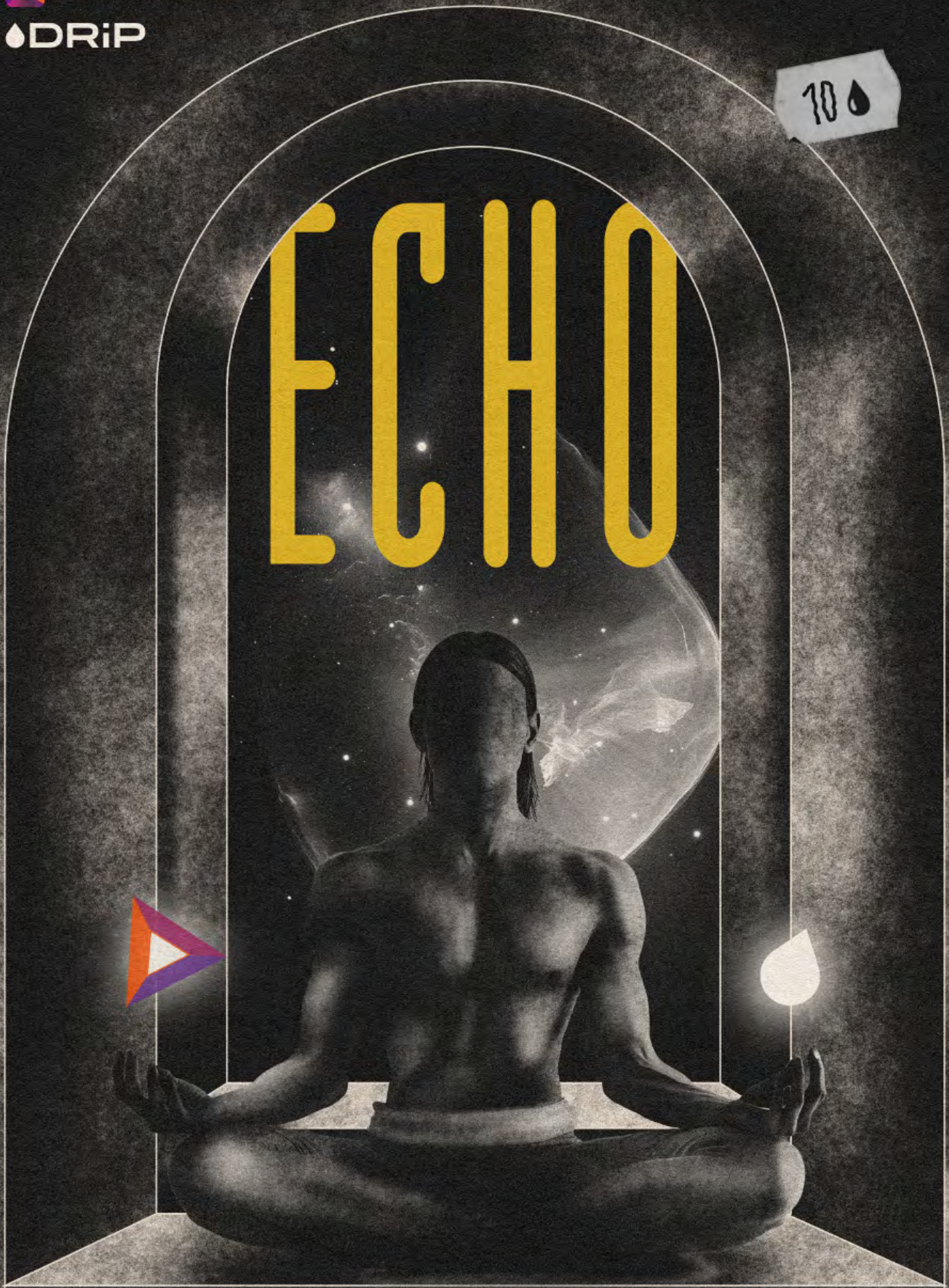
BAT COMMUNITY

DRiP

10

ECHO



CREATORS

ECHO MAGAZINE
#4 ISSUE, VOLUME 1
MARCH, 2025

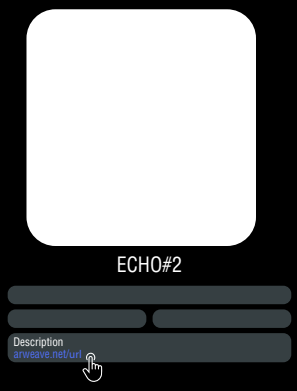
SWITCH TO THE PDF VERSION FOR A MORE IMMERSIVE EXPERIENCE!

BRAVE WALLET

Go to your wallet, open the NFTs tab



Click on this NFT and click the URL in the Description

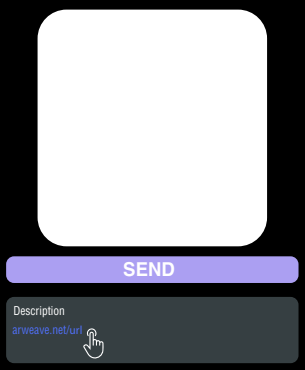


PHANTOM WALLET

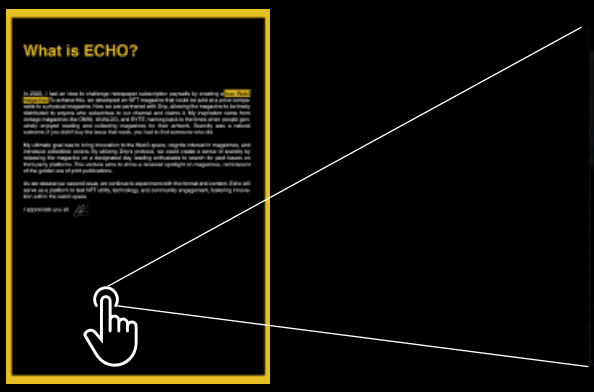
Go to your wallet, open the NFTs tab

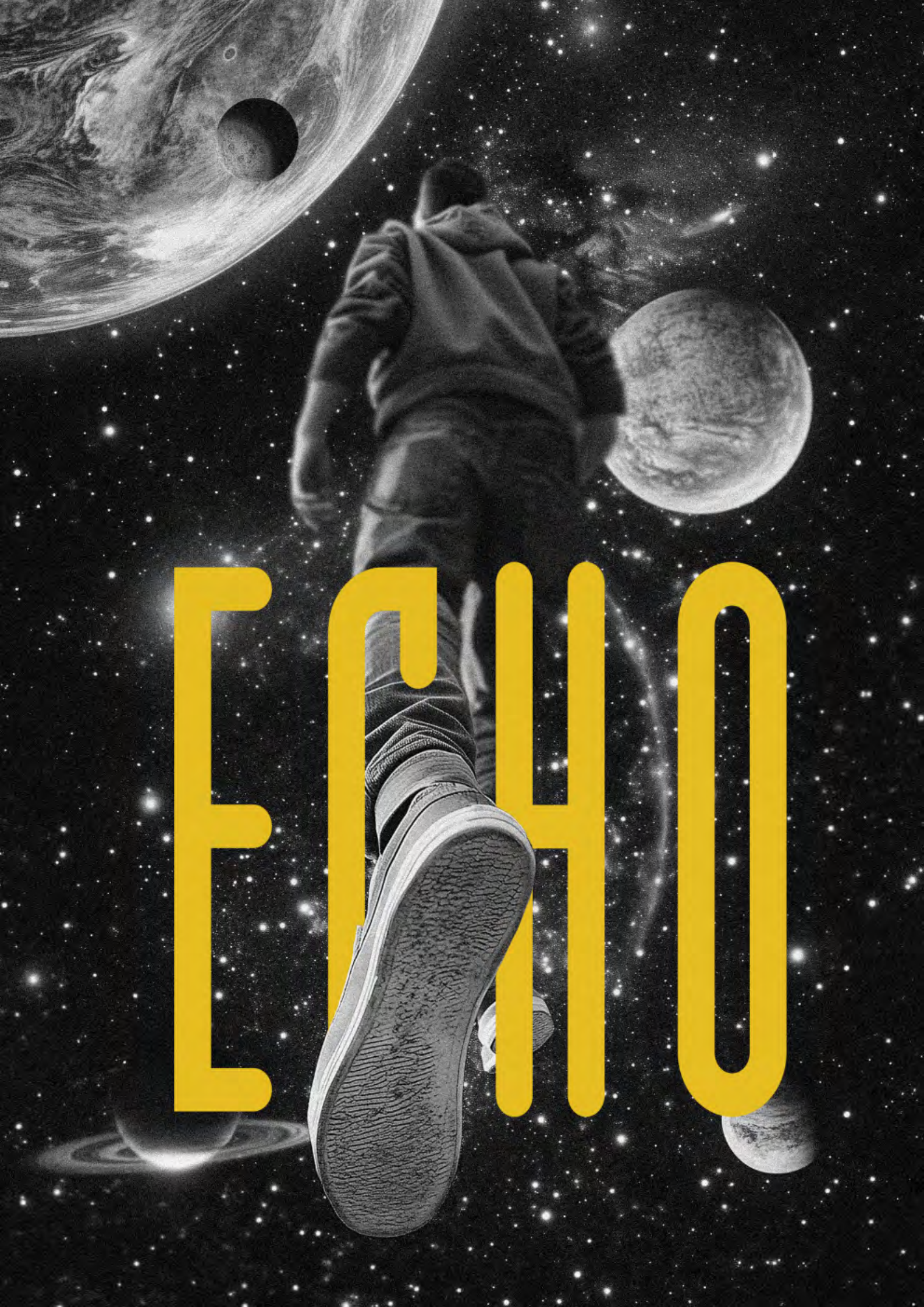


Click on this NFT and click the URL in the Description



Know the authors by clicking on the author's names and artworks!




ECHO

What is ECHO?

In 2023, I had an idea to challenge newspaper subscription paywalls by creating a true Web3 magazine. To achieve this, we developed an NFT magazine that could be sold at a price comparable to a physical magazine. Now we are partnered with Drip, allowing the magazine to be freely distributed to anyone who subscribes to our channel and claims it. My inspiration came from vintage magazines like *OMNI, ANALOG, and BYTE,* harking back to the times when people genuinely enjoyed reading and collecting magazines for their artwork. Scarcity was a natural outcome; if you didn't buy the issue that week, you had to find someone who did.

My ultimate goal was to bring innovation to the Web3 space, reignite interest in magazines, and introduce collectible covers. By utilizing Drip's protocol, we could create a sense of scarcity by releasing the magazine on a designated day, leading enthusiasts to search for past issues on third-party platforms. This venture aims to shine a renewed spotlight on magazines, reminiscent of the golden era of print publications.

As we release our second issue, we continue to experiment with the format and content. Echo will serve as a platform to test NFT utility, technology, and community engagement, fostering innovation within the web3 space.

I appreciate you all.



Index

Artwork 4
Creators Introduction 5
Artwork 7
Drip 8
Artwork Break 12
Drip and creators 13
Artwork Break 14
Drip Top Creators 15
Doodles Artwork 19
Doodles on Drip 20
Brave Artwork 23
Brave and Creators 24
Artwork Break 27
GnuKeith Article 29
Artwork Break 32
Our curated List of Creators 33
Final Artworks 47
Come write for ECHO 51
What's next for ECHO 52
Final Artwork by Moonbeamer 53

ECHO



Creators in Web3

The creator landscape in Web3 has drastically changed over the years. In the early days, NFTs were ruled by massive, hype-driven collections like Bored Ape Yacht Club, Lazy Lions, CryptoPunks, Cool Cats, and even the comically absurd but historically significant ETH Rocks. These collections introduced the world to the concept of digital ownership at scale, creating communities around PFPs and speculative markets, or in other words, they sold badges of membership in an exclusive club. While they helped onboard many into Web3, they also set a precedent where NFTs were mostly seen as status symbols rather than as tools, or creative expression, this can be seen as a major setback to the masses. However, as the space matured, attention began shifting toward individual artists and utility projects, proving that NFTs could be more than just collectibles; they could be a medium for artists to express creatively and technological progress.

Enter PAK, a mysterious, anonymous figure (or possibly a collective), without a name, without a face, challenged traditional notions of art, ownership, and scarcity through algorithm-driven, conceptual pieces. Their masterpiece, The Merge, a shifting, evolving concept, a game of digital ownership where every purchase merged into a larger, ever-growing entity, eventually selling for a staggering $91 million; making it the highest-grossing NFT sale in history.

And then, there was Beeple, who took a completely different approach, bringing digital art into mainstream consciousness with his Everydays project, one could say, the blue-collar workhorse of digital art. Every single day, for over a decade, he put out a new piece of digital work, documenting politics, pop culture, and absurdity with the consistency of a man who simply refused to stop. He built a massive following, culminating in his historic Christie's auction where Everydays: The First 5000 Days sold for $69 million, raw, relentless output.
And for the first time, the art world had to admit: this Web3 thing might actually be worth paying attention to.

Fast forward to today, and we're seeing an even bigger shift. A group of creators found their way in, not through Ethereum's exclusive gates, but through Tezos, a chain that welcomed them in without asking for a kidney in gas fees. Platforms like Hic et Nunc (now Teia) weren't about status or exclusivity; they were about giving artists a place to create without permission, without middlemen, without fear of experimenting. Now, things have evolved even further, Solana and Avalanche are seeing a surge of talent, offering better infrastructure, lower fees, and wider exposure through platforms like Drip, Formfunction, and Fxhash.
NFTs aren't just JPEGs with price tags anymore, they're a toolbox for reinvention.

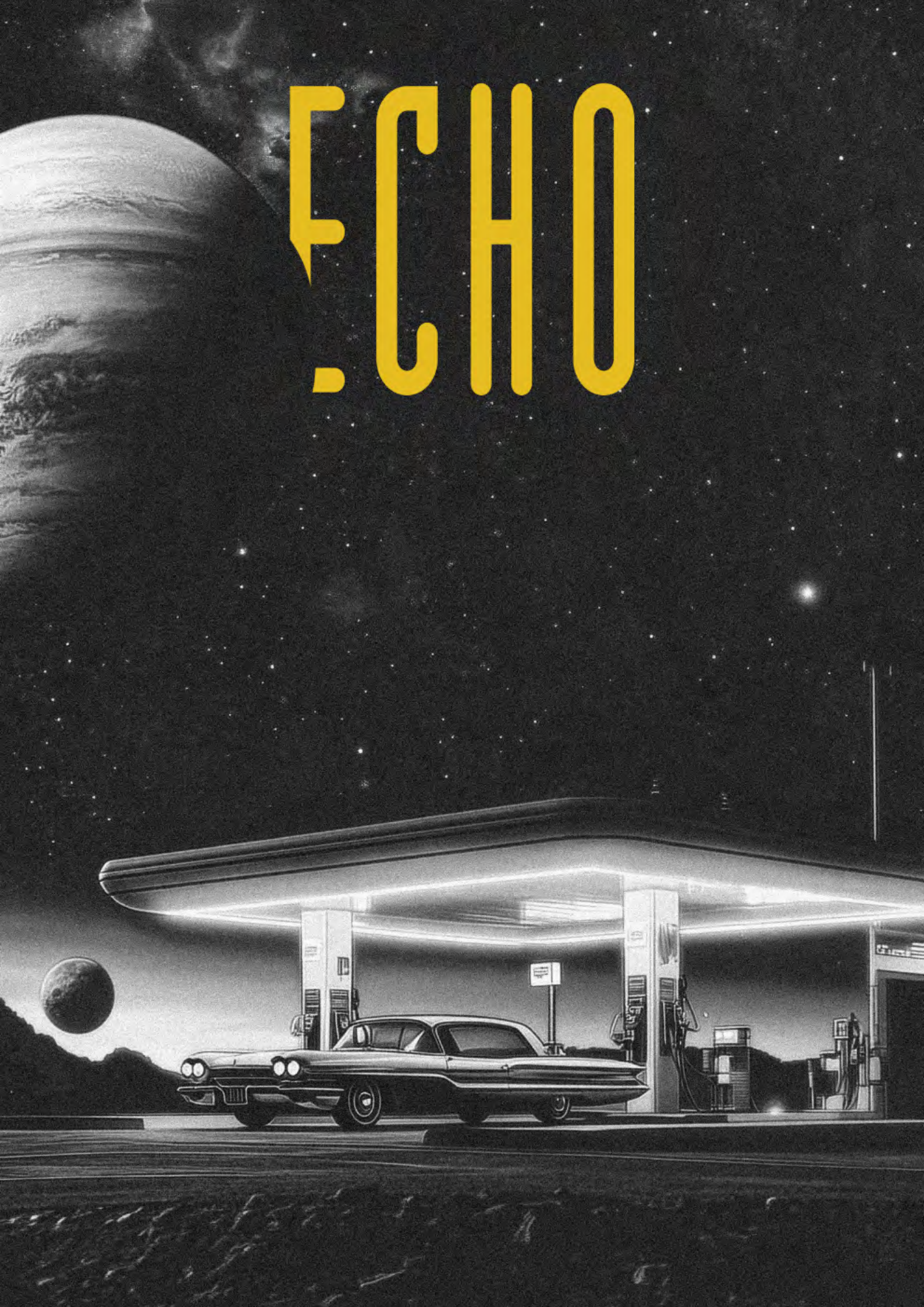
So, what exactly are these artists doing that's different? Simple, it's no longer just about the status provided or owning a file. It's about what that file does, and how we perceive it.

On Drip, some artists are experimenting with NFTs that unlock IRL physical drops, allowing collectors to claim prints, merch, and even custom artwork through token ownership. Others are taking it a step further, using NFTs as keys to entire worlds of content, like token-gated books where owning a single NFT gives you access to hidden chapters, story expansions, even exclusive artwork woven into the narrative itself. And then there's the ones who delve into mad science, the ones merging blockchain with AI, creating self-evolving collections that change over time based on on-chain data, holder interactions or where holders can "remix" their NFTs by burning and minting new versions, just pure creative chaos. The possibilities are endless, and as more artists continue to push the boundaries of what's possible, NFTs are no longer strictly about collecting static images, they're about interaction, engagement, and redefining how art is experienced in the digital age.

This issue of ECHO is dedicated to the creators who are shaping the future of Web3, using NFTs as a tool for innovation, storytelling, and connection. Whether they're revolutionizing how we collect, unlocking new artistic possibilities, or bridging digital with physical, one thing is clear, the creator economy in Web3 is just getting started.

By Guilherme Pantoja

ECHO



ECHO 4
CREATORS




DRIP HAUS FUN STATS AND HISTORY

DRIP, a little story?

DRiP's origins trace back to Solana Spaces, a physical store initiative in 2022 and 2023, where visitors could experience Web3 in person. As part of this effort, DRiP was introduced as a way to build lasting connections with visitors. The concept was simple: people who signed up and authorized their wallets would receive weekly free cNFTs, creating an ongoing relationship between collectors and digital artists. This model sparked immediate interest, turning casual visitors into engaged participants in the Solana ecosystem.

By the end of 2023, as Solana Spaces closed, DRiP had grown far beyond its initial purpose. The demand for digital collectibles was rising, and the community around DRiP was thriving. Rather than disappearing with Solana Spaces, DRiP evolved into an independent platform, carrying forward its mission of empowering creators and collectors.

At its core, DRiP remained true to its original vision—delivering digital art to people in a seamless, accessible way. It started with simple weekly free cNFTs, but soon, the platform expanded. Artists were commissioned weekly, collectors started building real portfolios, and DRiP became a place where both creators and audiences could interact in meaningful ways.

What made DRiP unique was its approach: it wasn't just about selling NFTs—it was about distribution, accessibility, and community building. The idea of free cNFTs disrupted the traditional mindset of digital art being locked behind paywalls. This accessibility helped DRiP onboard thousands of new users, many of whom had never engaged with NFTs before.

As more artists joined, the platform's credibility grew, attracting some of the most renowned creators in the Solana ecosystem. From an experimental project in a physical store to a fully-fledged platform, DRiP proved that digital collectibles could be more than just assets—they could be cultural moments, community-driven experiences, and tools for creative empowerment.

This transition set the foundation for what DRiP is today—a platform designed to help creators distribute, engage, and grow in a way that hadn't been possible before.

But, why Solana?

DRiP's foundation on Solana is no accident. Known for its scalability and minimal transaction costs, Solana enables DRiP to handle the high volume of NFT minting and distribution—over 36 million collectibles to date, according to some reports—without burdening users with steep fees. The platform also employs Solana's compressed NFT technology, which optimizes storage and enhances efficiency, making it feasible to offer free drops at scale while maintaining performance. This technical prowess underscores DRiP's appeal to both creators seeking broad reach and collectors eager for accessible digital ownership.



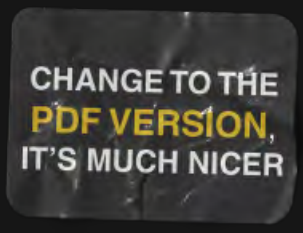

ECHO

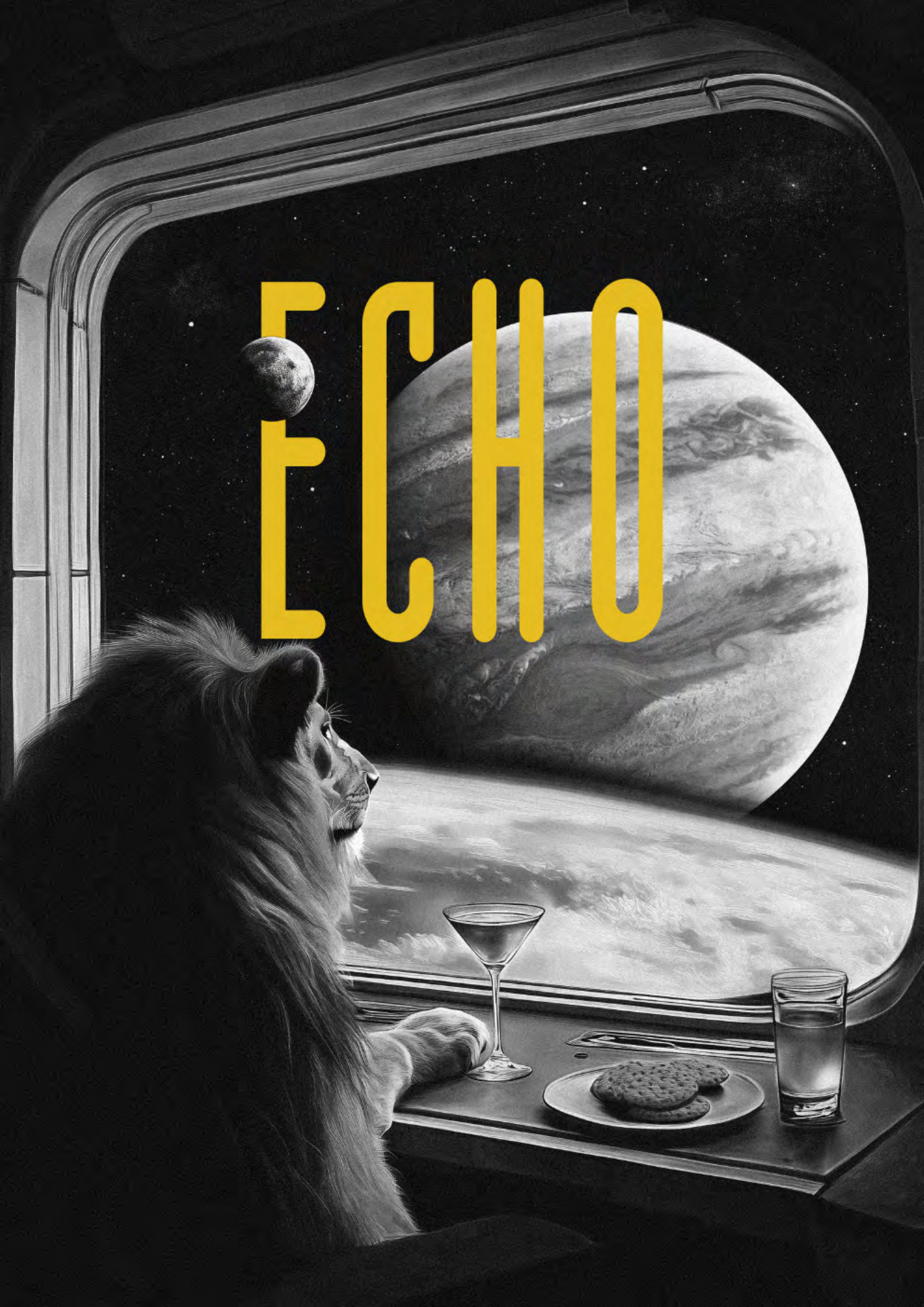
Drip and Creators

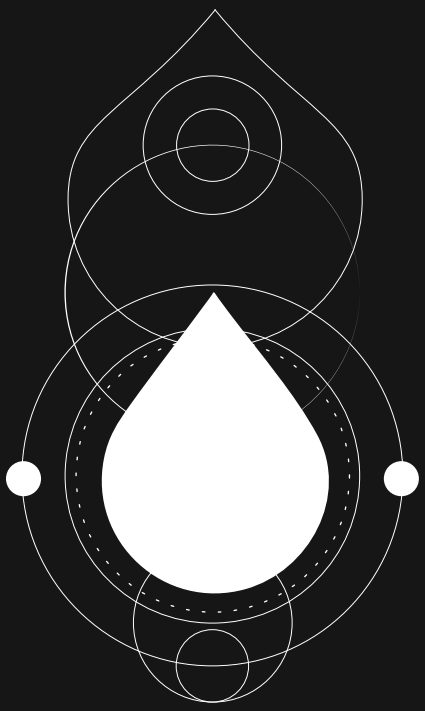
THE CREATOR EXPERIENCE

For creators, joining DRiP is a deliberate process designed to maintain quality and alignment with the platform's vision. Aspiring artists—whether they specialize in digital art, music, comics, or other media—must first apply via a waitlist and participate in an onboarding session. Once approved, creators gain access to distribution tools, allowing them to share their work with a growing community of over 500,000 collectors. This curated process ensures that DRiP remains a hub for meaningful, high-quality content rather than a free-for-all marketplace.

The platform's appeal has drawn a diverse array of notable creators and projects. For instance, well-known NFT collections like Doodles and Pudgy Penguins have explored DRiP's ecosystem, recognizing its potential to connect with fans in a fresh, inclusive way. Similarly, Degen Poet, a figure in the Web3 creative scene, has embraced DRiP as a means to distribute poetic works as collectibles, showcasing the platform's versatility beyond traditional visual art. These high-profile engagements signal DRiP's growing influence and its ability to attract established names alongside emerging talent.




ECHO



TOP CREATORS

#3

TIIINYDENISE

822.6K FOLLOWERS











BORK THE Viking PUG

838.2K FOLLOWERS

#2











DEGEN POET

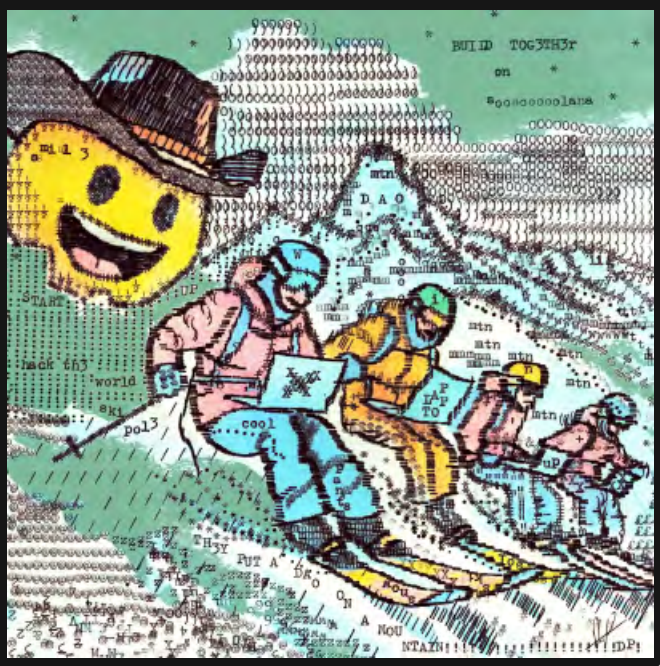
1.62M FOLLOWERS

#1









ECHO



Doodles' Debut on DRiP

Doodles made a remarkable entrance onto DRiP, setting new engagement benchmarks and showcasing how established brands can tap into the largest consumer and collector base on Solana. The campaign not only drove record-breaking participation but also highlighted the effectiveness of DRiP's platform in fostering deeper fan engagement and brand activation.

Launch Week Highlights:
180,000 new followers gained in just one week
32.4 million droplets donated
80,000 unique donations to the leaderboard
Doodles introduced their DRiP channel with a special commemorative drop, "In the Lab", generating excitement and anticipation among collectors. This strategic launch created immediate traction, reinforcing how digital collectibles can serve as an interactive gateway for brands to engage their audience.

Further amplifying this momentum, Doodles launched "The Make Something: Dark Mode" contest, a creative competition first announced on their official X account. To drive participation, DRiP featured a Sponsored Collectible on its homepage, allowing collectors to claim a free Doodles collectible while seamlessly directing them to the contest details on X.

This campaign successfully bridged the gap between creators and collectors, fostering an interactive experience where both groups played an active role. Artists showcased their unique Dark Mode-inspired designs, while collectors actively engaged with the Doodles channel—donating droplets, supporting their favorite submissions, and competing for exclusive artwork from contest winners.

Campaign Results:
2,000 creator contest submissions
177,000 collectors claimed the Sponsored Collectible
Doodles' success on DRiP underscores the platform's potential as a powerful tool for brands looking to expand their reach, build highly engaged communities, and solidify their presence within the Solana ecosystem. By leveraging DRiP's innovative distribution and engagement mechanisms, brands can create meaningful, long-term connections with their audience while seamlessly integrating blockchain-based collectibles into their marketing strategy.





by Doodles

Drip Community's support

Below are some community entries from Doodles contests that we curated to showcase.



by Saintsuffers



by Early Saint



by Duckzzy



by Nifranif



by GLOOMY+ by Juntdoe



by Mikaeltz



by Airforcetuan


ECHO

Brave and creators, a solution

The internet was supposed to be a revolution for creators. A place where anyone with talent and drive could build an audience, make a living, and own their success. Instead, it turned into a walled garden where platforms take the biggest cut, advertisers dictate the rules, and creators are left fighting for survival. YouTube keeps 45% of ad revenue. Instagram and TikTok throttle reach unless you pay. Creators grind for years, only to wake up one day and find that an algorithm change has buried their content overnight. Meanwhile, users are bombarded with intrusive ads, tracked across the web, and fed content designed to keep them scrolling, not thinking. The entire system is rigged, designed not to reward creativity, but to extract as much value as possible from both creators and consumers.

Then Brave came along and tore up the script. Instead of forcing users to watch ads, it lets them opt-in. Instead of tracking them across the web, it protects their privacy. And instead of letting platforms pocket the profits, it pays users directly in BAT—real, tradeable currency. But the real shift? BAT isn't just about users getting paid for their attention. It's about breaking the cycle that keeps creators dependent on platforms that don't have their best interests at heart. Through Brave Rewards, users can tip creators directly. No middlemen, no 45% cuts, no begging brands for sponsorship deals. Just a frictionless flow of value between those who create and those who appreciate it.

And this is just the start. With BAT, creators can move beyond tips. They can lock premium content behind token payments, giving fans a real way to support them beyond likes and comments. They can offer ad-free experiences, where users who contribute BAT get uninterrupted content. They can crowdfund without needing a third-party platform to take a cut. And all of this happens without the gas fees and bottlenecks that make other Web3 experiments inaccessible. Brave isn't promising a better system. It's already built it. Over 60 million users have opted in. Billions of BAT tokens have been distributed. Tens of thousands of creators are getting paid directly. The internet was never meant to be owned by a handful of corporations. Brave and BAT are giving it back to the people who make it what it is.



Synirgies with Brave's Creator Program

DRiP's creator-fan model shares intriguing parallels with Brave, a privacy-focused browser developed by Brave Software, and its innovative approach to supporting creators through the Basic Attention Token (BAT). Brave's Creator Platform allows users to tip creators across a variety of popular platforms—such as GitHub, Reddit, Twitch, Vimeo, X, and YouTube—using BAT, a cryptocurrency designed to reward attention in the digital ecosystem. When users enable this feature within the Brave Browser, they can contribute any amount of BAT to a creator's account with a simple click on the BAT logo (a triangle with a checkmark) in the URL bar, seamlessly integrating support into the browsing experience.

Like DRiP's droplets, BAT serves as a bridge between fans and creators, enabling direct financial appreciation without relying solely on traditional monetization models like ads or subscriptions. Both platforms prioritize empowering creators by giving fans a tangible way to contribute, whether through tipping droplets on DRiP or sending BAT via Brave. However, while DRiP focuses on distributing digital collectibles within a blockchain-native environment, Brave's model extends across the broader web, rewarding creators for content consumed through diverse mediums. This broader scope reflects Brave's mission to disrupt digital advertising, whereas DRiP's narrower focus on Solana-based collectibles highlights its Web3-specific innovation.

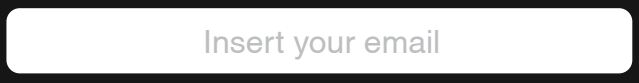
Together, DRiP and Brave illustrate a growing trend in the creator economy: leveraging blockchain technology to foster direct, transparent relationships between creators and their audiences. DRiP's gamified droplet system and Brave's BAT tipping mechanism each offer unique spins on this concept, suggesting a future where fans play an active role in sustaining the content they value, whether through collecting NFTs or tipping for everyday online contributions.

By Aranyaka

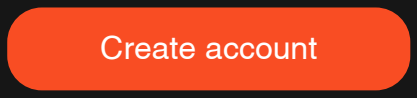
How to become a verified Brave Creator

A verified creator is someone who can receive tips and contributions in BAT (Basic Attention Token) from Brave Rewards users who visit their registered websites and channels. These creators are also eligible for monthly payouts through Brave Creators and are marked with a special blue check mark in the URL bar, indicating their verified status.

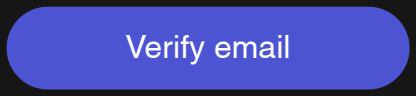
Go to creators.brave.com



Click on



Go to your email, and verify email

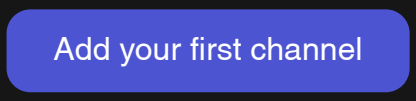


Choose name and proceed to the Dashboard

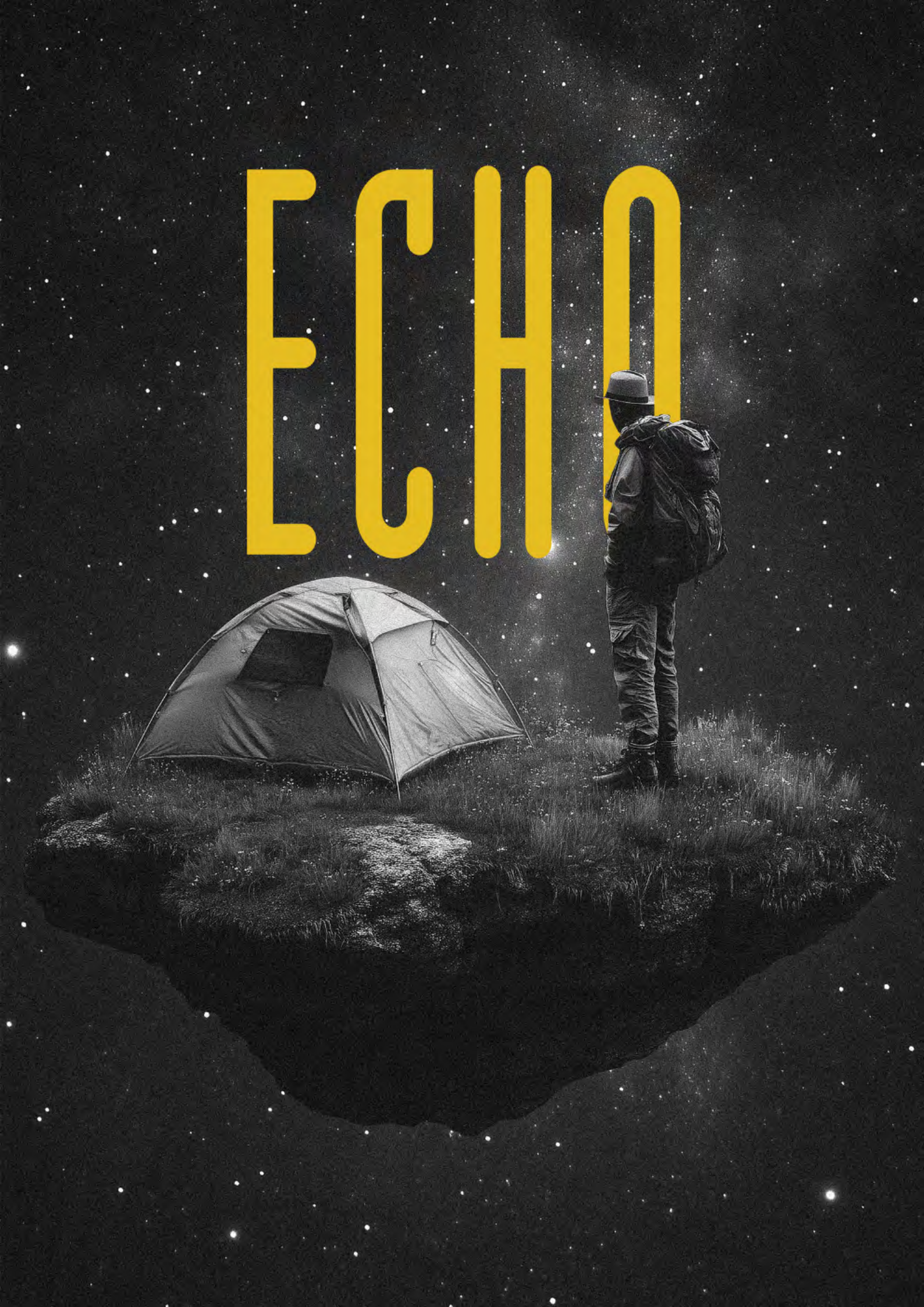
Under Payout account, choose your region

Connect an available Custodial

Below, Sites and Channels



Connect your preferred channels!


ECHO

Creator from our Community

For this section of the magazine, we thought it would be fun to showcase a creator from our community who is also a BAT ambassador. We celebrate our creators and ambassadors, and try to highlight them whenever possible or we see fit. In the next pages you will see an article written by alias “GnuKeith” about what he knows best, browsers.

We will also take the oppurtunity to invite you to the BAT Ambassadors program.
The BAT Ambassador Program is a global, community-led initiative that empowers individuals to promote the Brave Browser and Basic Attention Token (BAT) while advancing Web3 literacy and education around online privacy and security.
Ambassadors create content, host events, lead local and digital communities, and help people take control of their digital lives. Whether it’s through memes, meetups, tutorials, or support, they drive adoption of privacy-first tools and help others understand the power of the decentralized web.

Ambassadors are recognized for their efforts through rewards, leadership opportunities, and the chance to shape the future of the Brave ecosystem.
If you are intrested in joining, season 5 will be announced soon or if you are super keen you can get referred to by an existing member of the program. Follow us on @BAT_Ambassadors on X.

Ladybird, a truly independent web browser

History of Ladybird and Andreas Kling.

Ladybird began as a small browser component in SerenityOS, an operating system created by Andreas Kling when he was recovering from addiction, using programming to fill his days after rehab. Over time, Ladybird grew to be much bigger in scope and development focus until it became larger than SerenityOS itself.

After working secretly together for nearly a year, Andreas Kling and Chris Wanstrath (GitHub co-founder) formed a non-profit called Ladybird Browser Initiative and decided to fork Ladybird from SerenityOS to create a focused, independent browser project. They officially launched this initiative in July 2023.

What makes Ladybird so special in the first place?

As stated on their website: “Ladybird is a brand-new browser & web engine. Driven by a web standards first approach, Ladybird aims to render the modern web with good performance, stability and security.”

Ladybird is a new, open-source web browser that’s sill in development, with an alpha release planned in 2026, beta in 2027 and stable release in 2028.

What is great about Ladybird is that unlike forks like Brave, Zen that use Chromium/Gecko, Ladybird is building their own engine from scratch.

Currently they have about half a million lines of modern C++ code to maintain, but Andreas Kling the founder and lead developer of the Ladybird project has annoucned that the Ladybird ship will be steering towards Swift when Swift 6 will be released.

Swift is a memory-safe language by design, the reason why they went with Swift instead of something like Rust is because of lack of OOP (Object-Orinated Programming) features in Rust.

The browser stack sits on top of APIs designed in the 90s that are heavily object-oriant-ed and inspired by Java and XML, making them difficult to express in Rust.

Ladybird Browser process architecture

Ladybird Browser is working toward a thoughtful security strategy by dividing its operations across multiple processes. The design separates each tab into its own "WebContent" process that handles webpage rendering and JavaScript execution.

The architecture takes this separation a step further by isolating network requests and image decoding in their own dedicated processes. This compartmentalization means that if something goes wrong in one area—say a malicious image file—it can't compromise the entire browser.

What makes this approach particularly promising is how Ladybird plans to restrict these processes using sandboxing techniques. Most processes will run with minimal privileges and limited access to your system. While this multi-process architecture is still partly aspirational and not yet fully implemented in the browser's codebase.

Ladybird has the potential to become the most secure browser because of how small its codebase really is. Firefox and Chromium are around 35 MLOC (Millions Lines Of Code) while Ladybird is sitting at around half a million lines of modern C++ code.

Also because of its heavily secure focus architecture mixed with the memory safety of Swift and you have yourself a very secure browser by design!

How will this affect the browser market?

Currently, we don’t have the answer to that, but we can always theorize about it.

In a market that is dominated by Google Chrome and Safari, there are realistically only two real players in the browser game, those are Chrome and Safari.

One is based on Chromium, and one is based on WebKit, since Ladybird is it’s own thing we might see a shake up in the market and people are desperatly waiting for a browser that is not just another Chromium/Gecko fork.

I am optimistic and excited for the future of Ladybird and wish them nothing but the best.

By GnuKeith

Sources:

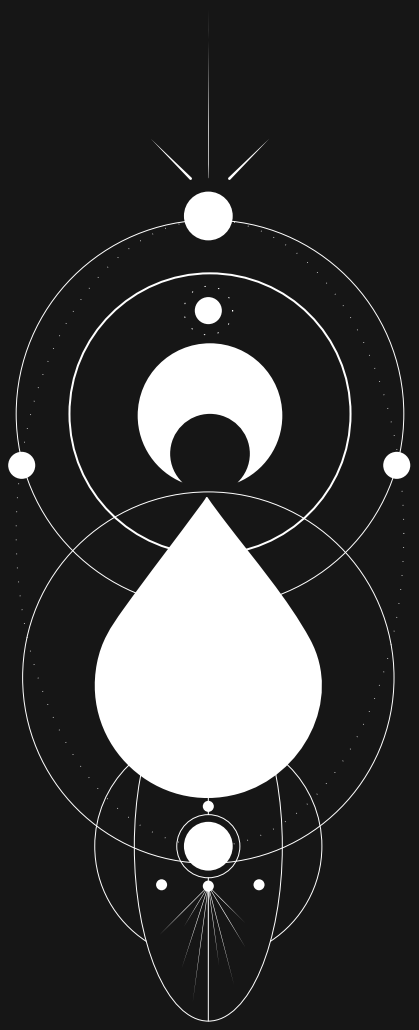
Why we need Ladybird - https://changelog.com/podcast/604
Browser market share - https://gs.statcounter.com/browser-market-share
I quit my job to focus on SerenityOS full time - https://awesomekling.github.io/I-quit-my-job-to-focus-on-SerenityOS-full-time/
Ladybird - https://ladybird.org/
Ladybird Browser process architecture - https://github.com/LadybirdBrowser/ladybird/blob/bbcd8bd97ca5b3bbf93a6c5183b89bd887c67e54/Documentation/ProcessArchitecture.md#L4
Ladybird Web Browser becomes a non-profit with $1M from Github Founder - https://news.ycombinator.com/item?id=40856791


ECHO

Curated Creators from Drip

I'm putting together an introduction to showcase a curated list of Drip creators I personally enjoy. Over the years, I've come across a vast number of talented artists on Drip, some well-known, others more under the radar. To wrap things up, I wanted to dedicate a section to highlighting these incredible creators, giving them the recognition they deserve. My hope is that by sharing this list, you, the reader, might discover new artists to follow and appreciate as much as I do!





OUR CREATOR'S LIST



Donatello blends traditional ink linework with bright digital colors, creating unique, minimalist yet intricately detailed characters and objects. From Brazil

Donatello

Followers
21.7k

Thanks
1.9k





My name is Andres but everyone knows me as Gamba.

I am an illustrator and animator on the Solana blockchain. My series and collections always try to tell a story or a message with the intention of mixing digital with analog.

gambaXstudio

Followers
31k

Thanks
1.6k





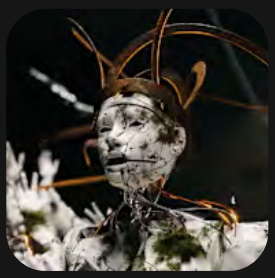
Mikaeltz

Mikaeltz is a 3D artist who creates dreamy 3D animations in a 2D anime style, blending fantasy with reality. Inspired by personal feelings and dreams, Mikaeltz combines advanced 3D modeling with traditional animation to craft captivating and emotional artworks.
From Indonesia

Followers
51.8k

Thanks
6.8k





Adam Alfisyahr is a 3D Artist from Indonesia.

Adam will take you into his world, 22nd Century Creatures. Together with the Observer team, you will explore parts of the world to find and research unknown creatures out there. Together in the visuals, sound, and lore of every creature found.

Adam Alfisyahr

Followers
41k

Thanks
5.8k



Pixel Addict.

Flippedguns

Followers
59.5k

Thanks
10.5k





Cosmic is a digital / traditional artist, creating vibrant and imaginative artworks that reflect her personal journey and vision of the world.

COSMIC

Followers
50.5k

Thanks
7.9k





Todd McFarlane, creator of Spawn and co-creator of Venom, co-founded Image Comics and McFarlane Toys. A Grammy and Emmy winner, he's now bridging art and Web3 through OddKey, offering digital and physical collectibles, including McFarlane Toys Digital.

Todd McFarlane

Followers
217.2k

Thanks
367.6k



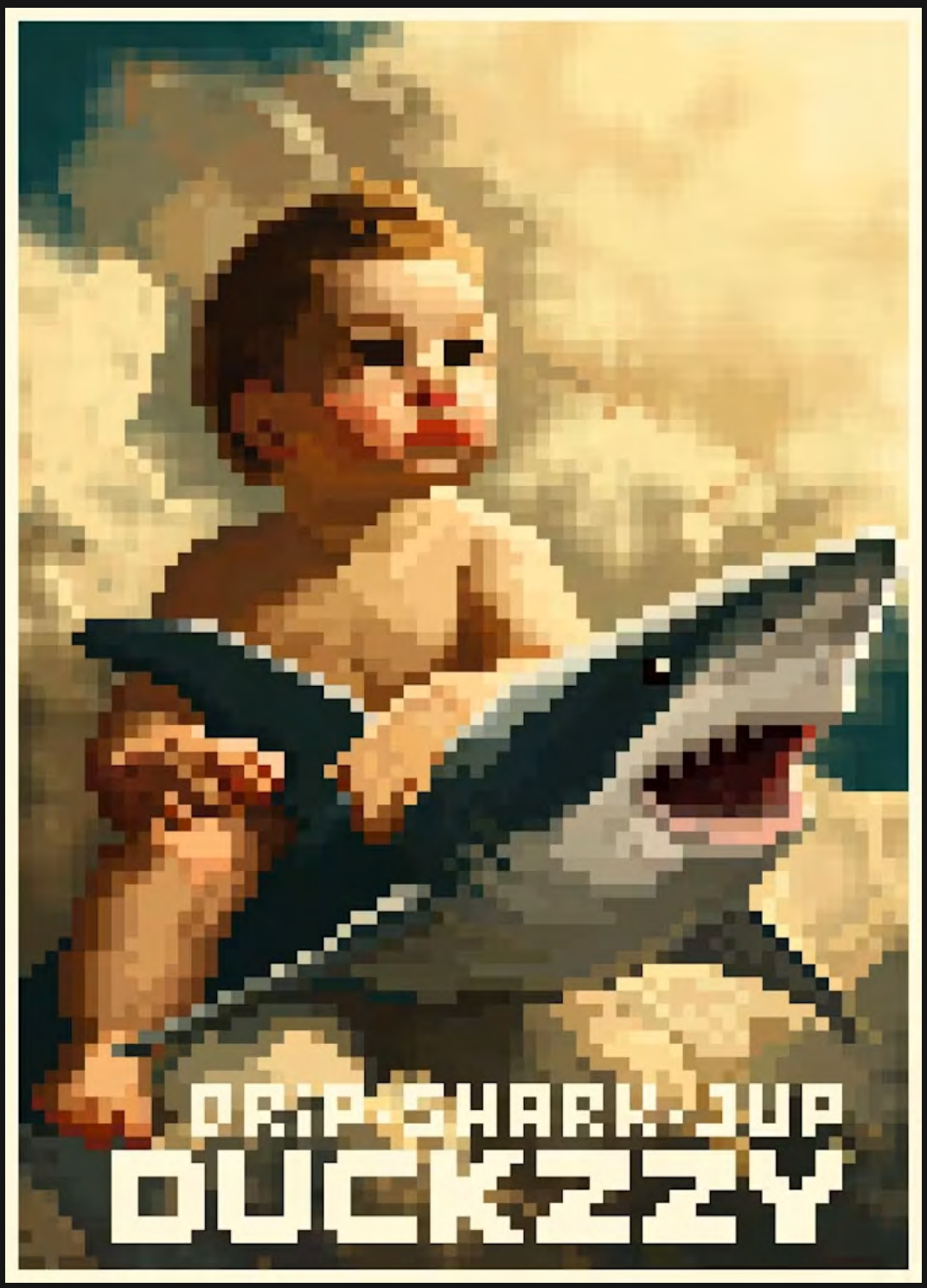


Duckzzy is a mobile pixel artist from Indonesia, known for blending humor and gore in unique creations. Their work combines witty charm with thrilling darkness, crafting pixelated art that pushes creative boundaries.

DUCKZZY

Followers
186.3k

Thanks
163.8k





W likes skulls.

SkullMaster

Followers
22.6k

Thanks
3.3k





Stefan Große Halbuer is a digital artist from Münster, Germany, active in the NFT space since 2020, releasing art on Solana and Ethereum. Known for detailed storytelling and vibrant colors, especially purple, he also freelances for brands like Adidas, Nissan, Samsung, and Universal Music.

Stefan Große Halbuer

Followers
85.5k

Thanks
31k





Baroeki

I am enthusiastic about various things related to Japan, especially the Feudal / Edo era.

I love Japanese culture and traditions, the Samurai & Shinobi stories, works of art such as ukiyo-e, manga or other Japanese art and also various mythical creatures.

Followers
28k

Thanks
1.3k





Will tell you a tale.

Yogkus

Followers
46.8k

Thanks
14k




ECHO


ECHO


ECHO


ECHO

COME WRITE FOR ECHO!

Are you interested on being featured in the next issue of Echo? Would you like to share your article with thousand of readers? Stay informed about our upcoming topics and submit your writing to join us.

Email us!

Echo_magazine@proton.me

We may take up to a week to get back to you, if you want a faster reply you may reach out to Guilherme Pantoja on X (creator of ECHO), **x.com/bat_guilhermee**

@BAT_Guilhermee



What's next for ECHO?

Keep up to date with the latest ECHO updates, dates, and drops.

Follow @BAT_Community on X for official announcements

Follow @BAT_Guilhermee on X for fun ECHO content, process pictures, and unreleased content

Or attending our weekly BAT Community Calls



Guilherme Pantoja, creator of ECHO


ECHO
Pixel Heartbeat