



CreArt Adventure

Official Whitepaper

Multi-chapter Web3 creation, exhibition, appraisal and gaming ecosystem on Base

Version and Scope

Version 1.1 - March 2026

This whitepaper describes the current public structure of CreArt Adventure. Chapter I is the live operational chapter. Chapter II and Chapter III are roadmap chapters and remain intentionally higher-level where implementation is still evolving.

Current public focus

CreArt Exhibition - Brush mint, Artworks, Halls, reward claims and recurring epoch-based competition



Prepared for public-facing project documentation and ecosystem communication.

1. Executive Summary

CreArt Adventure is a multi-chapter Web3 ecosystem built around a single thesis: digital creation should not end at minting. The project combines creator access, framed artwork production, live exhibition arenas, appraiser participation, utility coin flows, and future game expansion into one connected universe on Base.

Chapter I - CreArt Exhibition - is the live operational chapter. In the current live loop, users mint BrushNFT, create canvases, mint frames, mint ArtworkNFTs, enter Silver / Gold / Diamond halls, claim ecosystem coin generation, and participate in recurring epoch-based competition.

The broader CreArt Adventure roadmap extends beyond the live exhibition layer. CreArt Chat is positioned as the members-only communication layer. Chapter II expands the ecosystem into gaming and will introduce its own NFT collection, while the current CreArt Coins remain the core utility coins of the wider ecosystem. Chapter III remains intentionally undisclosed as a future surprise.

Current positioning

CreArt Adventure should be understood as a living art-and-game ecosystem rather than a single NFT drop. Chapter I is live today; Chapter II and Chapter III are roadmap chapters that extend the same universe.

At a glance Chain: Base Live chapter: Chapter I - CreArt Exhibition Live products: Brush mint, Halls, Claims, core creator flow Core coins: CADiamond, CAGold, CASilver	Current public roadmap CreArt Chat: members-only communication layer Chapter II: gaming expansion with its own NFT collection Core utility: current CreArt Coins remain central to the broader ecosystem Chapter III: intentionally undisclosed for now
--	--

2. Design Thesis and Project Vision

Many NFT projects stop at minting, listing and secondary trading. CreArt Adventure is designed instead as an ongoing economy in which creation, exhibition, appraisal and rewards remain linked over time. The project aims to turn ownership into participation and turn participation into a repeatable system of activity.

That design philosophy shapes the whole product stack. BrushNFT is not positioned as the final collectible; it is the creator-access asset. ArtworkNFT is not designed as a static image-only token; it is the productive exhibition asset that enters halls, receives interactions and supports owner-side yield. The hall system introduces recurring competition, while the coin layer connects interactions, claims, burns and liquidity design into one economic loop.

3. Ecosystem Architecture

CreArt Adventure is organized as a multi-surface ecosystem rather than a single application page. The current public structure is summarized below.

Surface	Role in ecosystem	Current status
CreArt Adventure	Umbrella brand and multi-chapter universe	Active public positioning

CreArt Exhibition	Main Chapter I dApp for minting, halls, claims and creator flow	Live
CreArt Swap	Internal ranked-coin utility layer	Roadmap / partial economic role
CreArt Chat	Members-only messaging and social layer	Planned
Chapter II	Gaming expansion chapter	Roadmap
Chapter III	Future surprise chapter	Undisclosed roadmap

4. Chapter I - CreArt Exhibition (Live Chapter on Base)

Chapter I is the live operational foundation of CreArt Adventure. It is implemented as a live exhibition economy on Base and is built around the following product loop:

BrushNFT -> Canvas -> FrameNFT -> ArtworkNFT -> Halls -> Claims -> Ranked coin utility

This loop separates creator access from the final art asset. Brush holders unlock the creator-side flow, create up to three active canvases, mint frames, and mint artworks. Collectors and appraisers then interact with artworks inside public halls, where current-epoch competition, ranked rooms and recurring reward cycles create an ongoing exhibition structure.

Live product surfaces

Surface	Current function
Brush mint	Entry point for creator access through BrushNFT
Artist dashboard	Canvas creation, frame minting and artwork minting flow
Reward claims	Claim path for BrushNFT and ArtworkNFT owner-side yield
Silver / Gold / Diamond halls	Public exhibition arenas with appraiser interactions and room rankings

5. Core Assets and Utility Design

5.1 BrushNFT

BrushNFT is the creator-access asset of CreArt Adventure. It grants access to the artist-side workflow and is the asset that unlocks canvas creation, frame minting and artwork production. BrushNFT also carries current-owner daily coin generation and original-minter-only frame credits.

Tier	Supply cap	Public mint rule	Daily yield	Original-minter benefit
Diamond Brush	8,000	Starts at 0.03 ETH (+0.005 ETH every 500 public mints)	30,000 CADiamond / 24h	3 Diamond Frame credits
Gold Brush	9,000	0.02 ETH	60,000 CAGold / 24h	5 Gold Frame credits
Silver Brush	10,000	0.01 ETH	270,000 CASilver / 24h	7 Silver Frame credits

Public minting is capped at two mints per wallet per tier. Original-minter frame credits do not transfer on secondary sales. Secondary buyers retain holding utility and current-owner yield, but not original-minter-only credits.

5.2 ArtworkNFT

ArtworkNFT is the final framed artwork asset inside CreArt Exhibition. Each artwork is minted from exactly one canvas plus one frame. The frame tier determines the artwork tier and therefore the hall it belongs to.

Artwork tier	Mint source	Primary hall	Current-owner daily yield
Diamond Artwork	Diamond Frame	Diamond Hall	1,000 CADiamond / 24h
Gold Artwork	Gold Frame	Gold Hall	3,000 CAGold / 24h
Silver Artwork	Silver Frame	Silver Hall	9,000 CASilver / 24h

Artwork yield belongs to the current owner and accrues from acquisition time. After transfer, the yield clock restarts for the new owner, preserving clear current-owner accounting.

5.3 Ranked coin utility and internal swap logic

CreArt uses three ecosystem coins - CADiamond, CAGold and CASilver - as utility assets. The current internal swap ladder is 3000 Silver to 1 Gold and 1000 Gold to 1 Diamond, with no direct Silver-to-Diamond skip. Under the current economic direction, Diamond is the only official ETH-facing liquidity path.

6. Halls, Epochs and Prize Pools

The halls are the live exhibition arenas of Chapter I. There are three halls - Silver, Gold and Diamond - and each hall contains three room types: VIP, Professors and Masters. Hall score is driven by the total native hall coin spent on an artwork during the current epoch.

Hall	Native coin	Current spend split
Silver Hall	CASilver	50% to artwork owner / 50% burn
Gold Hall	CAGold	50% to artwork owner / 50% burn
Diamond Hall	CADiamond	50% to artwork owner / 40% burn / 10% to DiamondLiquidityVault

The later hall rules only allow artworks minted in the current epoch to participate in current-epoch hall interactions and scoring. Artists cannot appraise their own artworks. Brush holders may still interact with other artworks, but are excluded from the appraiser leaderboard by default.

6.1 Epoch model

Each epoch runs for 14 days. In the current design, 70% of the reward pool is distributed while 30% rolls over into the next epoch. The distributed 70% is allocated across room winners and active appraisers as follows:

Reward bucket	Share	Current ranking basis
VIP Top 10 owners	20%	Top 10 artworks by score in the hall
Professors Top 10 owners	30%	Top 10 artworks from Level IV artists
Masters Top 10 owners	35%	Top 10 artworks from Level V artists
Active Appraisers Top 50	15%	Top 50 appraisers ranked by hall spend

Prize pools are ETH-based in the current model. Frame mints fund the pools, while hall interactions no longer send ERC20 hall coins into prize pools. In the Diamond lane, 0.5% of rollover ETH is intended to support DiamondLiquidityVault.

6.2 Interaction pricing reference

Hall	Character	Reaction	Emoji	Sticker
Diamond Hall	1	2	10-1,000	1,000-100,000
Gold Hall	2	4	20-2,000	2,000-200,000
Silver Hall	3	6	60-6,000	6,000-300,000

These values represent the current public interaction ladder. Emojis and stickers are UI assets rather than NFTs. On-chain, the hall contract receives the total amount spent rather than semantic interaction labels.

7. Progression, Appraisal and Community Layers

7.1 CreArt Artist hierarchy

Any Brush holder may mint any frame tier. Hierarchy progression, however, is tied to the exact matching Brush tier. The current public artist ladder is summarized below.

Tier	Junior	Senior	Professor	Master
Diamond	Level II: 5	Level III: 7	Level IV: 10	Level V: 20
Gold	Level II: 8	Level III: 15	Level IV: 20	Level V: 40
Silver	Level II: 12	Level III: 20	Level IV: 30	Level V: 60

7.2 CreArt Appraiser hierarchy and leaderboard

An appraiser is the user who gives artworks value inside the halls by spending native hall coins on interactions. Appraiser progression is currently framed as a mix of repeated Web3 logins and cumulative spend thresholds. The current public thresholds are:

Level	Diamond spend	Gold spend	Silver spend
Junior (Level II)	300k	3M	9M
Senior (Level III)	900k	9M	27M
Professor (Level IV)	2.7M	27M	81M
Master (Level V)	8.1M	81M	243M

The Active Appraisers leaderboard is the Top 50 per hall per epoch, ranked by hall spend. It forms the 15% appraiser reward bucket within the epoch distribution model.

7.3 CreArt Chat

CreArt Chat is the members-only communication layer of the ecosystem. It is positioned as a separate social surface from the halls and does not affect hall rankings. Under the current public framing, artists and Brush holders gain access from day one, while appraisers gain access from Senior level upward. Implementation remains planned rather than finalized.

8. CreArt Coins and Liquidity Design

CreArt Adventure uses three core utility coins: CADiamond, CAGold and CASilver. In the current source materials, these are emission-based utility assets rather than hard-capped meme-style token supplies. BrushNFT and ArtworkNFT claims mint the coins through the YieldManager, while burn logic and Diamond-specific vault routing are used to balance supply pressure.

Coin	Current public role	Supply model
CADiamond	Premium public-facing utility coin; Diamond Hall; Diamond liquidity lane	Emission-based utility asset
CAGold	Mid-tier ranked coin and Gold Hall utility	Emission-based utility asset
CASilver	Base-tier ranked coin and Silver Hall utility	Emission-based utility asset

Diamond is the only official ETH-facing asset in the current economic direction. The project materials describe a DiamondLiquidityVault pattern in which Diamond Hall routing, Diamond downswaps and a small fraction of epoch rollover ETH support long-term protocol-owned liquidity.

Supply note

The current project materials define exact claim rates, hall splits and utility roles, but do not present the CreArt Coins as a fixed hard-cap supply model. Public communication should therefore describe the coin layer as emission-based utility, with current-owner claims and real burn mechanics inside the halls.

9. Multi-Chapter Roadmap

9.1 Chapter I - Live exhibition layer

Chapter I is live today through CreArt Exhibition on Base. It contains Brush minting, creator flow, live halls, reward claims, current collections and the active public structure of the project.

9.2 Chapter II - Gaming expansion

Chapter II is positioned as the gaming expansion of CreArt Adventure. The current public roadmap states that Chapter II will introduce its own NFT collection while still keeping CADiamond, CAGold and CASilver as the core utility coins of the broader ecosystem. This chapter should therefore be understood as an expansion of the same universe rather than as a disconnected token or game launch.

9.3 Chapter III - Classified future chapter

Chapter III remains intentionally undisclosed in current public messaging. The project owner has requested that it continue to be framed as a future surprise, consistent with the current website language.

Module	Primary role	Status
Chapter I	Live exhibition economy on Base	Live
CreArt Chat	Members-only communication layer	Planned
Chapter II	Gaming expansion with room for its own NFT collection	Roadmap
Chapter III	Future surprise chapter	Surprise roadmap

10. Official Links and Working References

Reference	Link
Project hub	https://creartnft.io
CreArt Exhibition	https://creart-exhibition.vercel.app/
Brush mint	https://creart-exhibition.vercel.app/brush
Silver Hall	https://creart-exhibition.vercel.app/hall?tier=silver
Gold Hall	https://creart-exhibition.vercel.app/hall?tier=gold
Diamond Hall	https://creart-exhibition.vercel.app/hall?tier=diamond
BrushNFT collection	https://opensea.io/collection/creart-brush-708430231
Artwork collection	https://opensea.io/collection/creart-artwork
Telegram	https://t.me/CreArtAdventure
Discord	https://discord.gg/creartadventure
X	https://x.com/CreArtNFT

11. Disclosures and Implementation Status

This whitepaper is a public-facing project and ecosystem document. It is not a financial product, securities offering or promise of secondary-market performance. It should be read as an operational and strategic description of the current public structure of CreArt Adventure.

Chapter I mechanics in this paper are aligned to the current project materials and live public surfaces. Chapter II, CreArt Chat and Chapter III remain roadmap modules whose detailed implementation may evolve before release.

Where exact parameters are live today - such as Brush supply caps, claim rates, hall interaction splits and epoch reward distribution - this document presents those parameters as current public mechanics. Where later chapters are intentionally undisclosed or still strategic, this document preserves that flexibility.