



LITE PAPER 2022

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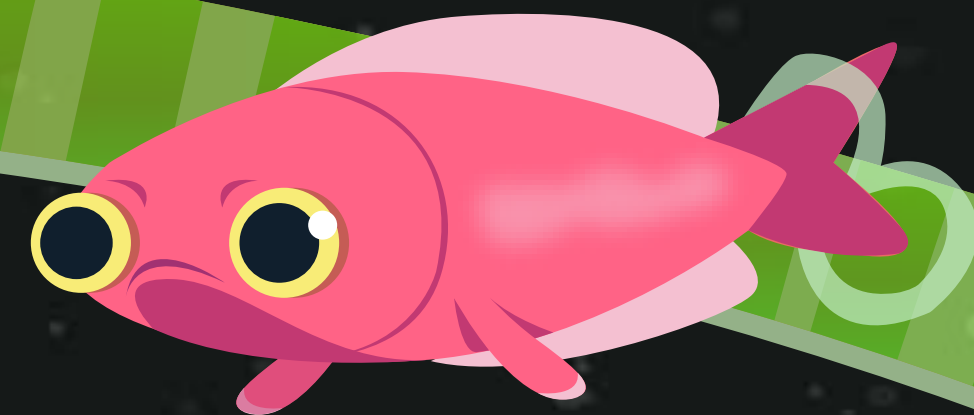
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2050 DEADLINE 2050



BY 2050 THERE WILL BE MORE PLASTIC THAN FISH IN THE OCEANS

# PLASTIC AGE

Plastic pollution has become one of the most urgent environmental problems to be addressed.

In the last decades the production and consumption of plastic objects has seen an exponential growth and has produced pollution phenomena on land and at sea, especially in many countries of Asia and Africa, where waste collection systems are often inefficient or non-existent.

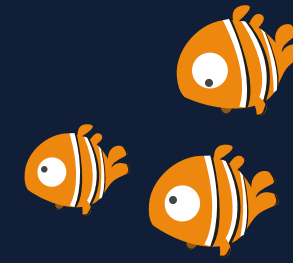


It is estimated that **8 to 12 million tons** of plastic end up in the seas around the world every year, causing

**80%** Of Sea Pollution







# MICROPLASTIC

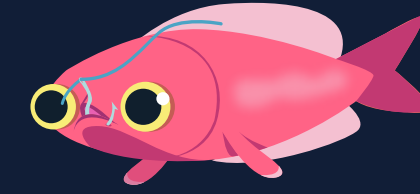
Some products were **made to last only a few minutes**, such as plastic shopping bags, but are intended to **last in the environment for hundreds of years**.

Moreover the plastic found in the sea degrades in sunlight into particles of less than half a centimeter which diffuse into the water and which fish often mistake for food.

Study says that the concentration of microplastics in the oceans in 2050 would still be double compared to the current one despite the efforts put in place and, some scenarios, predict a 50-fold increase by 2100.







# PLASTIC ISLANDS

Every year, **more than 8 million tons of waste** invade the waters of the seas around the world. Due to ocean currents, the garbage collects in specific areas creating the so-called plastic islands.

These islands are made up of litter of various sizes, most of which are microscopic fragments of plastic, scattered from the surface to the seabed.





# ECOLOGICAL DISASTERS

**The production of many different types of waste is unfortunately not the only source of pollution.**

## HONG KONG PLASTIC DISASTER

On 23 July 2012 a **huge typhoon** hit the coast of Hong Kong causing a **plastic disaster of similar size**.

Some containers were destroyed by waves, releasing **plastic pellets** into the ocean, which became marine debris resulting in **wide environmental and ecological pollution**.

## DEEPWATER HORIZON OIL SPILL

The **Deepwater Horizon oil spill** was an industrial disaster that began on 20 April 2010, in the Gulf of Mexico on the BP-operated Macondo Prospect, considered to be **the largest marine oil spill in the history**.

After several failed efforts to contain the flow, the well was declared sealed on 19 September 2010.

## GREAT BARRIER REEF SUFFERS MASS BLEACHING

In 2020, **warming waters** from escalating climate change have caused **coral bleaching in 91%** of reefs surveyed along the Great Barrier Reef.

Scientists from the Great Barrier Reef Marine Park Authority confirmed that this was the **sixth mass bleaching event** of the reef on record **and the fourth since 2016**.







# ANGRY TIDE PROJECT



ANGRY TIDE IS A **NFT**  
COLLECTION OF

**6888**

GENERATED BY

**100+**

**LANTERN FISH  
PFP,**

**TRAITS**





# OVERVIEW

**Angry Tide** is a community driven project that **aims** to raise funds through an NFT collection **to act concretely in cleaning oceans** from plastic pollution.

We have 6.888 beautiful hand-made fishes, a story to support the project and engage people, we will soon go live with a very animated website, we will start an awareness campaign on social media, we have many ideas and are looking forward to implement them before start selling the NFTs during summer 2023.

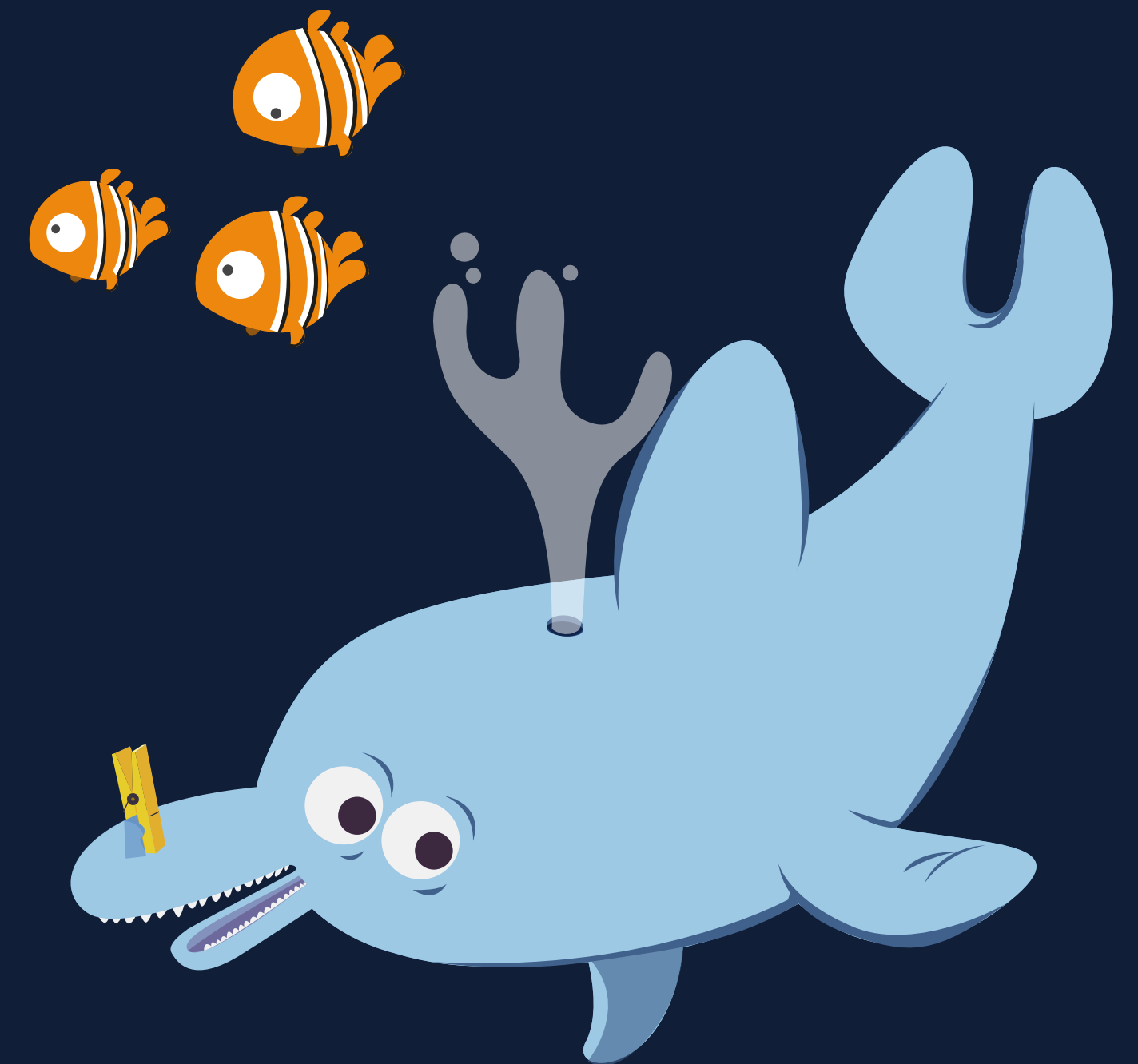
Angry Tide is a single project that will include multiple collections that will be released in the next years, each collection will be accompanied by storytelling that will ultimately form a complete story.





# OBJECTIVES

- Build a **cohesive community** strongly motivated by environmental issues
- Grow into people a **green consciousness**
- Organize concrete **actions** to **clean the sea**
- Give a **part of the earned** to the community for **investment purposes**
- Donate a percentage of the income to a **partner association** to defend the oceans
- Enter and expand in the **Metaverse**
- Create a **DAO** with the holders of the project





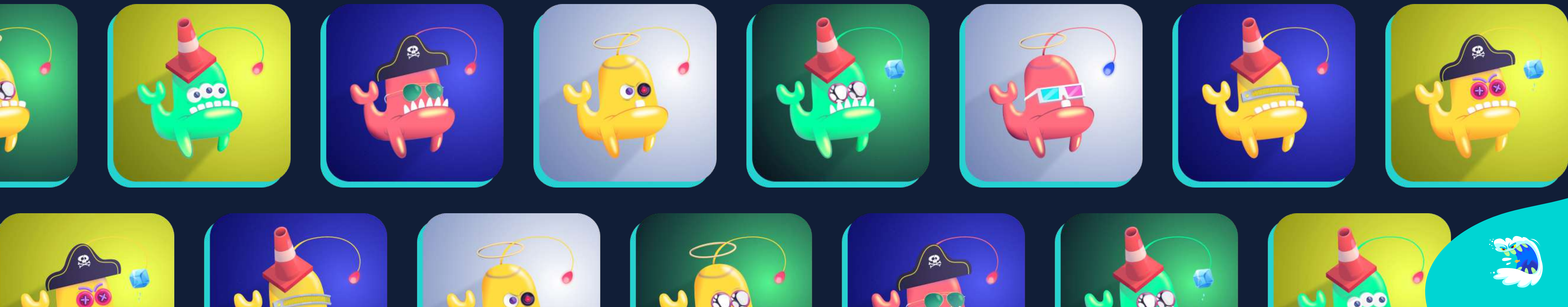
# COLLECTION

The collection is **inspired by** a real particular specie of fish belonging to the category of **lofiformes**.

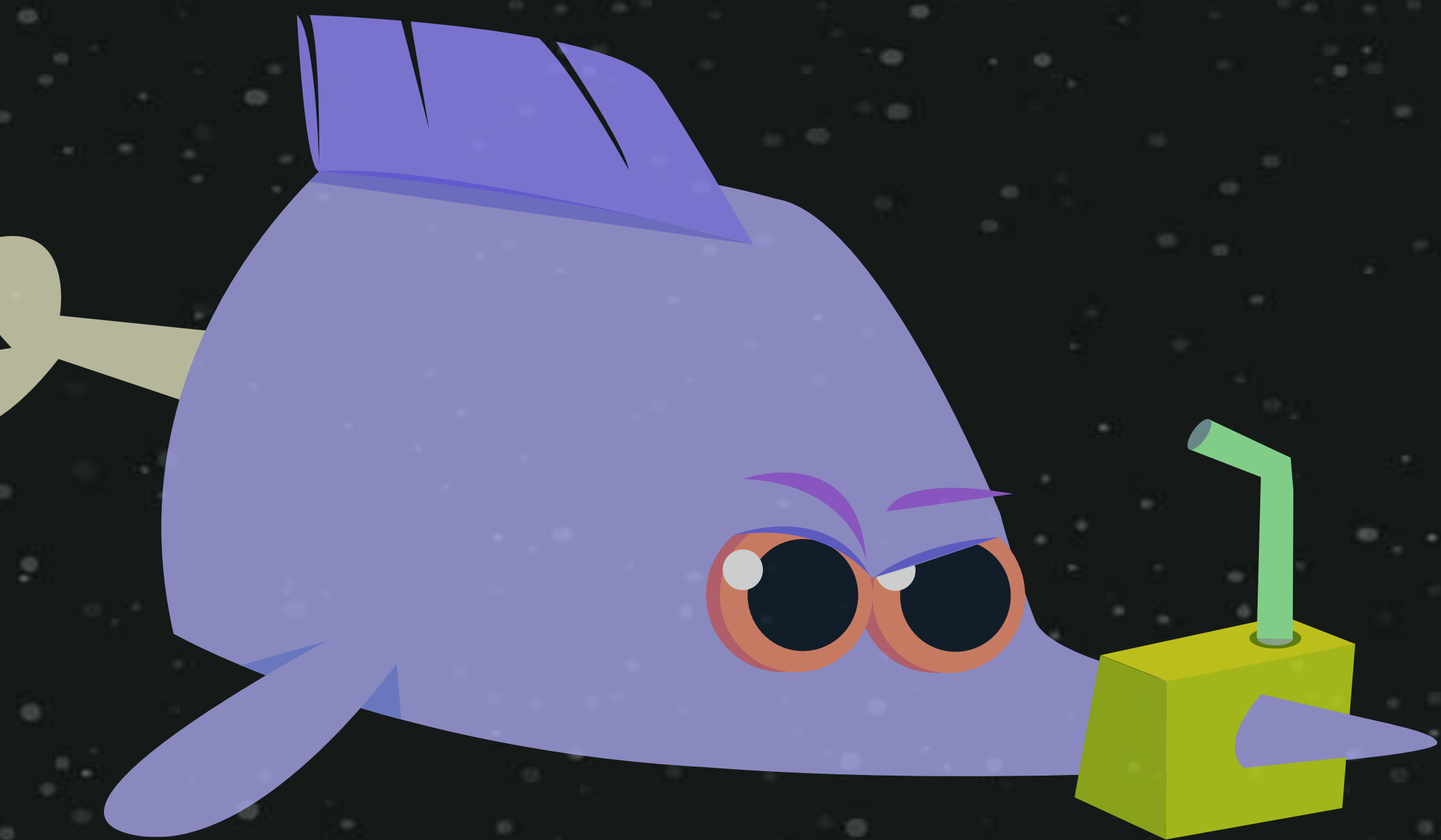
All NFT are generated and combined between different elements and designed by the artist, Giulia Antonello.  
**Each fish is unique, some of them are rare and marvellous.**

**Each fish is unique, some of them are rare and marvellous.**

NFTs are stored on the Ethereum blockchain and permanently hosted on IPFS.







# PROJECT STORY



**// I AM SPEAKING TO YOU FROM 2050, AND THE  
PLANET IS IN GRAVE DANGER.**

**IN OUR OCEANS THERE IS NOW MORE PLASTIC  
THAN FISH, AND WE PASSED THE POINT OF NO  
RETURN SEVERAL YEARS AGO.**

**WE HAVE SENT THIS CAPSULE BACK IN TIME AS OUR  
LAST CHANCE: AFTER YEARS OF RESEARCH AND  
EXPERIMENTS, AND WITH THE INVALUABLE SUPPORT  
OF THE "CREATORS", WE HAVE FOUND A WAY TO SAVE  
THE EARTH, BUT FOR US IT IS NOW TOO LATE**

...

**//**

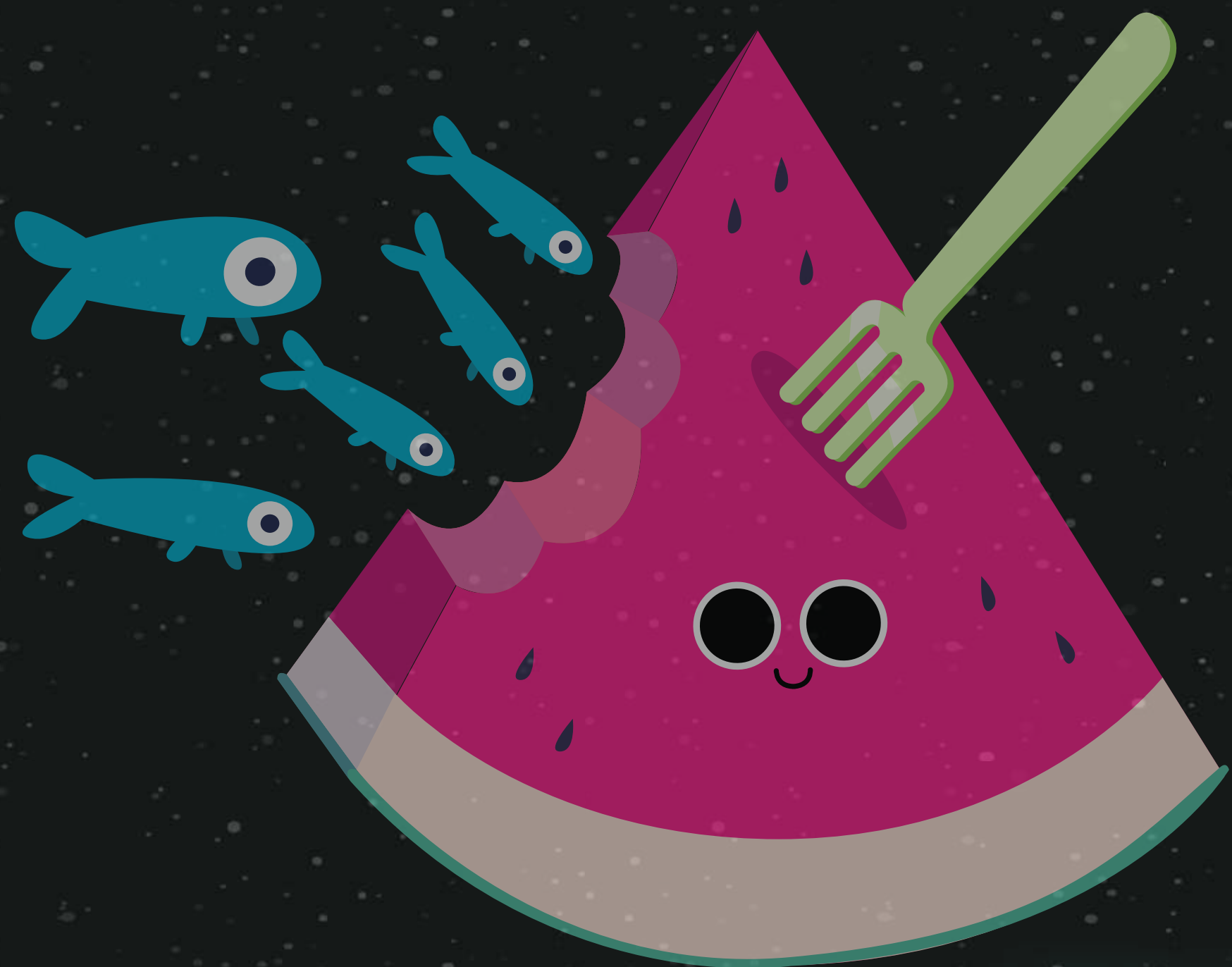


...

**IF YOU ARE LISTENING TO THIS MESSAGE  
ALL IS NOT LOST: YOU STILL HAVE THE POWER  
TO CHANGE THE COURSE OF HISTORY!**

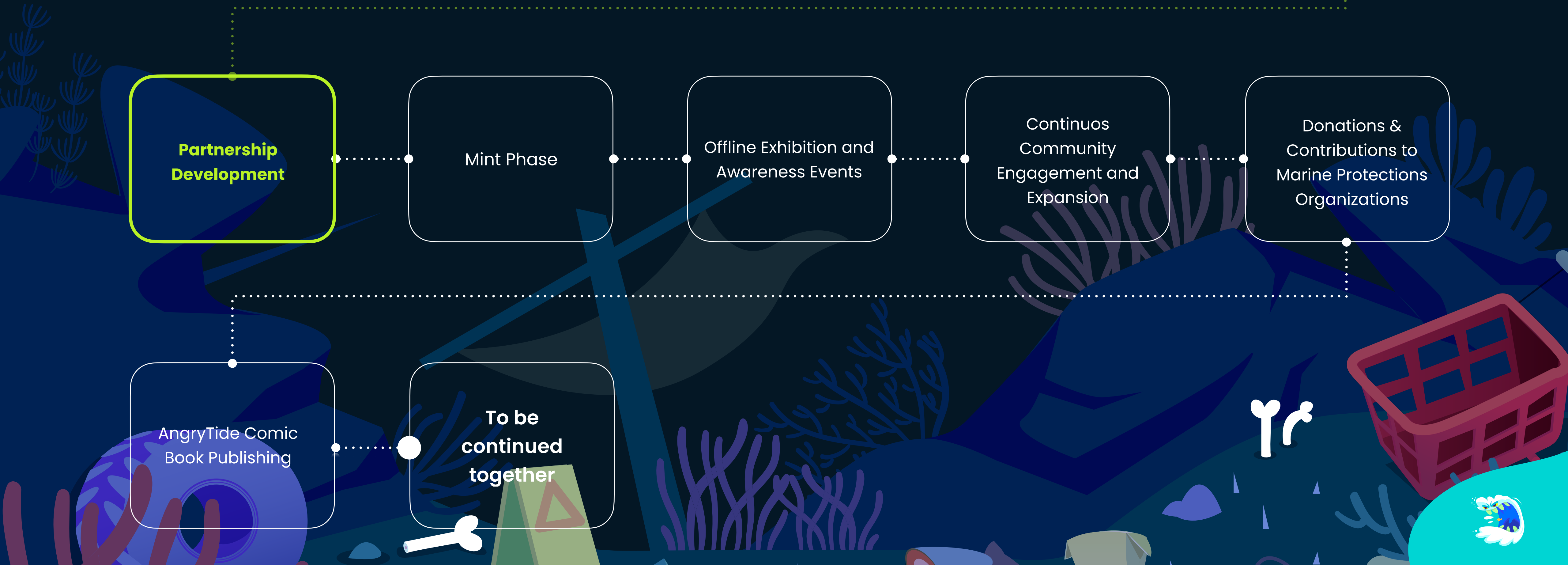
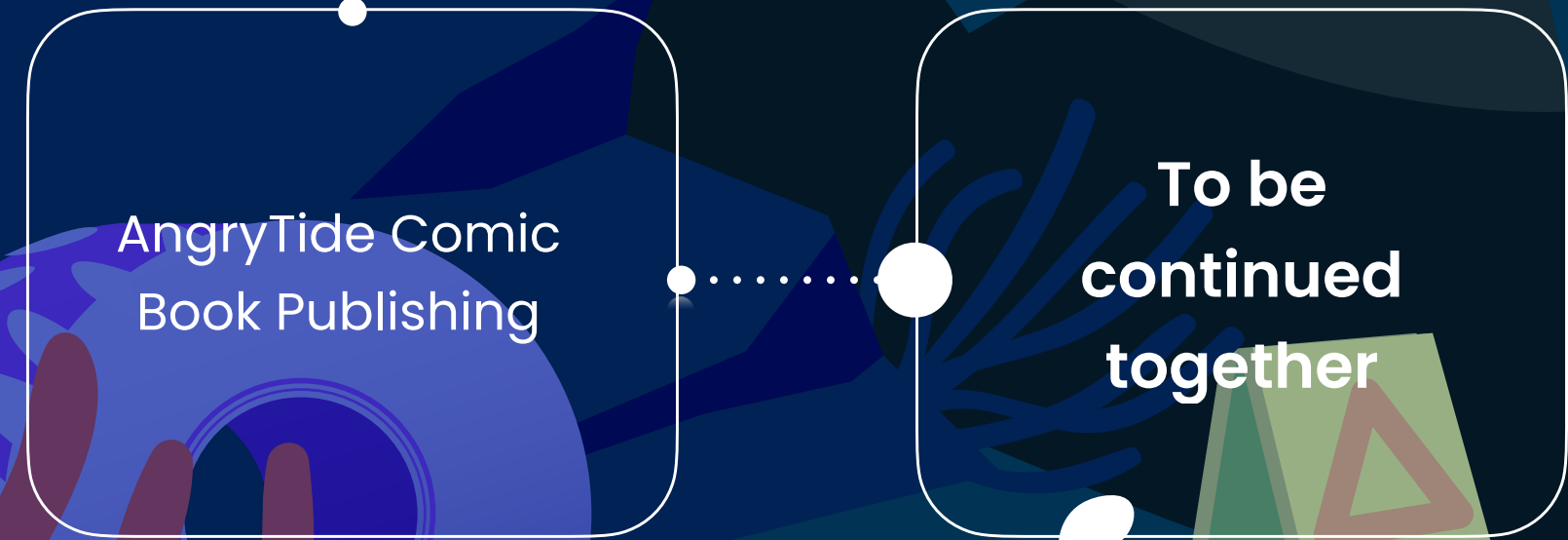
**DISCOVER MORE...**



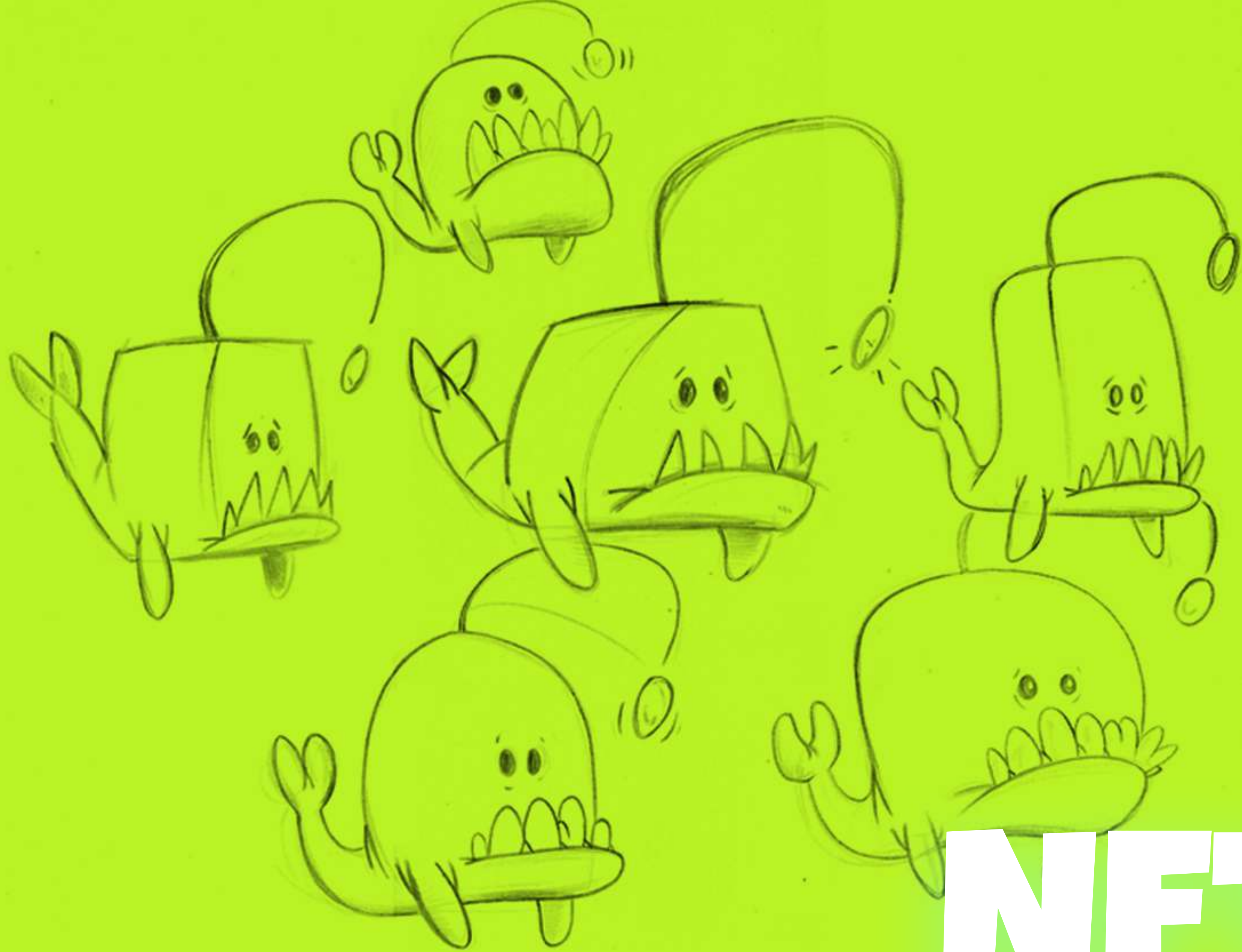


# ANGRY TIDE ROADMAP









**NFT ART**



# ART **INSPIRATION**

Lantern Fish avatars mixing a **real marine species**, living in the abyss of the sea, with a **cartoon art style**.



## **FISH**

Fish are the most threatened species in the oceans. They differ in colour, feature and shape – a reflection of our collection.



## **CARTOON ART**

Marine world includes some funny fish which are similar to children's illustrations. This is the reason why we used this type of art.





# TRAITS

There are **more than 100 traits** divided into **6 categories** which give each fish a **unique style**.

And even **some rarities** which are difficult to find and are **really wonderful**.



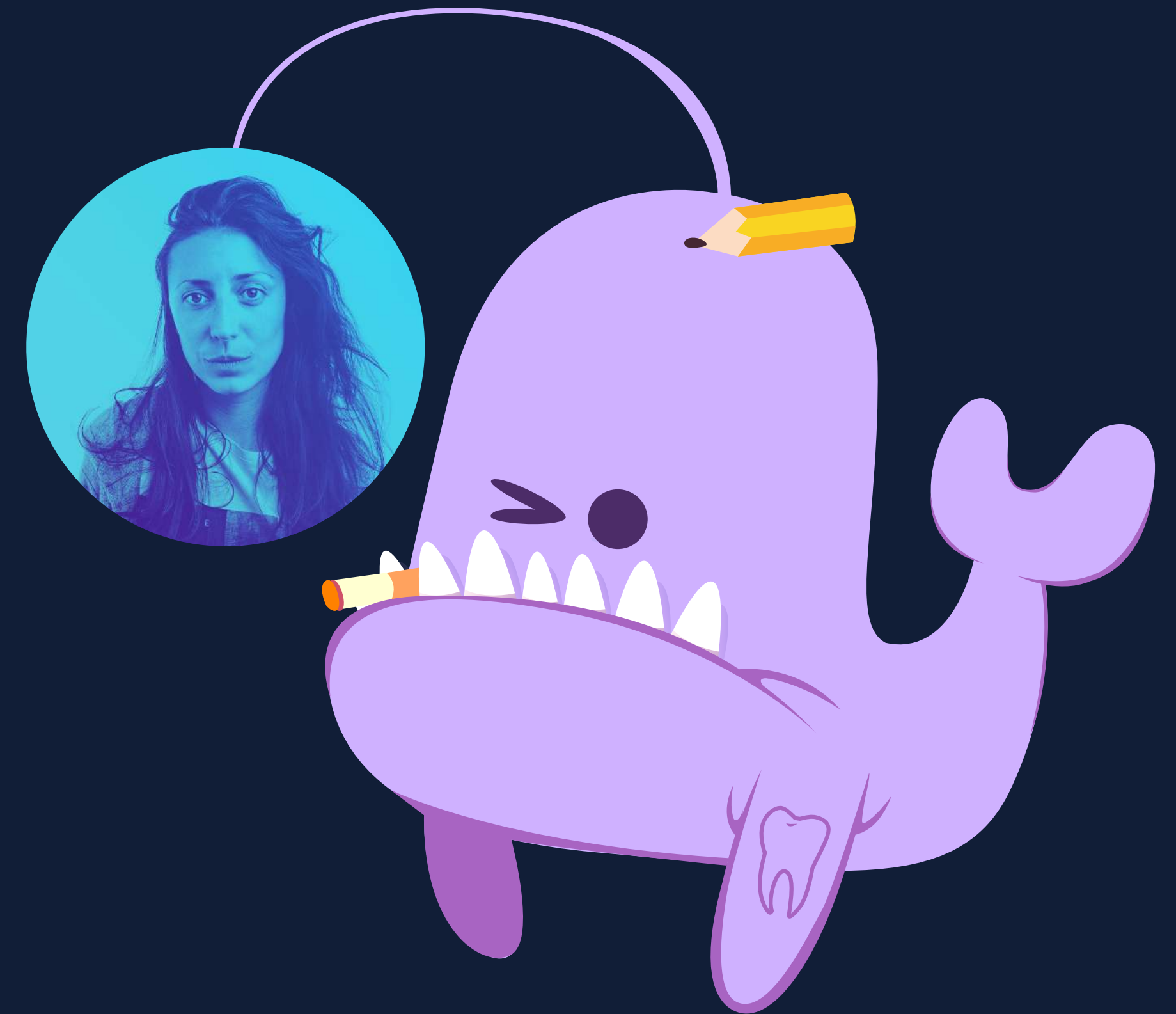


# ABOUT THE ARTIST

Giulia Antonello is an Italian graphic designer and illustrator based near Venice.

She is extremely flexible and eclectic, constantly evolving and wandering through graphic design, illustration, characters and animations.

She has worked with numerous organisations creating different projects. Lately, she became interested in the marine world: during her diving, she was fascinated by the multitude of species she could find and started to reproduce them with her illustrations.





# OUR TEAM

**We are an international team of more than 10 people mainly based in Italy.**



Everything started last year when Matteo Poile met Giulia Antonello, he was very impressed with her ocean themed children's book and thought her illustrations had the perfect style for an NFT collection.

Matteo offered Giulia to work together on an Ocean related NFT project but they realized soon that spare time was not enough to develop what they had in mind, then the team grew with the help of some collaborators of Efesto Studio, the communication agency founded by Matteo.

The team started looking for an investor and luckily found one soon.

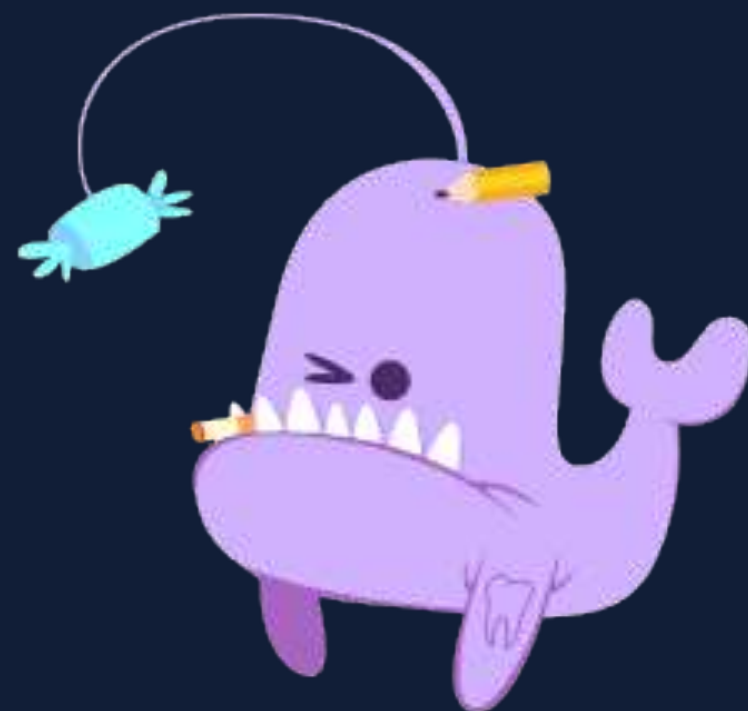
Peifeng Zhu, an Efesto's customer that runs an auction house based in Hong Kong, turned out to be very sensitive to the environmental issue.







**MATTEO**  
Founder



**GIULIA**  
Artist



**NICK**  
Web3 Consultant



**IRWIN**  
Web3 Developer



**YANN**  
Project Manager



**ELISA**  
Art Director



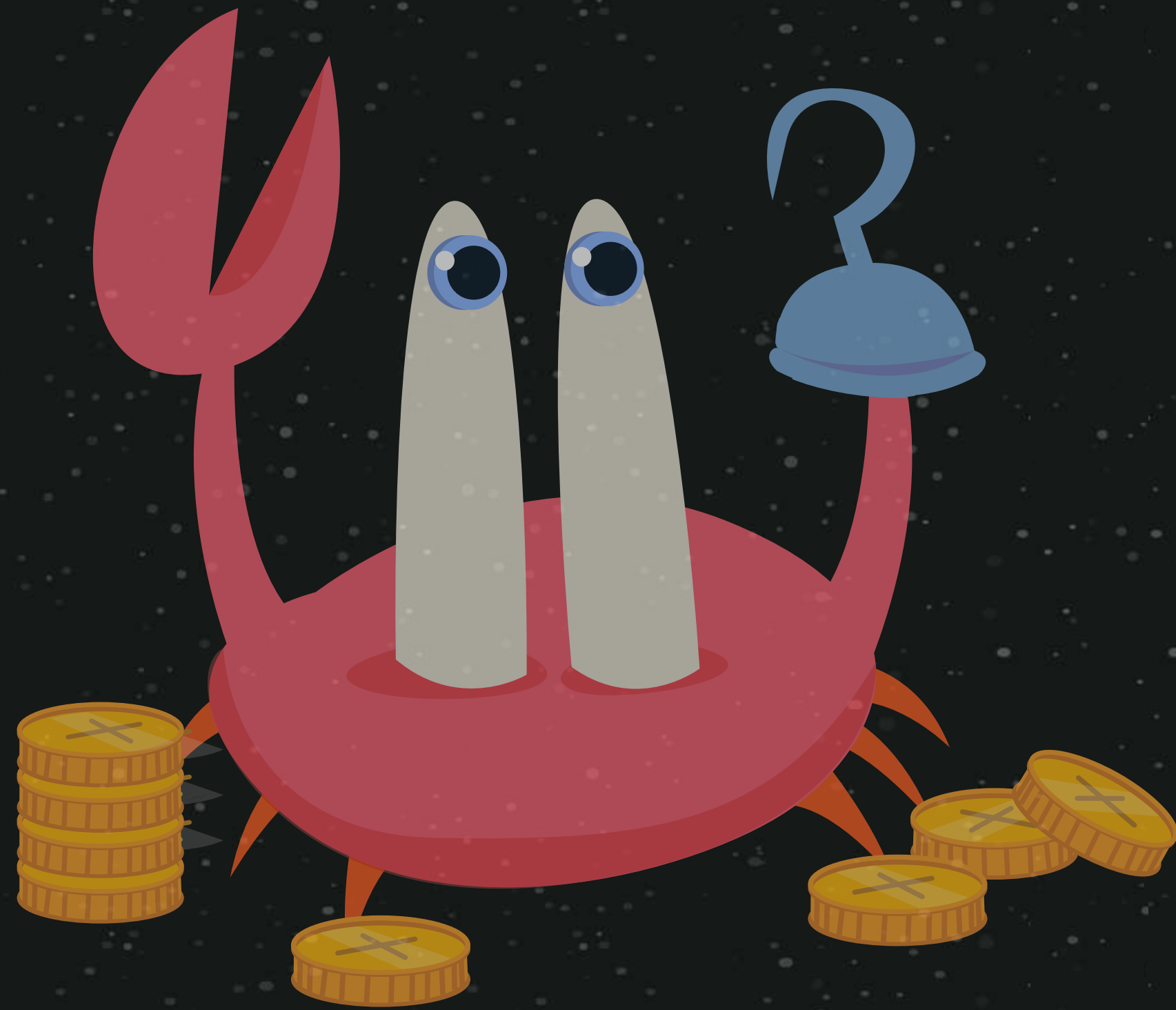
**ALESSIA**  
Strategist



**MARCO**  
Web Developer





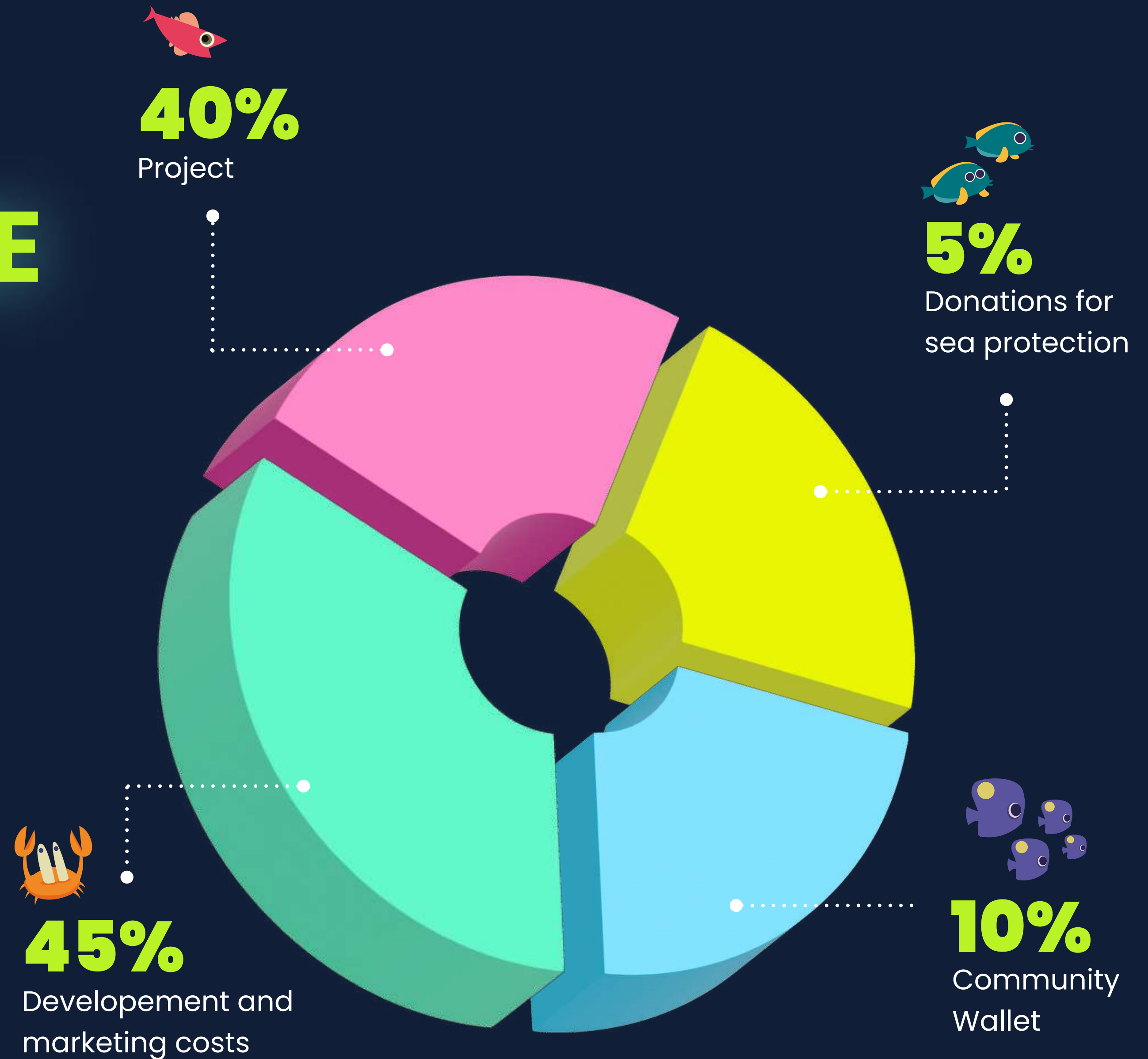


# FUND DISTRIBUTION



# HOW DO WE SHARE THE INCOME?

We execute with **full transparency** to our **community**. All transactions carried out from our community wallet will be on-chain and posted in our Discord servers's read-only channels.





**MORE THAN 100 TONS OF WASTE  
HAVE GONE INTO THE SEA SINCE YOU STARTED  
READING THIS DOCUMENT.**

**Be an active part of the solution, join the project now!**

**[weare@angrytide.io](mailto:weare@angrytide.io)**







**weare@angrytide.io**

Respect the environment: if you don't need to, don't print this presentation!

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