

Wood Wide Web - Litepaper v2

Introduction

The Wood Wide Web (\$WWW) is a groundbreaking initiative combining blockchain and ecological restoration. By leveraging crypto rails to drive real-world impact, \$WWW transforms every transaction into an opportunity for global environmental regeneration.

At its core, \$WWW powers a dynamic 3D simulation of various tree growth driven by blockchain transactions and rooted in real-world biological data. As users interact with the ecosystem, their actions contribute to measurable, verifiable outcomes, starting with reforestation—a movement designed to redefine how we use blockchain, ReFi and memes to heal the planet.

<u>Vision</u>

Our vision is to pioneer Regenerative Finance (ReFi), using blockchain as a tool to fund and scale efforts that regenerate and restore the environment. By tying on-chain activity to ecological restoration, \$WWW will become a leader in the ReFi space, where every transaction contributes directly to real-world environmental outcomes. A token launched through Pump.Fun will change the world.

ReFi leverages blockchain technology to fund and scale efforts that regenerate and restore the environment. Starting with reforestation, \$WWW builds a self-sustaining ecosystem where user activity supports global restoration projects. This vision will expand to include initiatives such as coral reef restoration, wildlife conservation, and animal sanctuaries in the future.

In tandem, Decentralized Science (DeSci) serves as a secondary focus, emphasizing the scientific rigor underlying \$WWW. Real-world biological data and expert collaborations ensure our environmental models' transparency, accuracy, and trustworthiness. ReFi and DeSci's position of \$WWW is at the intersection of science, technology, and sustainability, driving ecological resilience and regeneration.

Core Features

- 1. Regenerative Finance (ReFi):
 - \$WWW uses blockchain to power ecological restoration, starting with reforestation.
 - Every transaction contributes directly to measurable environmental outcomes.
- 2. Dynamic Tree Growth Simulation:
 - Transactions drive real-time 3D simulations of tree growth, including branching, leafing, and seasonal changes.
- 3. On-Chain Impact, Real-World Results:
 - Fees fund real-world restoration projects, starting with tree planting and expanding globally.
- 4. Powered by Solana:
 - Solana's high-speed, low-cost blockchain ensures seamless, energy-efficient transactions.
- 5. Science-Driven Restoration:
 - Collaborations with experts ensure accuracy in digital growth models and real-world impact metrics.

Technology Stack

- 1. Blockchain: Solana powers \$WWW with energy-efficient, high-speed transactions.
- 2. 3D Rendering: Advanced tools like Three.js bring digital trees to life.
- 3. Back-End: Node.js processes blockchain events and triggers real-time updates.
- 4. Front-End: React.js and WebGL provide a smooth, interactive user experience.

Real-World Reforestation Initiatives

As part of our commitment to ecological restoration, \$WWW is actively purchasing/ renting land to initiate reforestation projects worldwide. Our efforts begin with diverse locations including Utah, Shanghai, Medellín, and Warsaw (many more to come), each representing unique ecosystems that contribute to global biodiversity.

We will also be working with *OneTreePlanted* and *WWF* in certain regions to donate and kick off reforestation.

Pumpfun Carbon Offset Initiative

Pumpfun is where we launched WWW. Carbon offsetting Pumpfun essentially IS carbon offsetting WWW. Recognizing the environmental impact of blockchain activity, \$WWW is addressing the carbon footprint of Pump.fun, a platform responsible for about 5% of Solana's annualized transaction volume (<u>Dune data</u>). Pumpfun roughly generates approximately 208,905 kg CO₂e annually, which we will offset by:

- Planting 9,500 trees annually, ensuring complete neutralization of Pumpfun's emissions.
- Integrating these plantings into our live-streamed events for transparency and engagement.

But we aren't going to stop there. The ultimate goal is to help the whole Solana Chain's carbon offsetting efforts. To estimate the number of trees required to offset 4,178,106.65 kgCO₂e (4,178 metric tons of CO₂e) which is the annualized emissions on chain based on climate.solana.com, we need to consider the average amount of carbon a single tree absorbs.

Average Carbon Absorption per Tree

- A mature tree absorbs approximately 22 kg of CO_2 per year on average.
- Over a 40-year lifespan (a typical estimate for carbon sequestration projects), a single tree absorbs about 0.88 metric tons (880 kg) of CO₂.

Calculation

To offset 4,178 metric tons of CO_2e :

1. Carbon absorption over 40 years:

Number of trees needed $=$	Total emissions
	$\overline{\mathrm{CO}_{_2}}$ absorbed per tree over 40 years
Number of trees ne	$\mathrm{eeded} = rac{4,178}{0.88} pprox 4,747~\mathrm{trees}$

2. Annual absorption: If the goal is to offset the emissions annually, you need:

 $egin{aligned} & ext{Number of trees needed annually} = rac{ ext{Annual emissions}}{ ext{CO}_2 ext{ absorbed per tree annually}} \ & ext{Number of trees needed annually} = rac{ ext{4}, 178, 106.65}{ ext{22}} pprox 190, 823 ext{ trees} \end{aligned}$

Summary

- 4,747 trees can offset the emissions over a 40-year project.
- 190,823 trees are required to offset emissions annually.

We believe 190,823 trees can be planted in less than a year with the right operation and support from our partners. So this will be the end goal for our reforestation efforts.

Introducing W: A Platform for Builders

At \$WWW, we're building W-an open, collaborative platform that empowers developers, innovators, and projects to integrate their vision into a shared ecosystem of blockchain-powered ecological regeneration.

Infrastructure for Innovation

W offers a unique infrastructure that enables builders to:

- Leverage 3D Modeling Tools: Replicate real-world growth processes and bring digital objects to life.
- Trigger Growth Through On-Chain Activity: Use blockchain transactions to activate dynamic interactions.
- Claim a Place in the 3D Forest: Establish a presence within W, contributing to a thriving virtual ecosystem.(we kicked this off with \$WORM)

Meteora Pools

With Meteora Pools, we can create revenue streams tied to ecological benefits:

- Fee Collection: Collect trading fees generated by their projects.
- Tree Planting: Allocate a portion of fees toward planting trees and scaling restoration.
- Triple Wins:
 - Win for the Environment: Expanding reforestation efforts.
 - Win for Projects/Builders: A sustainable revenue model with positive ecological impact.
 - Win for \$WWW: Strengthening the ecosystem and its global impact.

Why W?

W represents a win-win-win philosophy: the environment wins, builders win, and the platform wins.

<u>Roadmap</u>

- 1. Phase1: WWW Forest (Current)
 - Launch of \$WWW
 - WWW Forest
 - Simulating real growth of trees through 3D models
 - Partnership with \$WORM
- 2. Phase 2: Reforestation
 - Launch reforestation efforts in different parts of the world.
 - Offset Pumpfun's emissions with targeted tree planting.
 - Begin live streaming planting events for community engagement.
- 3. Phase 3: Expanding Ecosystem
 - Enable builders to leverage W for their projects.
 - Scale efforts to include coral reef restoration and wildlife conservation.
 - Expand to Meteora Pools to incentivize more projects to join W.
 - Grow the 3D forest with new projects and participants.
- 4. Phase 4: Full Integration
 - Introduce AR/VR experiences for exploring the 3D forest and restoration efforts

Conclusion

\$WWW is more than a token–it's a movement for ecological restoration and blockchain innovation. By combining Regenerative Finance (ReFi) with scientific transparency (DeSci), \$WWW turns on-chain transactions into a force for global good. Through W, we empower builders to create, innovate, and grow, while contributing to a shared vision of environmental regeneration.

Join <u>wwweb.io</u> or trade \$WWW and help us create a greener, more connected world –one transaction, one tree, one win at a time.

