

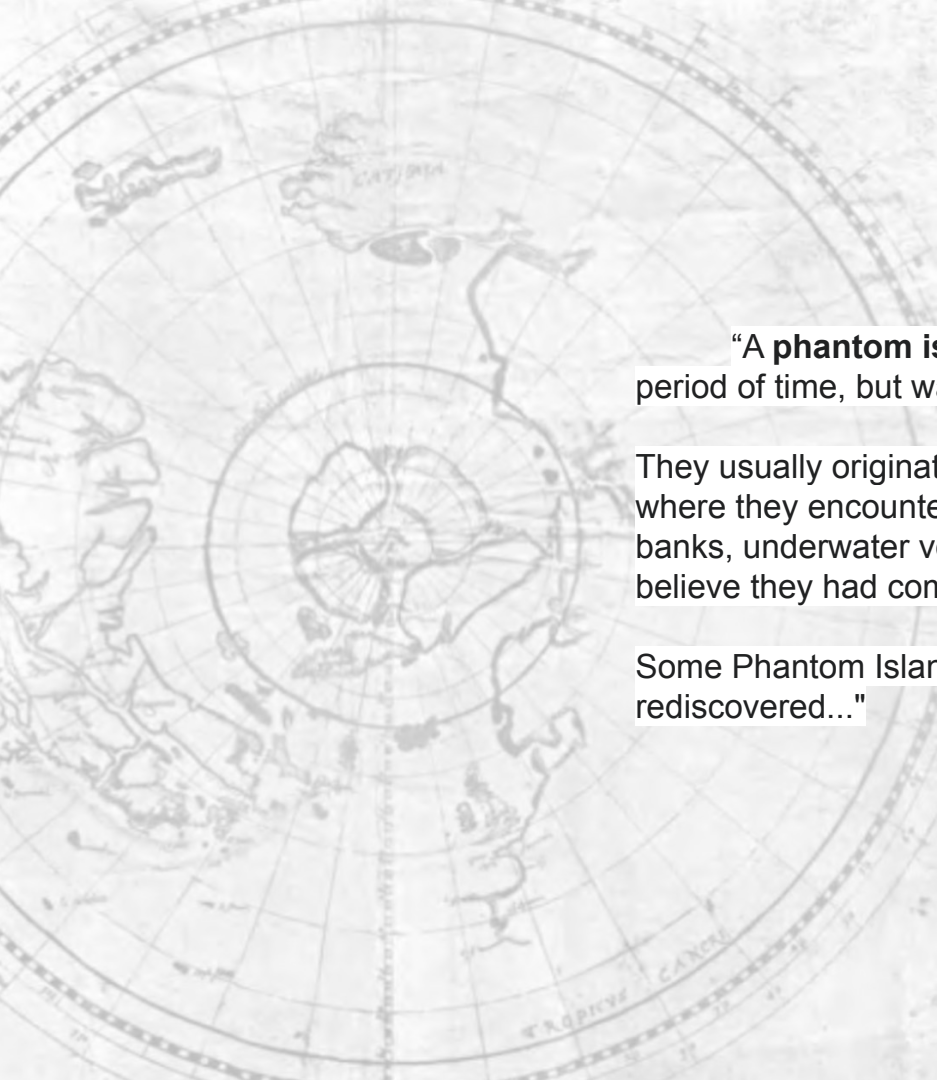
PROJECT PHANTOM ISLAND

WHITEPAPER v.02

BY TERRA-INCOGNITA (c)







“A **phantom island** is a purported island which was included on maps for a period of time, but was later found not to exist.

They usually originate from the reports of early sailors exploring unmapped territory where they encountered natural phenomena such as breaking waves, icebergs, fog banks, underwater volcanoes, or hallucinations (*fata morgana*) which led them to believe they had come across an island or land formation.

Some Phantom Islands have remained on maps for centuries, but have never been rediscovered...”

Generative Art Collection & Online Experience

Art Collection

The initial Mint will be comprised of 256 artworks, each containing a computer-generated *Phantom Island*.

Every piece will feature it's island's topography, rarity ranking, name, coordinates, and lore overlaid on digital scans of handmade canvases designed to mimic an ancient map or scroll.

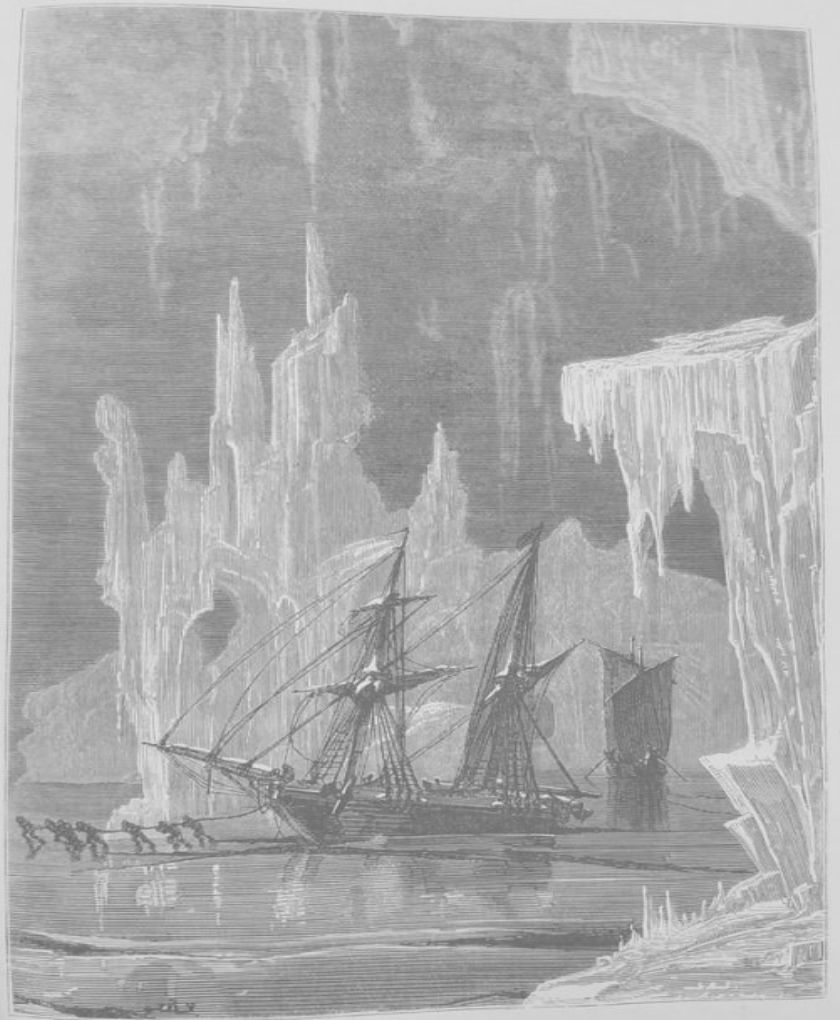
The visual and aesthetic language of the project is informed by cartography, myth, and abstract imagery of natural environments.

The image on the right is a depiction of Elizabeth Island, discovered off the Southern tip of South America by Sir Francis Drake in 1578. Drake reported that he had made his way to the southernmost point of the island, and stretching out over the edge, was able to claim that he had been further south than any man had yet known. The island was said to have bountiful resources, but nothing matching it's description has been found in the area since...



Procedural World Generation

MAPPING THE “BOREAL KINGDOM”



309. A Chain of Icebergs in the Polar Regions.

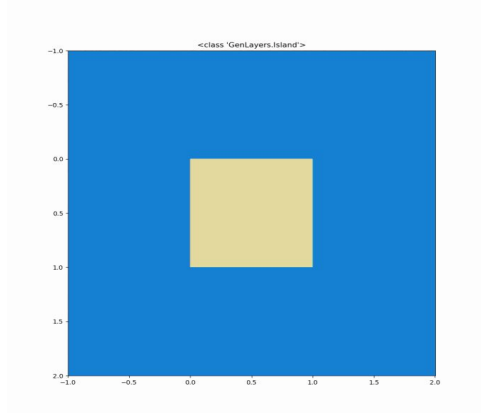
World Generation

The world of *Phantom Island* is brought to life via Minecraft, the most robust and ubiquitous “metaverse” currently in existence. Using a plugin called *Terra*, the Minecraft terrain generation algorithm can be modified to create a world with user-defined parameters.

Our concept of a “Boreal Kingdom” is realized within Minecraft by procedurally creating an infinite world of islands. Each island's attributes such as biome, size, shape, flora, fauna, and resources are randomly decided by weighted lists and complex noise equations.

We now have a fully explorable Digital Ocean, populated by an infinite number of generated islands with a huge variety of potential outcomes.

All members of the *Phantom Island* community will have the ability to download our custom terrain generation script. This means they can not only explore the Boreal Kingdom offline, but also generate their own worlds based on the same parameters by modifying the “Seed Phrase” that is used as the starting input for procedural generation.



Animation showing how Minecraft's default terrain generator works

A painting of a natural rock archway overlooking a turbulent sea. The archway is made of layered, textured rock in shades of blue, grey, and yellow. The sea below is dark and choppy, with white foam from the waves. The sky is a pale, hazy blue. The overall style is impressionistic, with visible brushstrokes and a focus on light and color.

Multiplayer Server

The online multiplayer experience will be hosted on a high speed server running the Fabric API. This will allow us to implement a handful of subtle but necessary mods to make the experience as rich as possible.

The generated world that was used to create the NFT collection will be the same one hosted on the server. Every holder will have the coordinates and information needed to log on and explore the seas in search of their *Phantom Island*.

Server Features

❖ NFT Gated Land Ownership

- Every *Phantom Island* holder will be automatically granted ownership of their unique island.
 - They will also have the ability to whitelist another player to interact with their property

❖ Sailboats and Ships

- Lightweight mod pack allowing the construction of functional sailboats
 - Players will not be confined to the vanilla boat item as the sole mean of water transportation

❖ Quality of Life Features

- Simple additions such as proximity voice chat, minimap, and spawn toolkits

❖ Spawn Continent

- ~1000x1000 area around the spawn point where players can build, battle, congregate, socialize, and transact
 - Launch point for *Phantom Island* exploration



The Spawn Continent will be based on this rendering of the Antarctic terrain if there were no ice caps.

This area will be meticulously handcrafted and updated throughout the life of the project, to ensure a proper playing experience for everyone in the community

terra-incognita.xyz

PHANTOMISLAND.NET



v.02

ALWAYS UNDER CONSTRUCTION