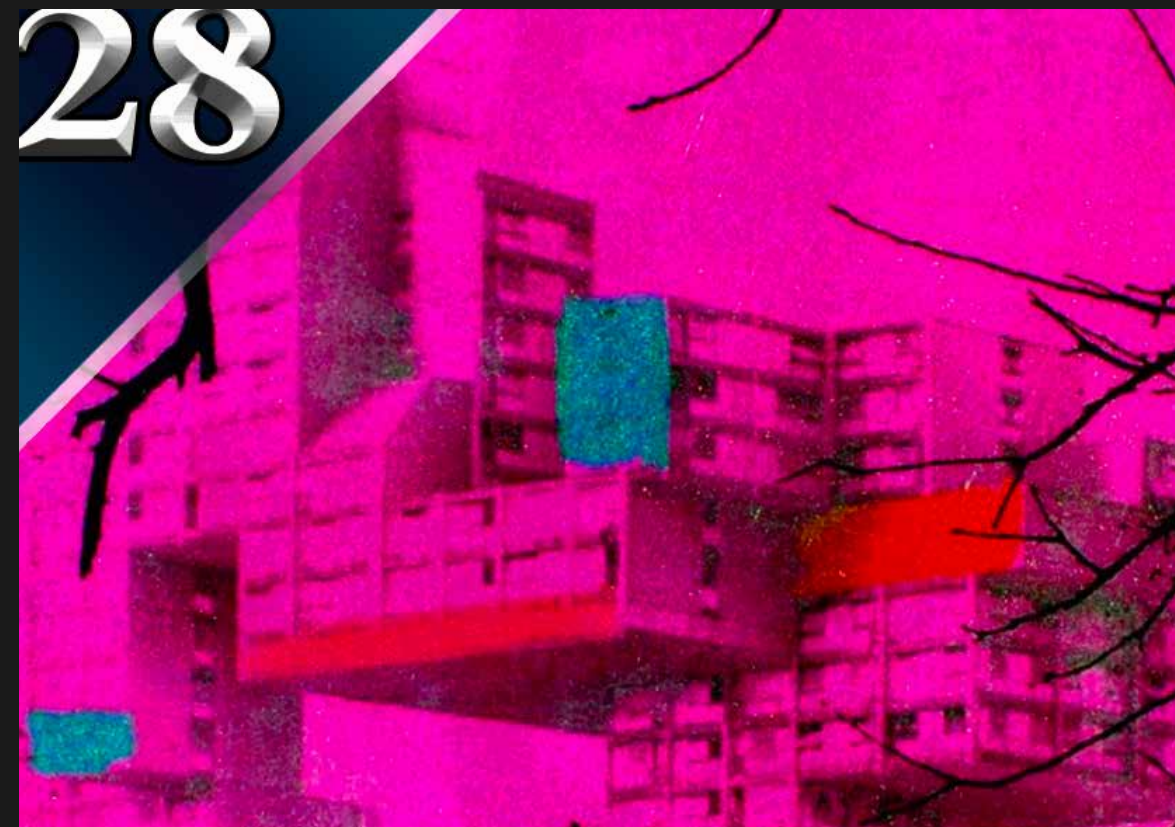
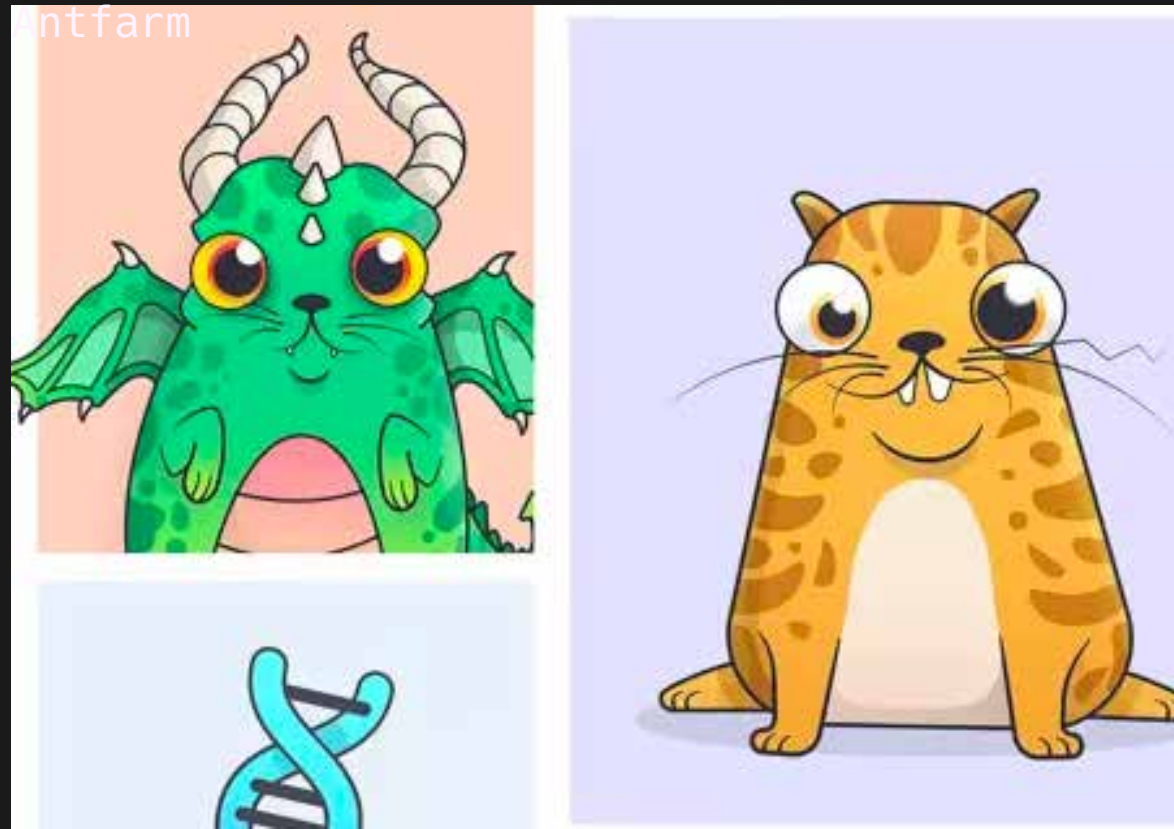


ANT FARM

An open platform for the co-creation of
atomic crypto-art.



09.24.2018

2/ 12

CryptoArt are *rare* digital artworks, associated with cryptographic tokens that live on a blockchain.

From left to right: CryptoKitties, CryptoPunks, Rare Pepe, CurioCards, and Dada.nyc.

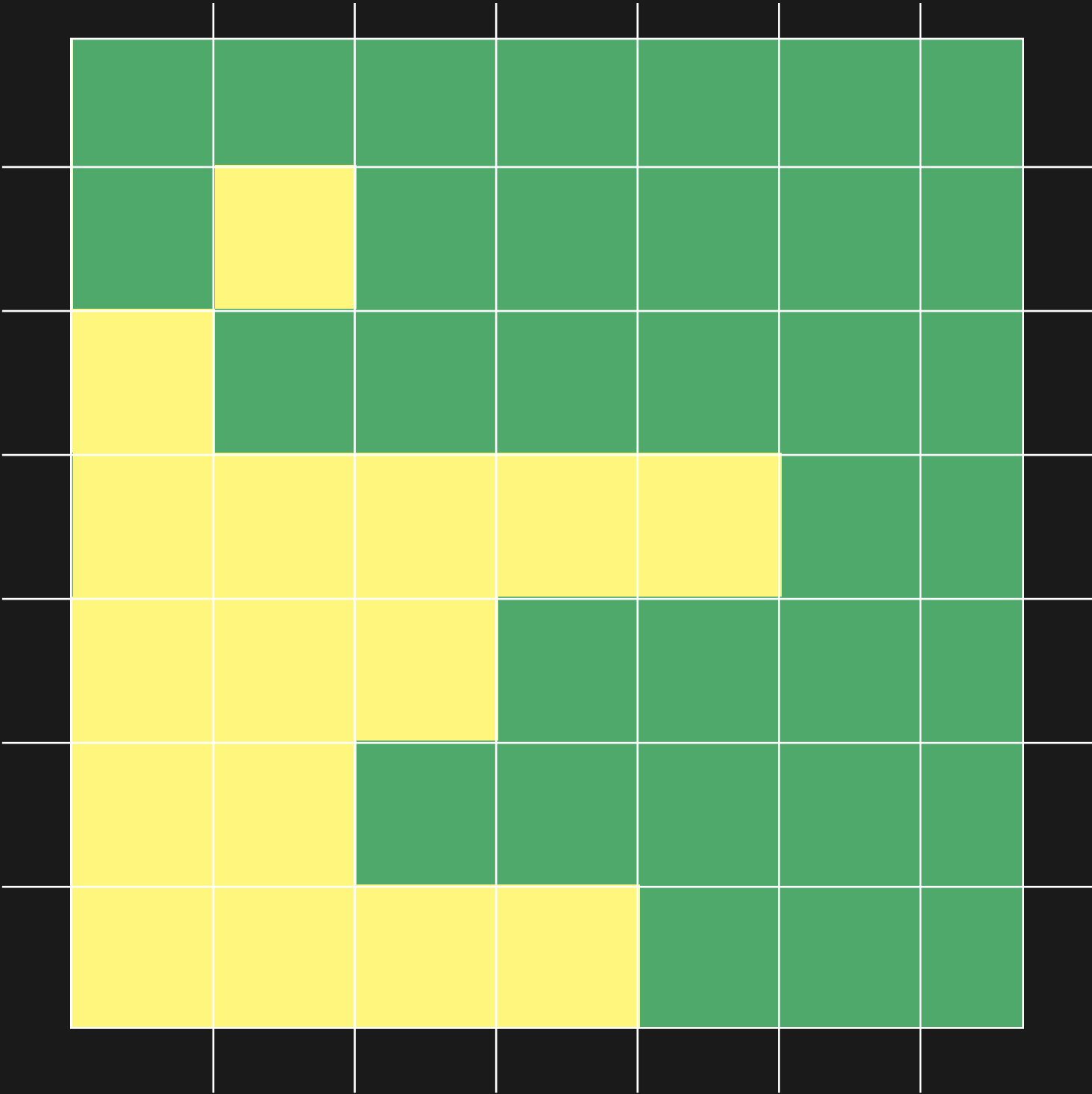
1. Jason Bailey, <https://www.artnome.com/news/2018/1/14/what-is-cryptoart>

“Someone owns this picture... No, not the copyright to the picture. They own the picture itself. You can, of course, download a version, but that’s just a copy. Someone owns the original. It is art, and it has an owner.”

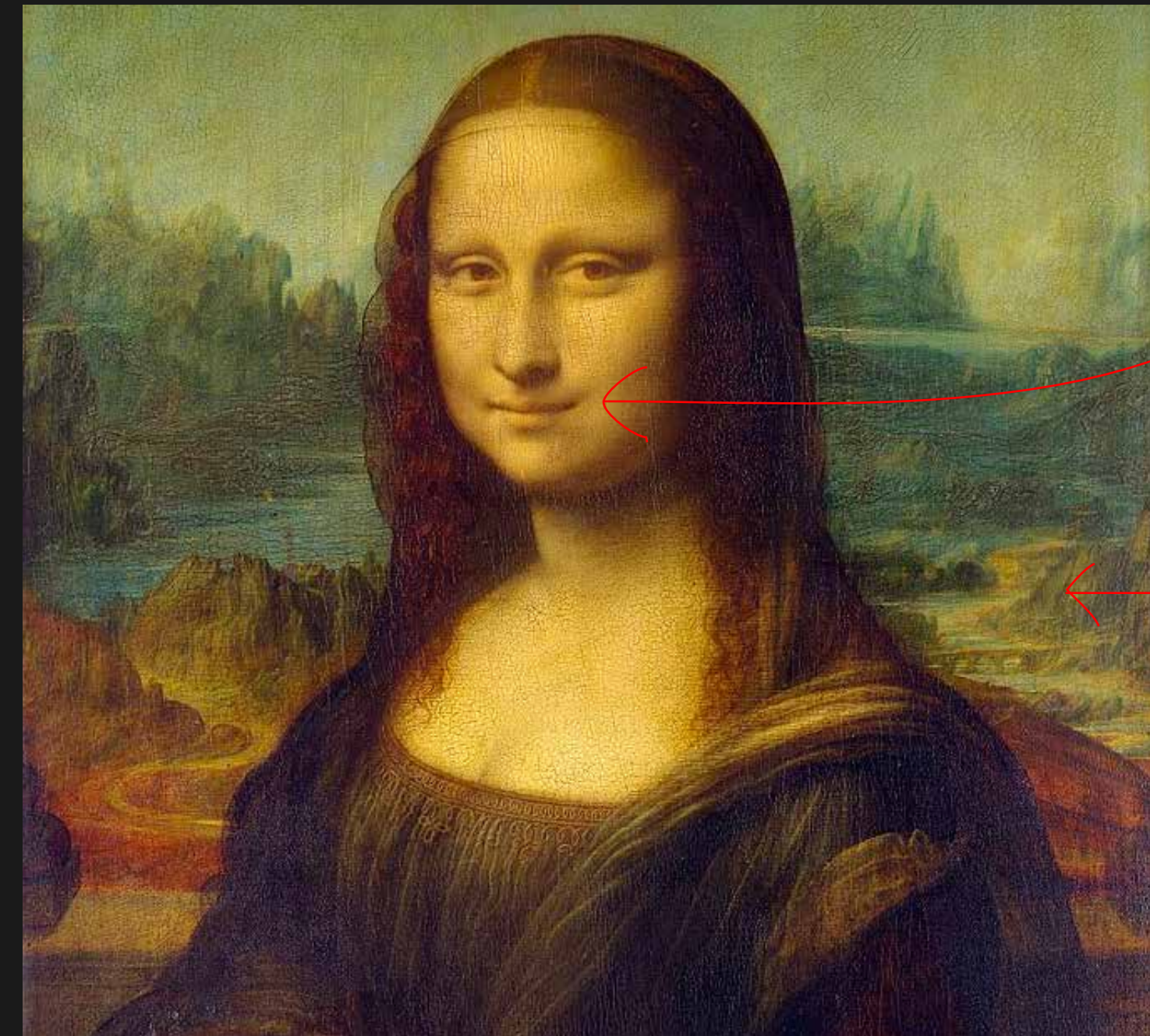


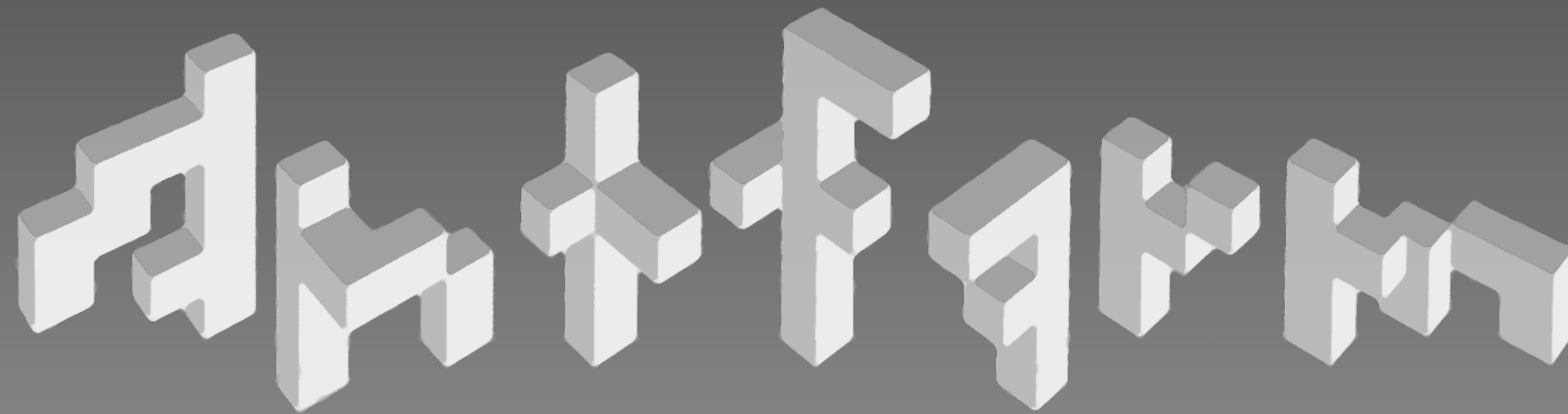
- JASON <https://mashable.com/2017/06/16/cryptopunks-ethereum-art-collectibles/?europe=true>

If we can own a picture, can we own the pixels?



Atomization vs Tokenization.



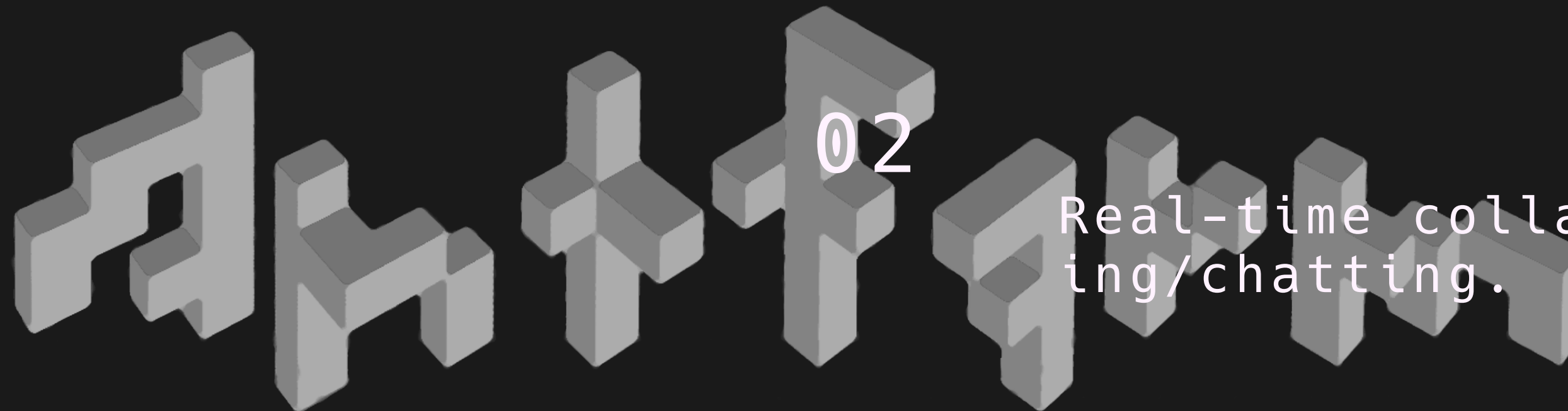


Antfarm is a web-based platform for the real-time co-creation of atomic crypto-art. It is an experiment in ownership, scarcity and authorship in the age of microtransactions and rare pepes.

[MVP] Features:

01

Voxel-based editor.



02

Real-time collaborative editing/chatting.

03

Multiple workspaces.

04

Persistence.

Antfarm

Joshua

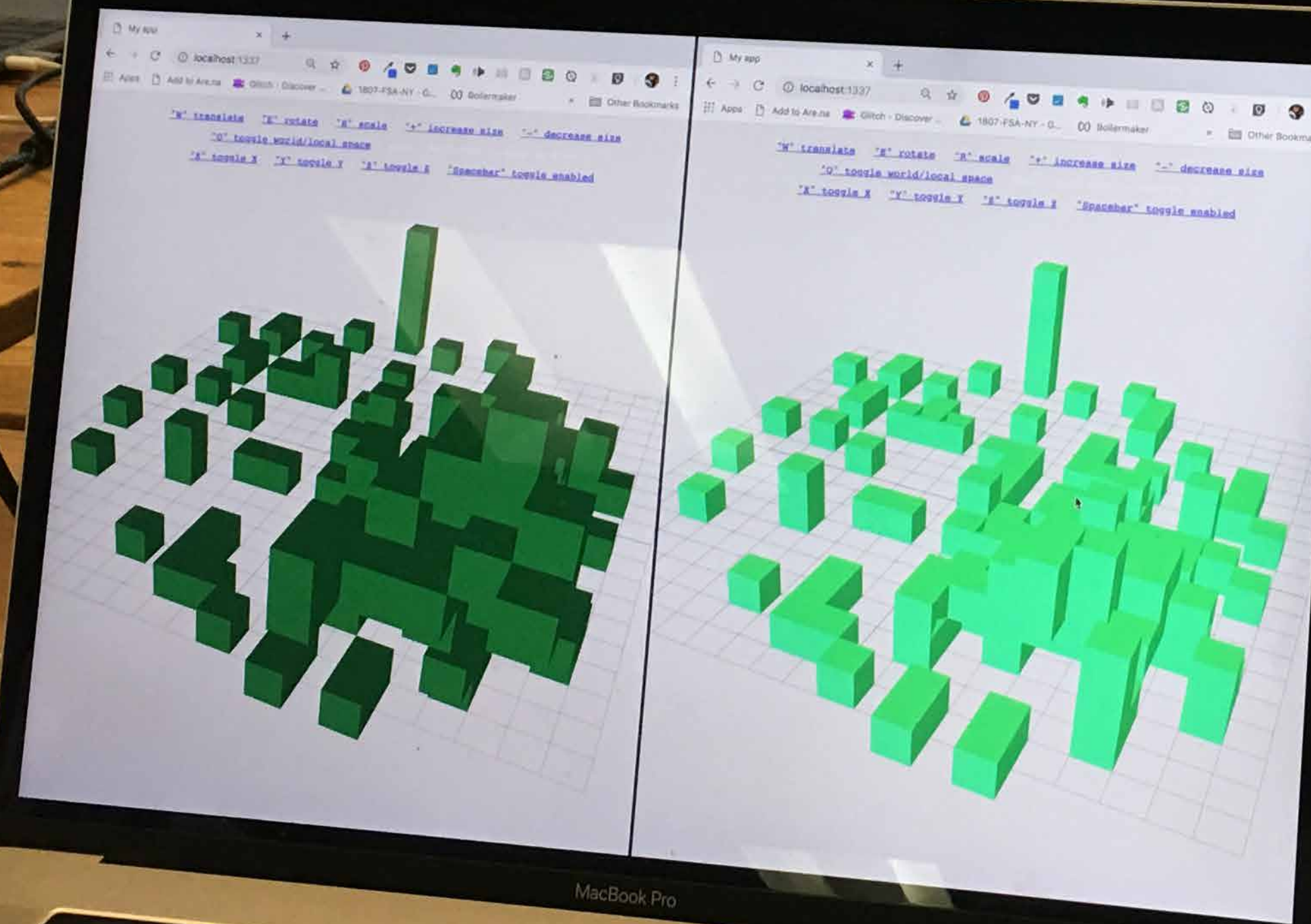
Parker

09.24.2018

12

01: Voxel editor built on top of three.js/webgl. Users can add/remove blocks and pick color.

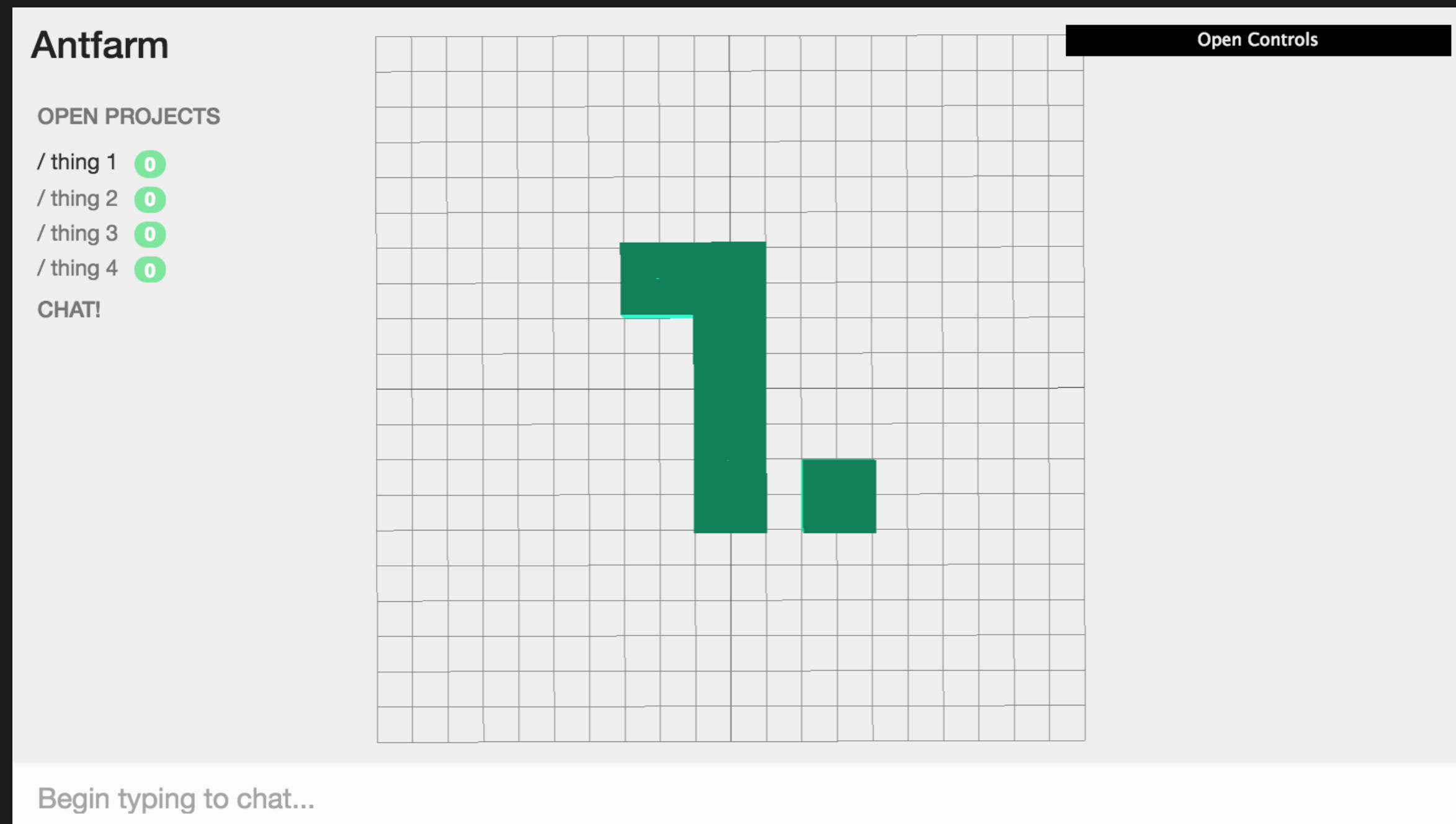
```
Problems 148 OUTPUT DEBUG CONSOLE TERMINAL
josh@~/Coursework/fullstack/stackathon/voxel-painter-collab$ eslint --init
? How would you like to configure ESLint? (Use arrow keys)
  Use a popular style guide
  Answer questions about your style
  Inspect your JavaScript file(s)
josh@~/Coursework/fullstack/stackathon/voxel-painter-collab$ cd client/
josh@~/Coursework/fullstack/stackathon/voxel-painter-collab/client$ ls
index.js  scene.js  viewport.js  whiteboard.js
josh@~/Coursework/fullstack/stackathon/voxel-painter-collab/client$ touch voxel.js
josh@~/Coursework/fullstack/stackathon/voxel-painter-collab/client$
```



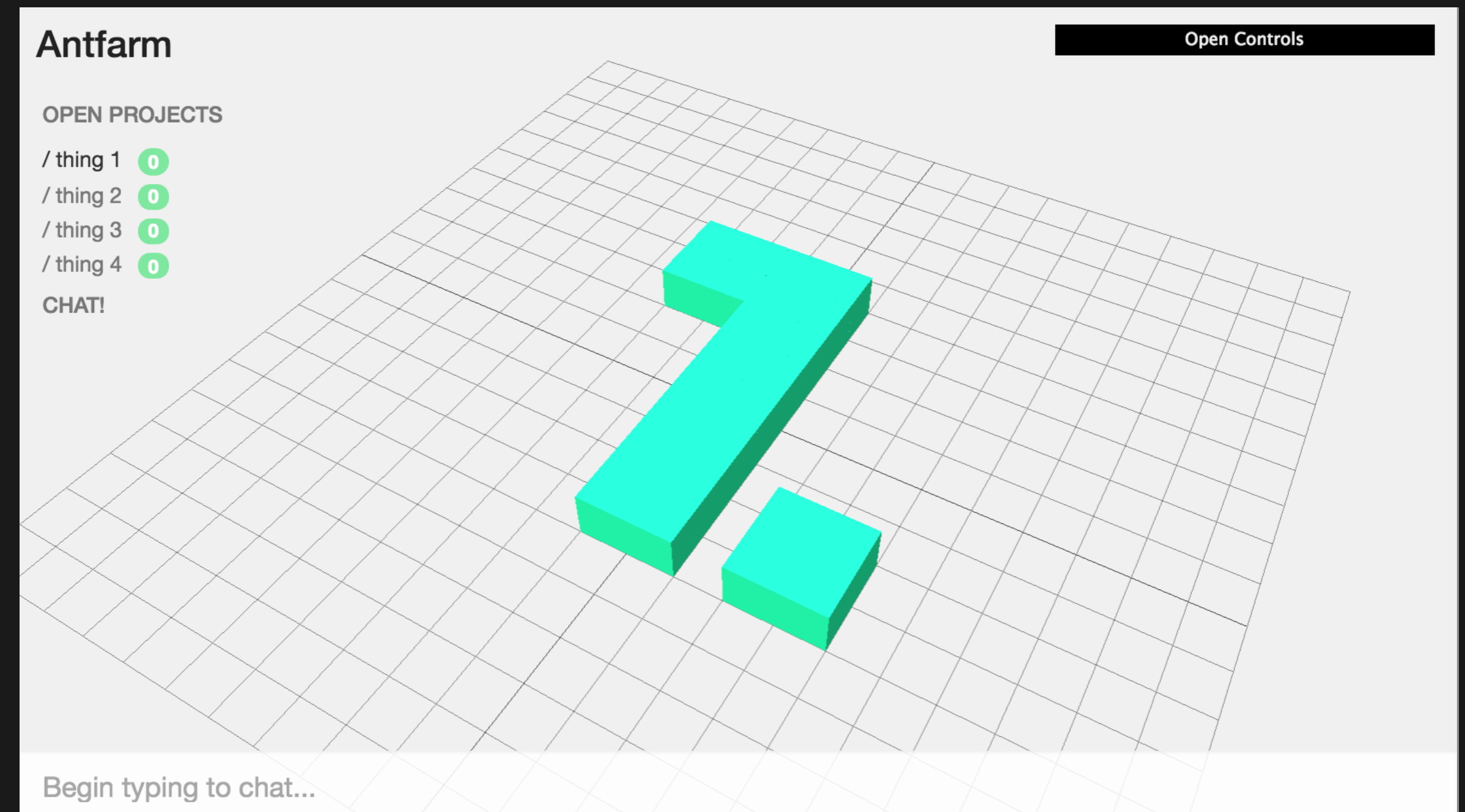
Implementation based of off mrdoob's voxel painter

02: Collaborative editing and real-time chatting.

used socket.io to establish a bi-directional communication channel necessary for collaborative editing and real-time chat feature.



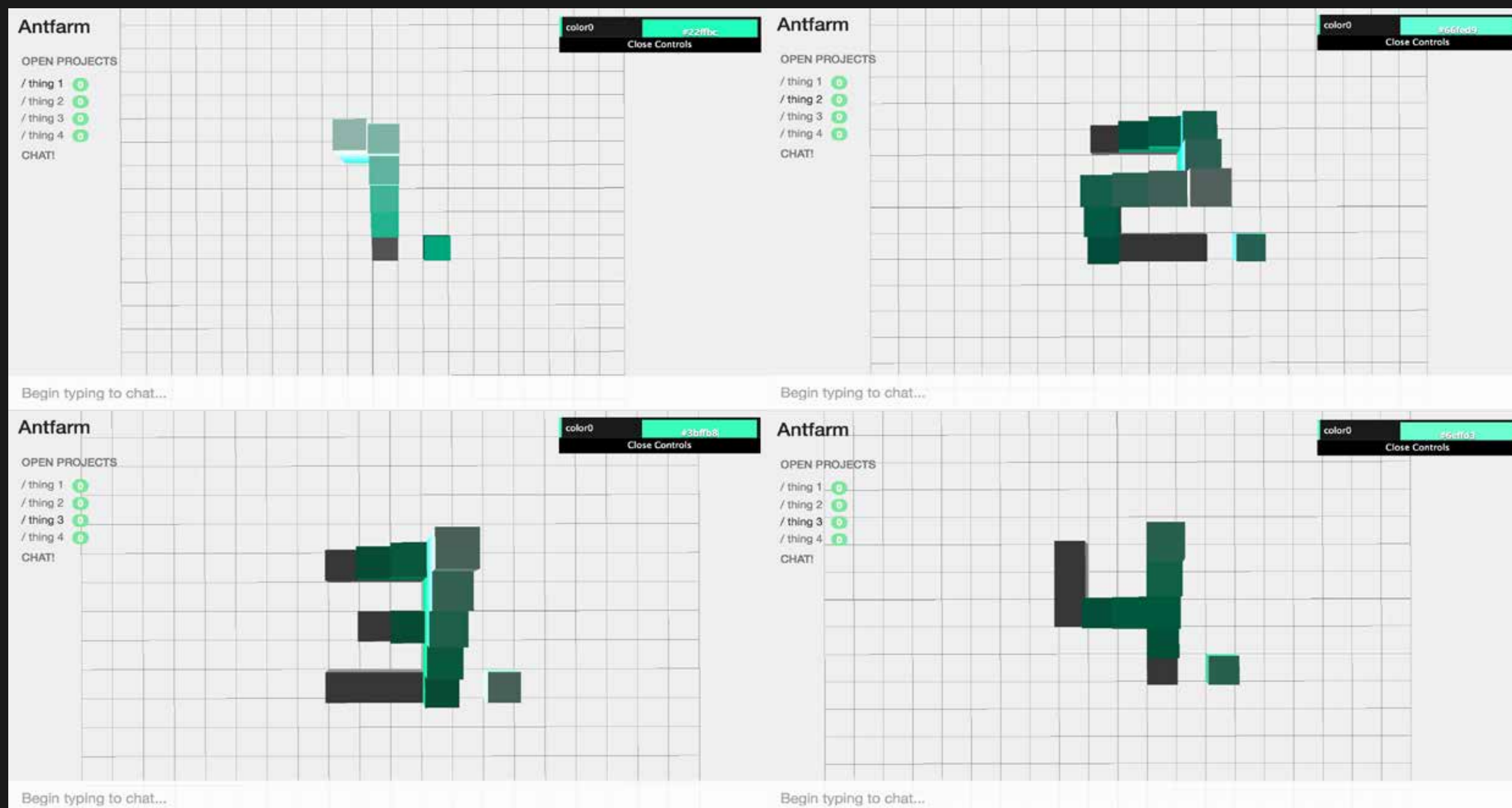
User 1 Screenshot.



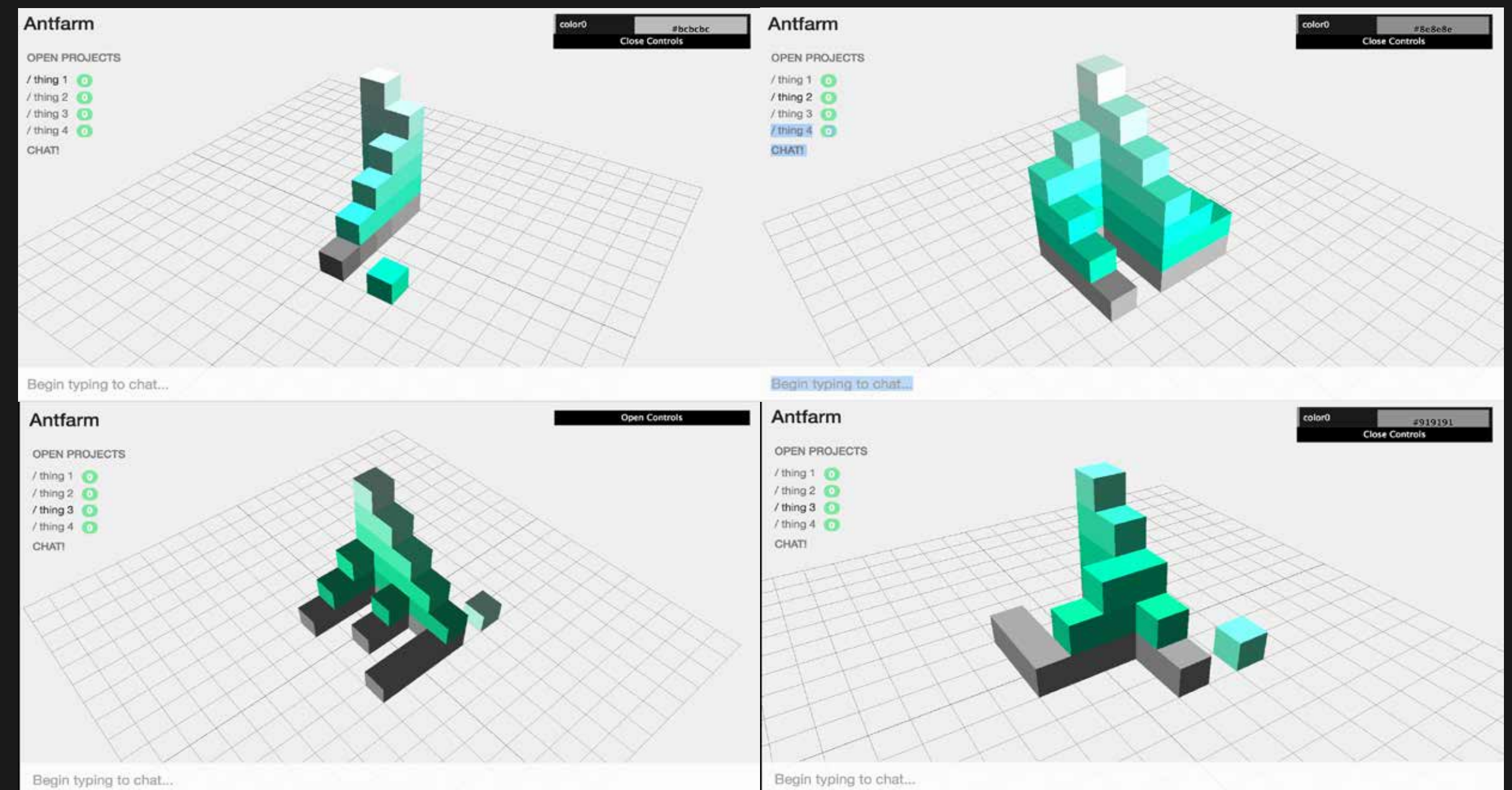
User 2 Screenshot. (Note, screen are not mirrored. Only geometry is sent. User maintains his/her own scene and orbit state.

03: Multiple workspaces.

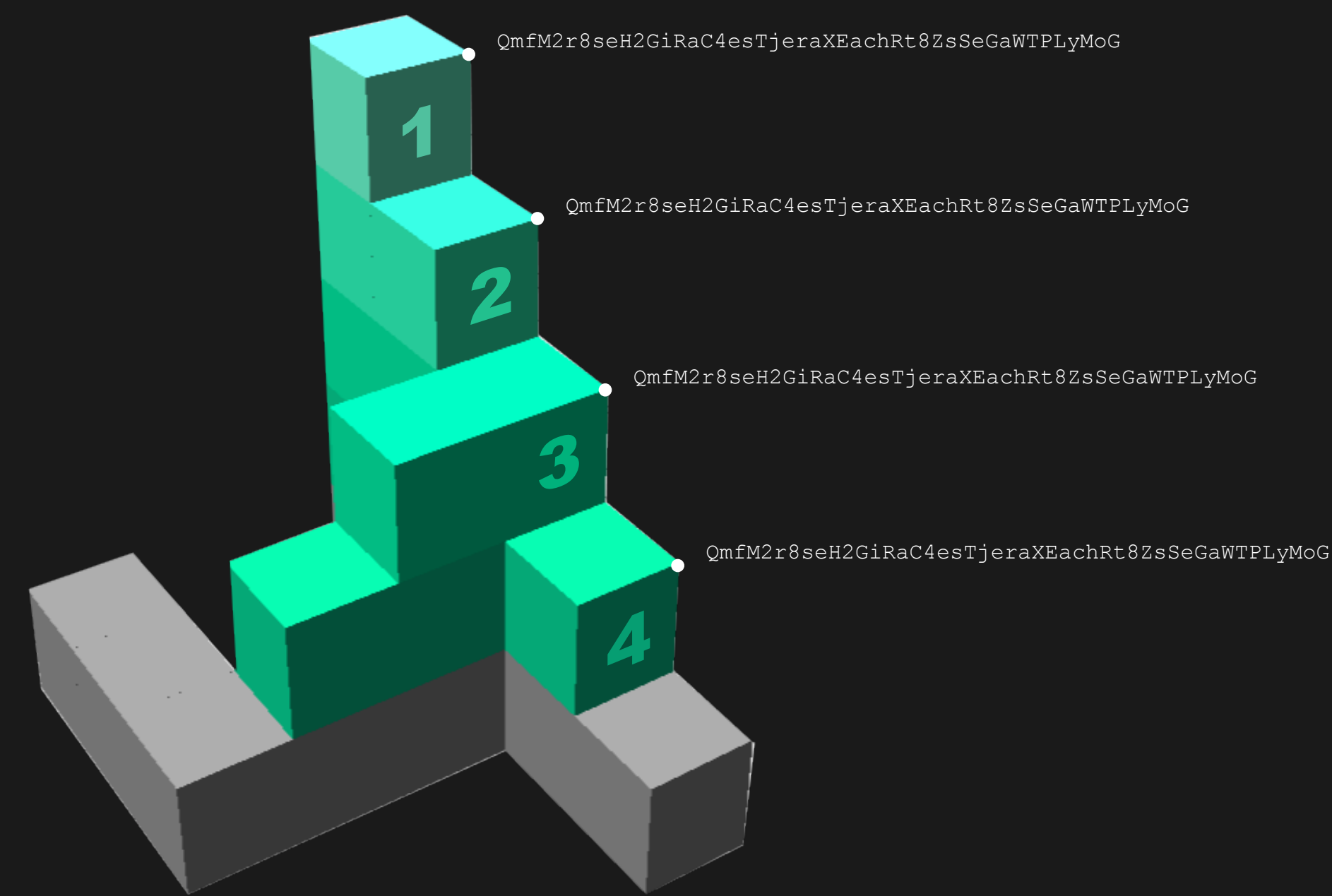
Users can move between without page reloads and without worrying about loss of state. Local centralized Redux store is updated everytime a voxel is added.



User 1



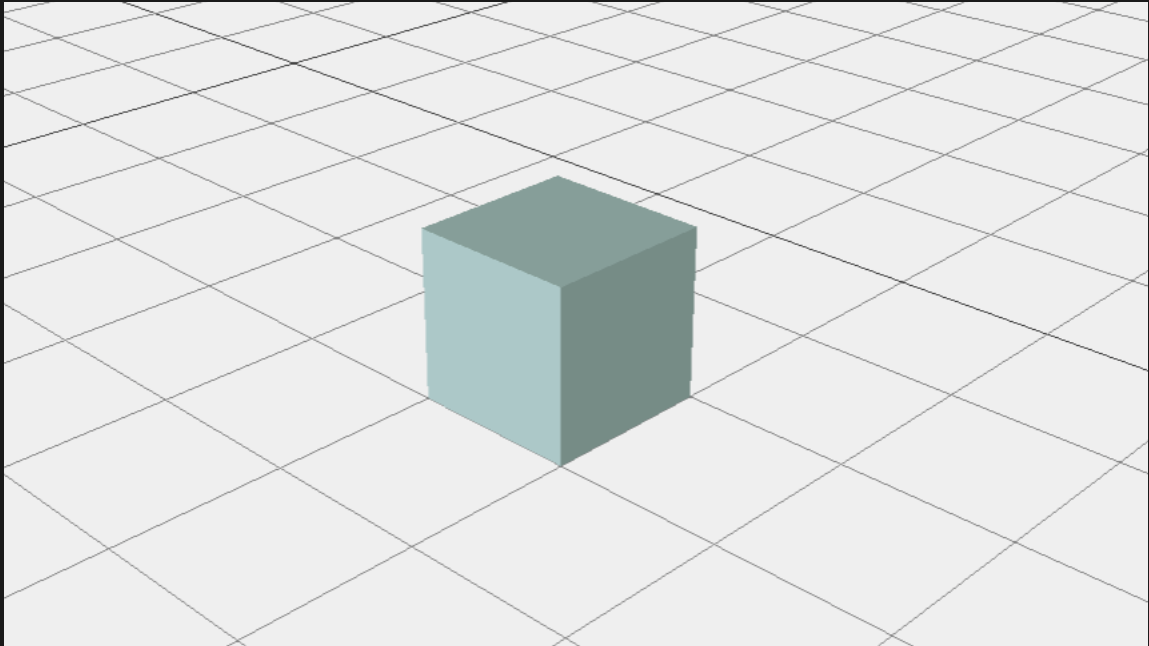
User 2. (note, no save button, each click initiates the creation of a new block, which dispatches an event to update the store and database.)



04: Persistence.

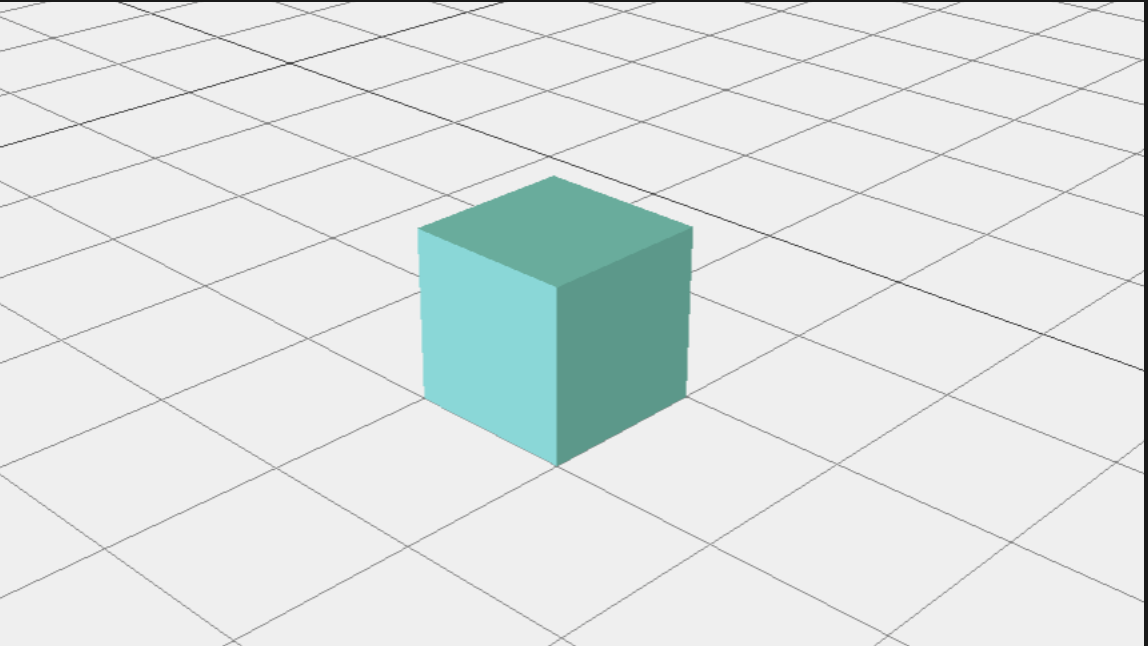
Voxels are stored along with their meta-data in a postgresQL relational database. Information about the block including author and timestamp is captured at creation time and added to the metadata payload.

QmfM2r8seH2GiRaC4esTjeraXEachRt8ZsSeGaWTPLyMoG



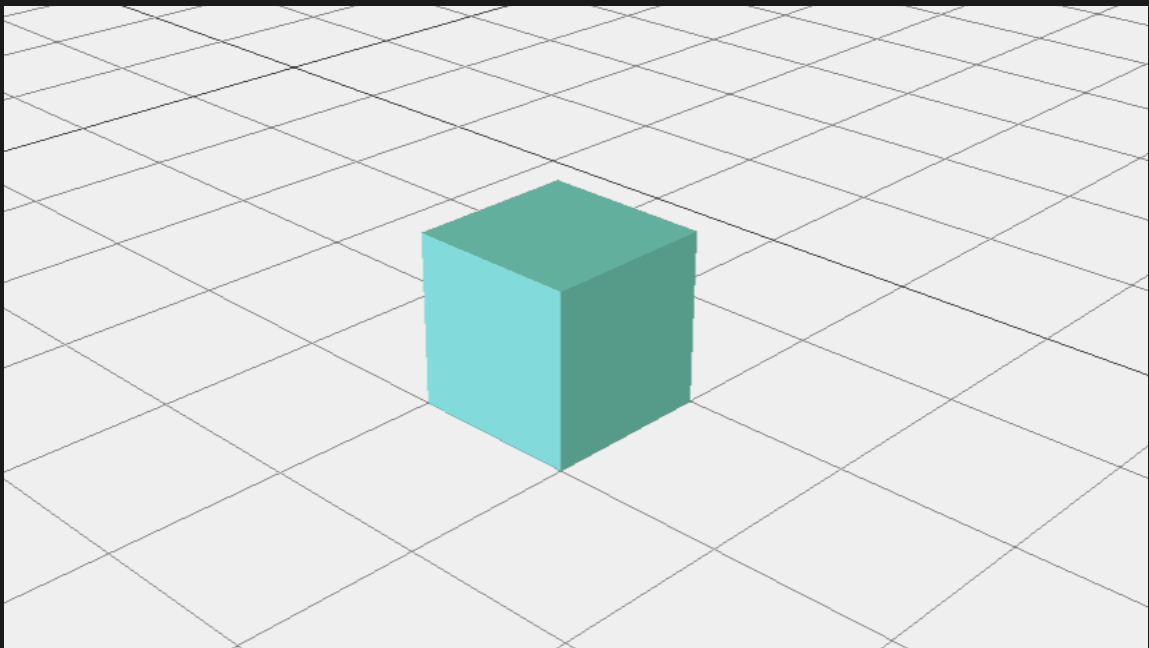
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Project:	Thing 4
Author:	Cory

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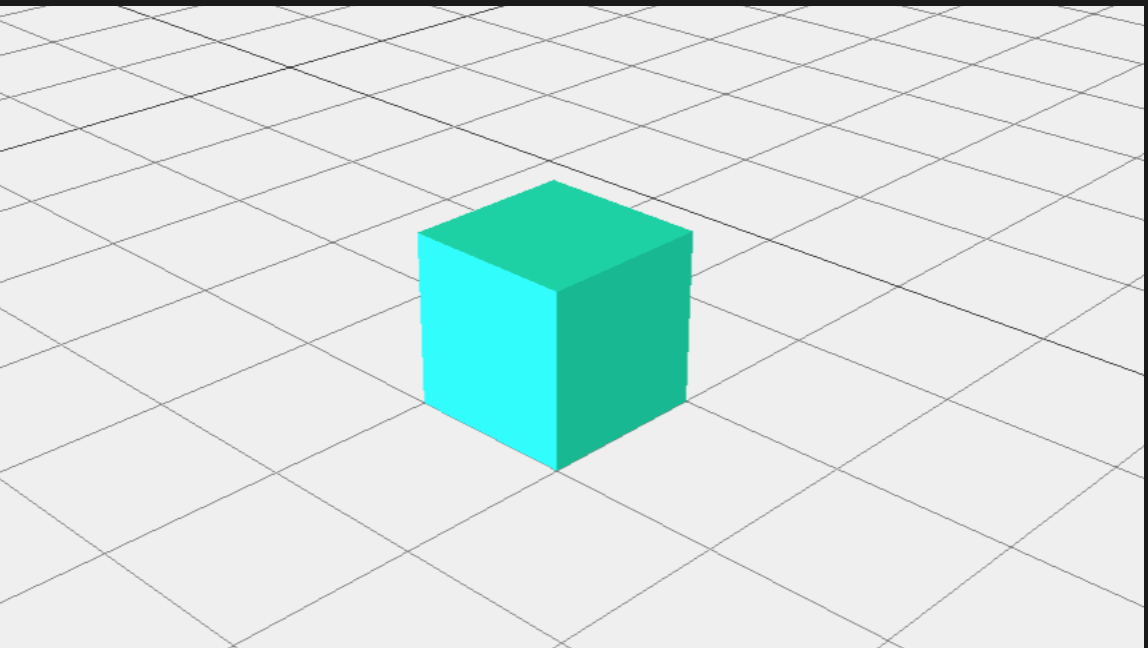
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Author:	Cory

4JioOr8seH2GiRaC4esTjeraXEachRt8ZsSeGaWTPLyMoG



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Author:	Cory

DEMO