask a  
  // here there is a number of bytes equal to ceil(max_number_of_lines/8)
```

```
pub struct CandyMachineData {  
  pub uuid: String,  
  pub price: u64,  
  /// The symbol for the asset  
  pub symbol: String,  
  /// Royalty basis points that goes to creators in secondary sales (0-10000)  
  pub seller_fee_basis_points: u16,  
  pub max_supply: u64,  
  pub is_mutable: bool,  
  pub retain_authority: bool,  
  pub go_live_date: Option<i64>,  
  pub end_settings: Option<EndSettings>,  
  pub creators: Vec<Creator>,  
  pub hidden_settings: Option<HiddenSettings>,  
  pub whitelist_mint_settings: Option<WhitelistMintSettings>,  
  pub items_available: u64,  
  /// If ['Some'] requires gateway tokens on mint  
  pub gatekeeper: Option<GatekeeperConfig>,  
}
```

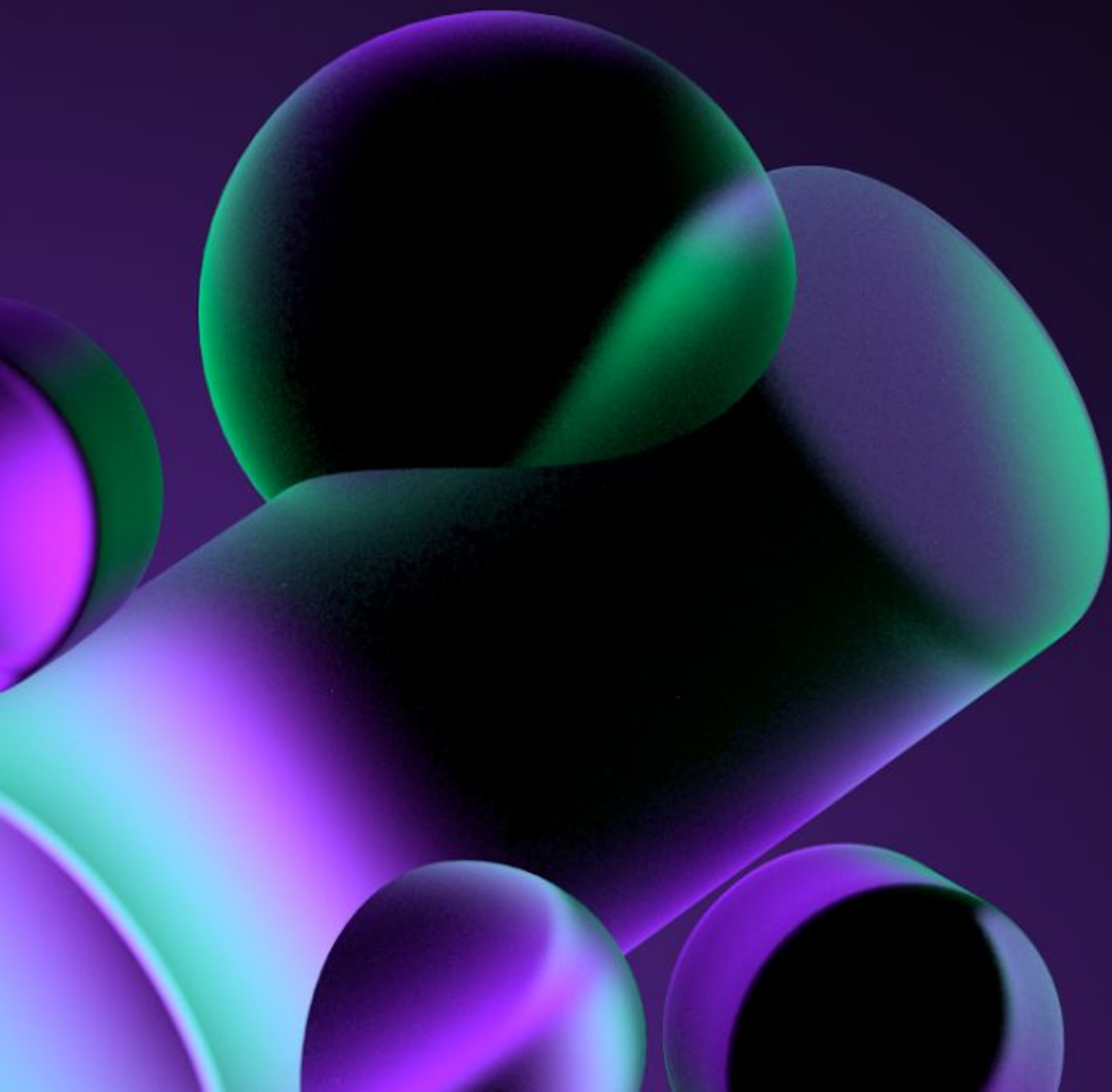
# Candy Machine Essentials

- When CM is initialized it can now mint a [random] NFTs via **MintNFT** instruction.
  - **Step 1:** Create a new token mint
  - **Step 2:** Create a new metadata account
  - **Step 3:** Set metadata's `update_authority` to a user-supplied account

```
92 pub fn handle_mint_nft<'info>(  
93     ctx: Context<'_, '_, '_, 'info, MintNFT<'info>>,  
94     creator_bump: u8,  
95 ) -> Result<()> {  
96     let candy_machine = &mut ctx.accounts.candy_machine;  
97     let candy_machine_creator = &ctx.accounts.candy_machine_creator;  
98     // Note this is the wallet of the Candy machine  
99     let wallet = &ctx.accounts.wallet;  
100    let payer = &ctx.accounts.payer;  
101    let token_program = &ctx.accounts.token_program;
```

# Hands on Example

Minting your own NFT & Metaplex CM CLI basics





<https://ssos-mint-page.vercel.app/>

# Thank you

See you next time!

