# Blackpaper

The footwear industry is a problem.

It's monopolized, it's supply chain ethics are questionable, and there's an abundance of waste due to a heavy reliance on archaic manufacturing methods.

THE MULTI LAYER APPROACH

I love footwear. I grew up with them as a part of my creative fiber and they've stayed that way to this day. The culture is important to me, but so is the product. 3D printing footwear isn't hard. I was able to do it on one of the lowest cost machines I could find with basic modifications from home. Not the most durable and with a clearly 3D printed texture. It proved the concept. With a better printer I can manufacture quality footwear from my home.

Aight Dre, so you make shoes. Whatever.

Wait.

What gives is that the digital file that - due to the platform and modeling workflow that I use, I can create assets for not only 3D printing, but that same asset can be utilized in traditional manufacturing if exposed to some manipulation but can also be directly brought into many game platforms as a direct asset.


Simply: The shoes you buy can be the identical pair you play in.

Further, if the 3D model is then encoded with data or information within it's physical structure, then this NFT would become an item that exists both IRL and within the metaverse simultaneously, while still being able to support future replication. In this sense, it becomes a quantum object.


Now what to do with this object that exists in all phases? Play with it.

As the creator of the digital assets, I have the flexibility of exporting the 3D files into several open-source gaming platform-friendly formats. Initially I'd think to place the object on all of them, and this is absolutely the right thing to do, but then version control of the object across platforms in the digital space becomes a challenge.

Enter cross-gaming-platform swaps – decentralized asset swaps leveraging decentralized file storage lending. It's a mouthful and kind of complicated, but I can gladly get into it a bit more for Roadmap 2.0.

For now, lets have fun. Most this entire project was self-taught grind work.

Shout out _LonelyBoy's art. He absolutely killed it.

We're not publicly giving the item rarities. All we'll say is they follow along with real world hype.