

BRAND GUIDELINES

VERSION 3.2

2026

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STRATEGY

01

- BRAND IDENTITY
- BRAND VALUES
- PURPOSE
- RULE OF COOL

BRAND IDENTITY_

- Union’s brand values are derived from our desire to create the future of **ZK interoperability.**
- Through **decentralization, trustless protocols, & lightning fast communication,** we aim to be the leader in blockchain interoperability.
- **Robust design systems,** rigorous gridding, and modularity, while balancing **universality** and **dynamic humanity** (organic shapes and mismatched design elements) is engrained in our identity. This is reflective of the integral role Union plays in the ever evolving landscape of 2025.

BRAND VALUES_

[SPEED]	→ Union aims to outperform our competitors, both in go-to-market acceleration, as well as product velocity.	→ Velocity, Performance, Turbo
[HUMAN-CODED]	→ Reflects our commitment to decentralized systems built and managed by people, not corporations.	→ Organic, Global, Human-First
[DYNAMIC]	→ We aim to be adaptable, meeting the needs of an ever-evolving cryptographic landscape.	→ Adaptive, Flexible, Fluid
[FUTURISM]	→ Union is on the forefront of zero-knowledge cryptography, and as such, our drive to build bleeding edge products is at the center of what we do.	→ Innovation, Unique, Avant-garde
[M.A.Y.A]	→ Most Advanced, Yet Accessible. Novel technology made accessible to the global tech community.	→ Open Source, Novel, Community

PURPOSE_

- Union is creating the **future of decentralized communication**, by connecting scattered blockchain ecosystems into a worldwide network of interconnected apps, communities, and experiences

- This document is designed to evolve. As Union pushes further into the future of design and technology, this sets the stage for **cohesive storytelling, tone setting,** and **brand identity.** It also establishes the blueprint for future Union products and expansions.



blockchain of blockchains

RULE OF COOL_

- The **"Rule of Cool"** is an informal principle in tabletop role-playing games, such as Dungeons & Dragons, where a Game Master (GM) might **bend or ignore rules** to allow players to perform impressive or exciting actions, even if those actions aren't strictly allowed by the rules.

  This principle is also applied to Union's branding.

If it's rad, it's okay if it doesn't completely follow brand guidelines.



LOGO

02

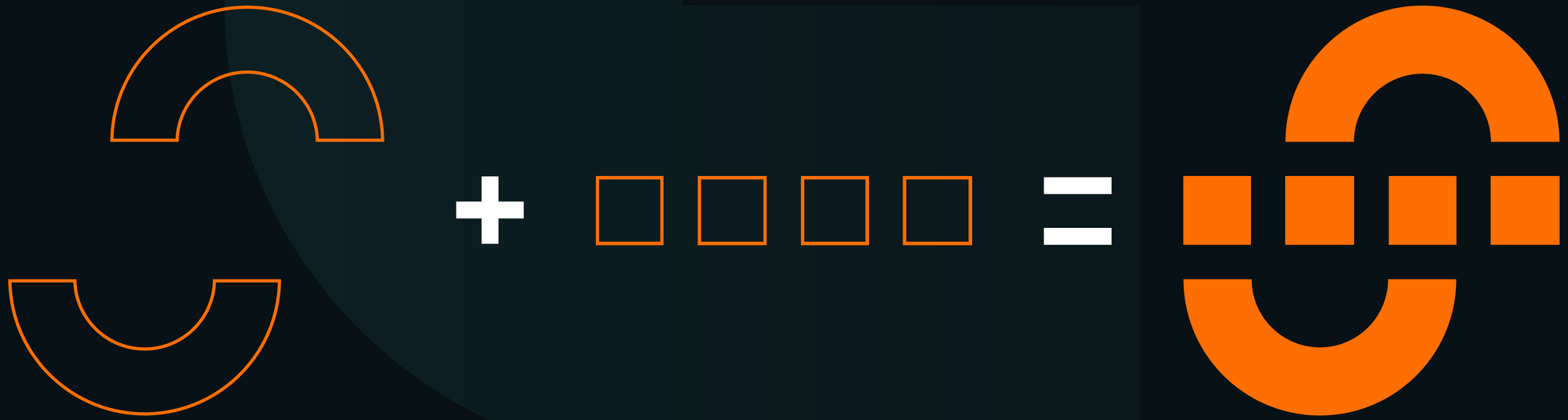
- INTRODUCTION
- LOGOMARK
- LOGOTYPE
- LOCKUP
- CLEARANCE
- COLOR
- MINIMUM SIZES
- PLACEMENT
- AVATAR
- WHAT TO AVOID

INTRODUCTION_

- Union's logo is the **most recognizable component** of our brand. It acts as shorthand for Union, and our beliefs, ideals, & technology.

- The logo can be used by itself when the audience is familiar with the context of Union and our business.

LOGOMARK_



[THE BRIDGE]

Representing Union’s general message passing and bridging protocol. The bridge is what connects users together, creating the interoperable future.

[THE CHAIN]

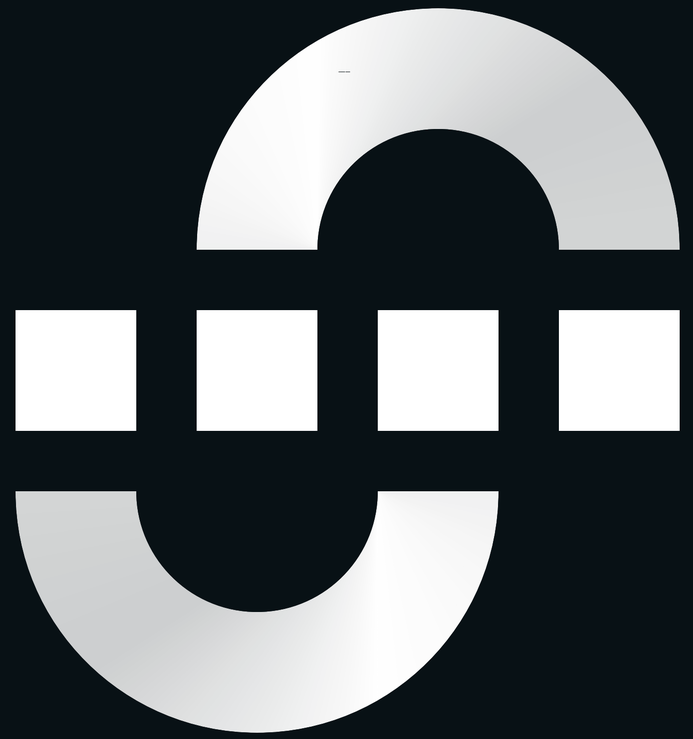
The bridge unites the chains; separate ecosystems now communicating and passing messages with Union. The chain represents the people, unified through trustless connection.

[THE UNION]

Together, these symbols create an infinite chain that never ends. The Union network will continue to exist even after its creators retire.

LOGOMARK 26_

For 2025, A gradient variant of the union logo adds subtle dimensionality. This is to be paired only with the gradient variation of the new Logotype.

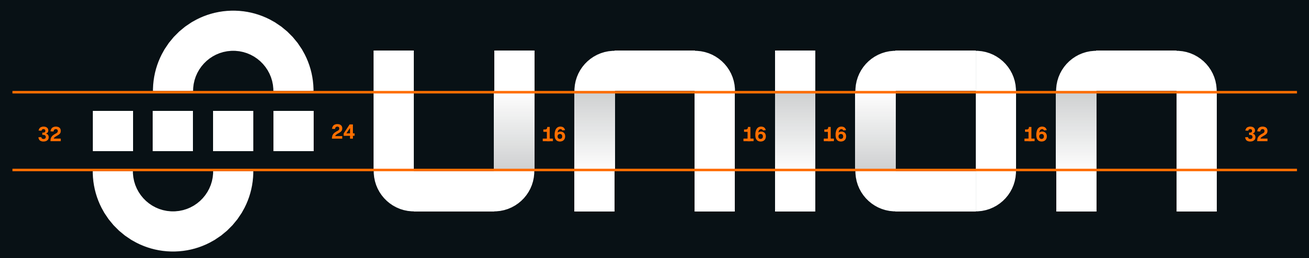


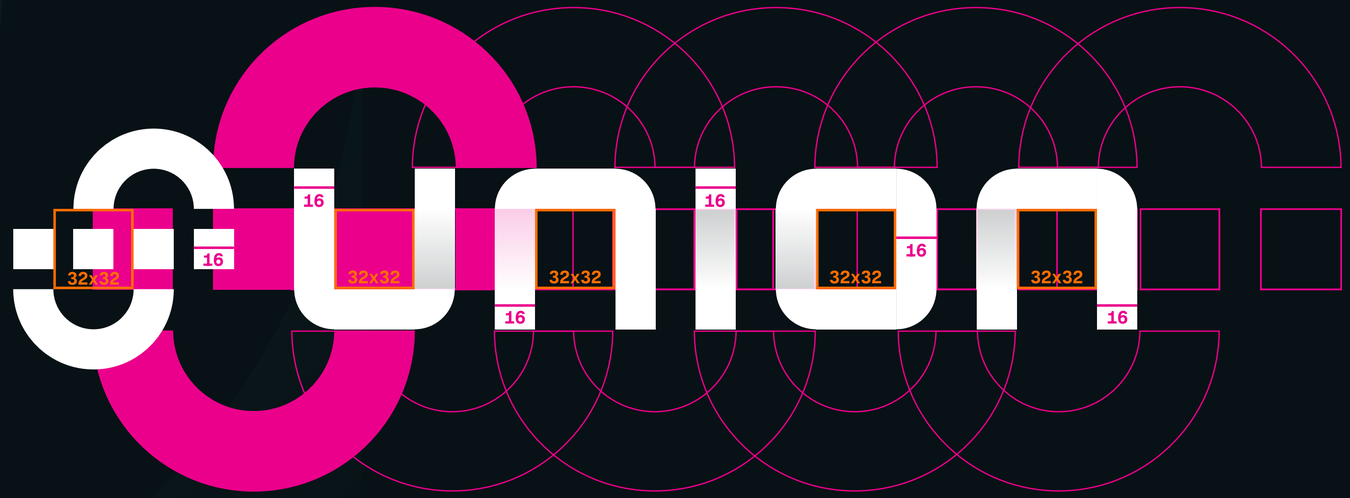
LOGOTYPE 26_

The 2025 logotype is a step forward in design, utilizing a custom typeface based on the voids created within the Union logo.

The more bombastic aesthetics for 2025 allow us to utilize this more exciting and distinct logotype.

[UNITS IN PIXELS_PX]





LOGOTYPE 26 VARIANTS_

The logotype has two variants, a gradient [main] type, and a flat [secondary] type. The flat style is for use cases where a gradient typeface may not be appropriate/cause issues in display.

NOTE: The standard gradient uses an 80% opacity, but under certain color conditions, a 50% opacity can be used to accentuate the background element.



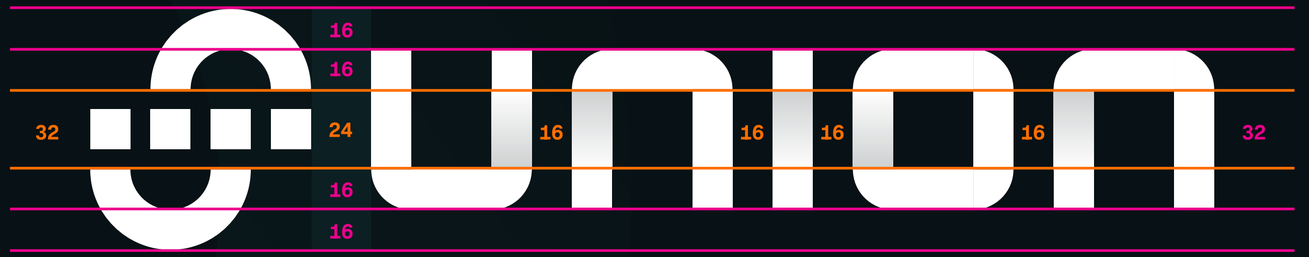


LOCKUP_

The lockup is the relationship between the logo and the logotype.

This is the most common use of our logo, as it provides the most context, and helps to cultivate brand recognition. This should be used on external facing applications and content.

[UNITS IN PIXELS_PX]
[HORIZONTAL PADDING]
[VERTICAL PADDING]



CLEARANCE_

The logo should never be crowded by other external graphics or marks.

This diagram shows the padding allowance given to the logo. No other partner logos or graphics should appear in this area.

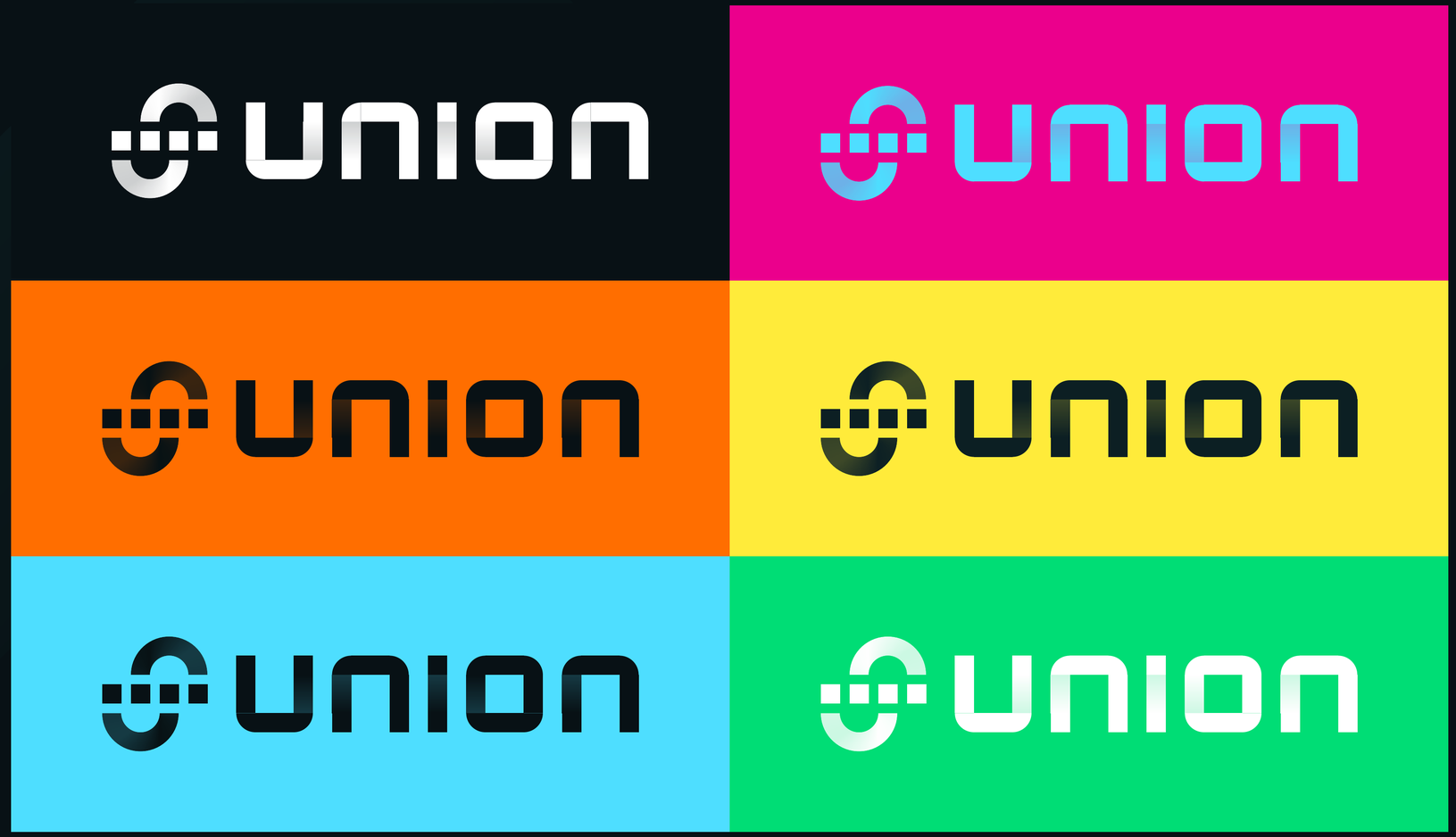


[NO FLY ZONE]

COLOR_

The logo should be displayed primarily in high contrast to the background color, so as to have it stand out in a composition.

When partnering with other brands, the white or black version of the logo should be used for maximum legibility and consistency across mediums.



[RULE OF COOL APPLIES IF COMPOSITION READS ACCORDING TO THE BRAND GUIDELINES]

MINIMUM SIZE_

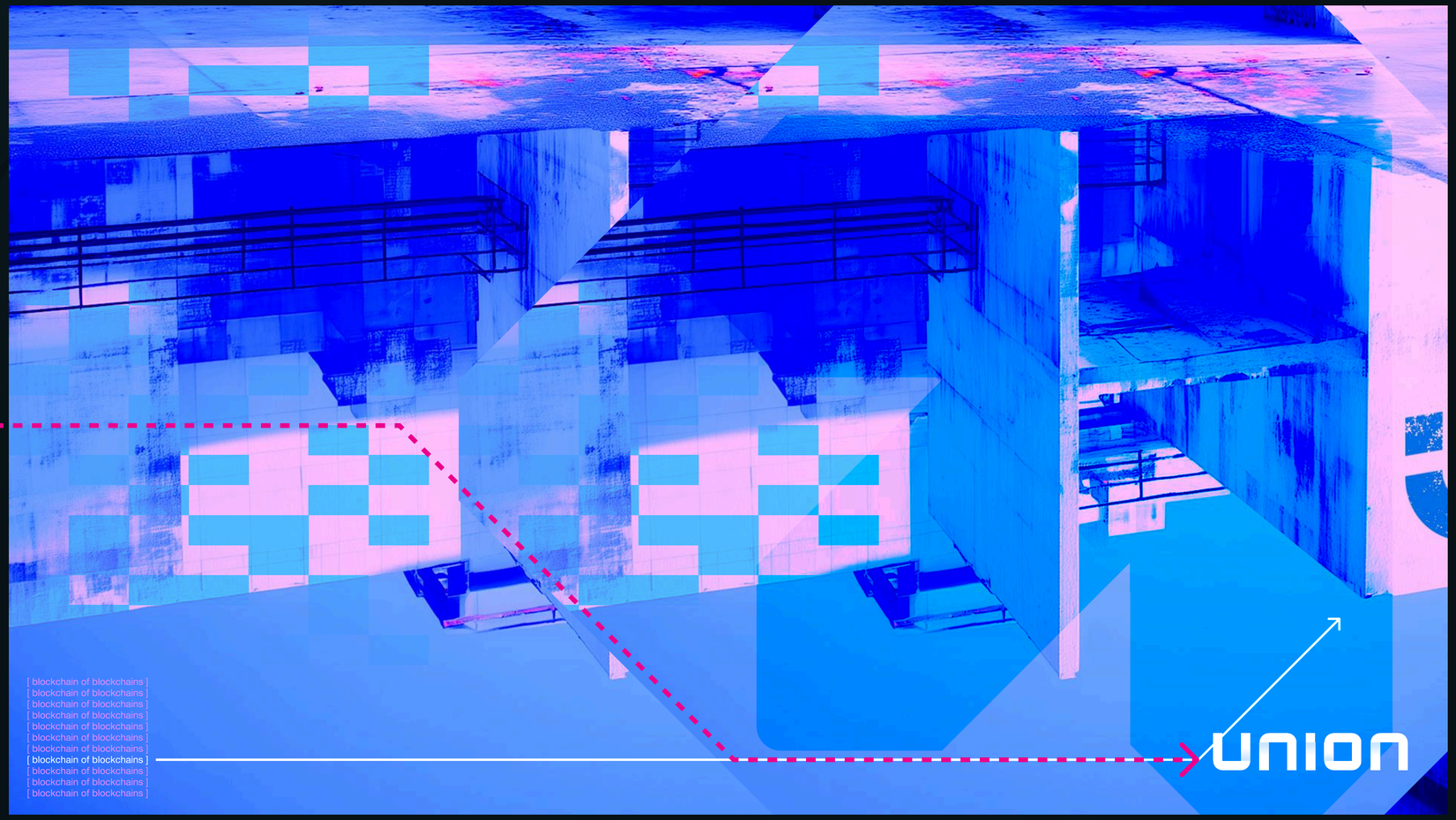
To ensure the logo remains legible in a smaller form factor, the logo lockup should not be used as a brand ID component below 130px across.

[130px]



PLACEMENT_

The logo may be placed wherever it is appropriate for a composition [see RULE OF COOL]. The general guideline for standard placement is confining the lockup to the corners of the artboard.



AVATAR_

The avatar is a small version of the logo with a background, to be used in social media. It can be used with a branded fill and color palette to promote events, partnerships, and more.

This is an example of an adaptive logo, and should **only be used on the Union logo**, not the logotype.



AVOIDS_

- ✖ Don’t use color combinations that make the logo illegible_1
- ✖ Don’t use different colors for the logo & the color logotype_2
- ✖ Don’t stretch or warp the logo disproportionately_3
- ✖ Do not stylize the logo with bevels, glows, or other style effects when in use for standarduse cases [see RULE OF COOL]_4
- ✖ Do not scale or reposition the logo in any way_5
- ✖ Do not place the logo over an image in a way that makes the logo illegible_6



COLORS

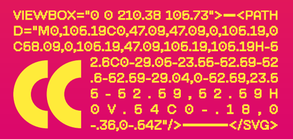
03

- INTRODUCTION
- MAINS
- STAPLES
- SPICES
- SHADES
- RATIO
- GRADIENTS

INTRODUCTION_

- At Union’s inception, the brand used limited primary color palette, which spoke to Union’s story of operating in the deep sea, under the public radar.

- With the shift to Mainnet, a more vibrant array of colors is reflective of Union’s arrival at the surface - into a world of color, vibrance, and complexity.



MAINS_

Think of Union’s color ecosystem in terms of food. These are our meat and potatoes. In nearly every composition these will be the primary colors.

Potato	**Meat**
#FF6F00	#4EDFFF
rgb (1,0.44,0)	rgb (0.31,0.87,1)
hsl (26,100%,50%)	hsl (191,100%,65%)
cmyk (0,56,100,0)	cmyk (69,13,0,0)
oklch (0.7076 0.19745 46.4558)	oklch (0.8396 0.1281 215.6)

STAPLES_

Every well-rounded meal includes salt, pepper, and water. These colors are the backbone of most compositions in our brand-world. They are to be used liberally when cooking up compositions and imagery.

Our Salt white provides the clarity needed in succinct brand communication. The key is the way we use color is high contrast and deep texture.

Water and Pepper combine to create a large portion of our backgrounds.

Salt	**Pepper**	**Water**
#FFFFFF	#081215	#0D2024
rgb (1,1,1)	rgb (0.03,0.07,0.08)	rgb (0.05,0.13,0.14)
hsl (0,0%,100%)	hsl (194,45%,6%)	hsl (190,47%,10%)
cmyk (0,0,0,0)	cmyk (62,14,0,92)	cmyk (64,11,0,86)
oklch (1 0 0)	oklch (0.1739 0.0162 218.46)	oklch (0.2294 0.026 212.88)

SPICES_

Spices are where we flesh out the personality of the brand. Sparks of color throughout brand materials create a wholistic identity.

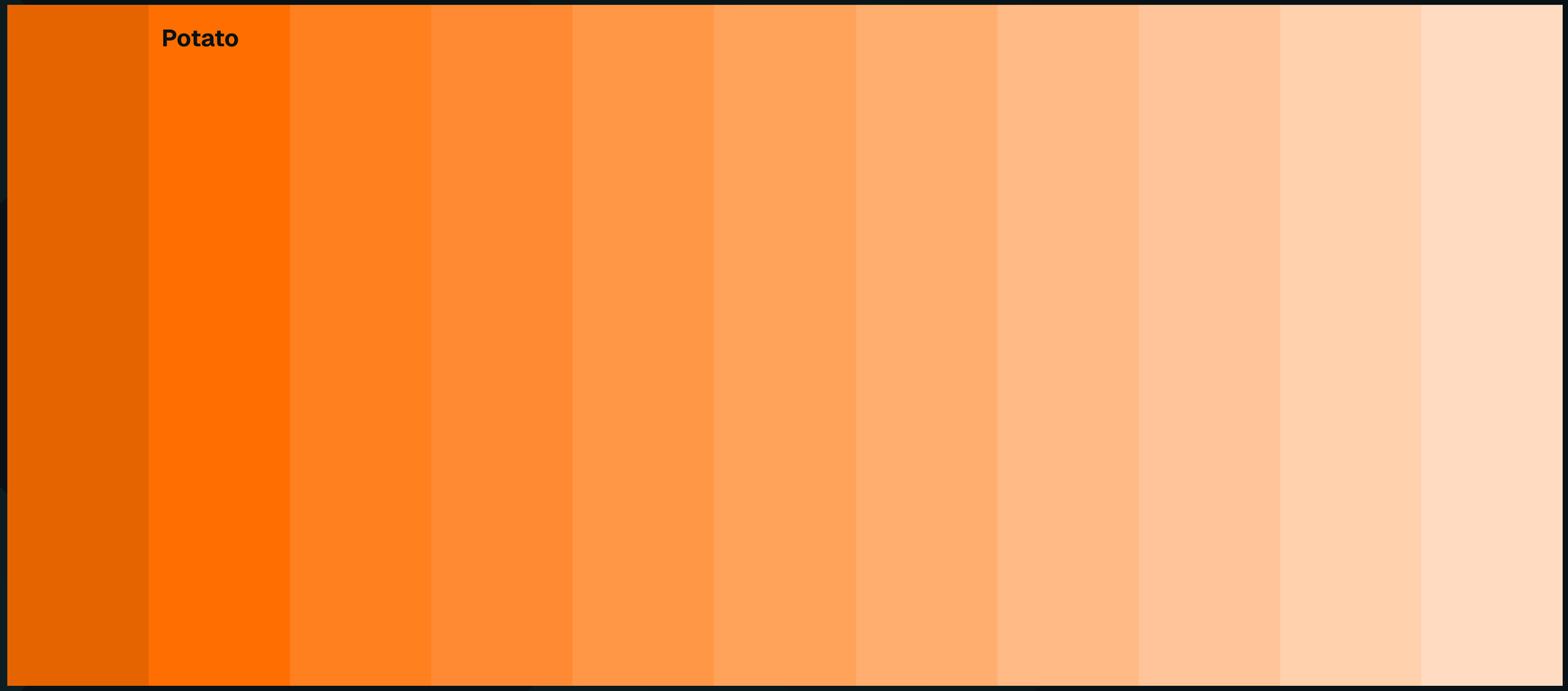
The primary spice we use is chili, to ensure punch and to snatch the attention of users and viewers alike.

Lemon brings brightness and clarity to this rich palette.

Bay Leaf is a key organic element, bringing a sense of new life, growth, and motion.

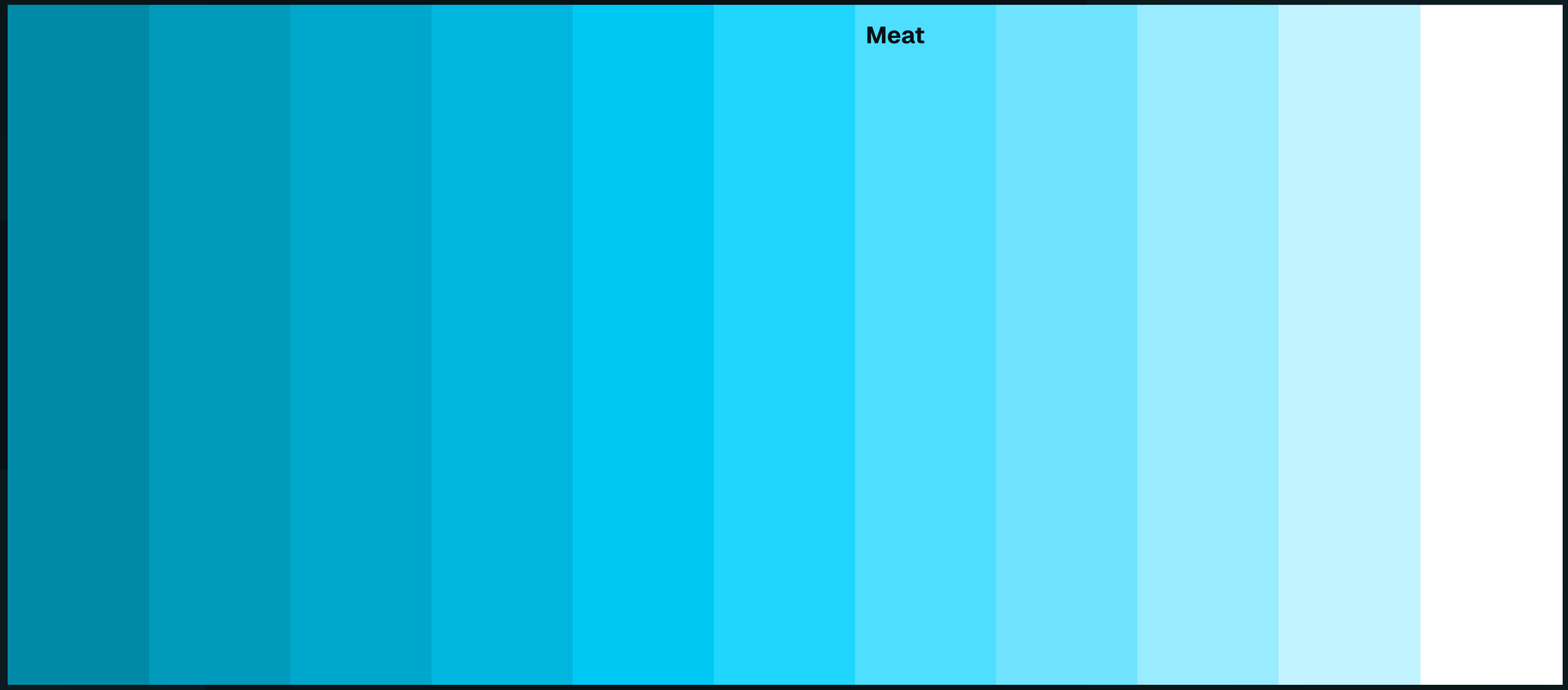
Chili Powder	**Lemon**	**Bay Leaf**
#EC008C	#FFEB3B	#00DD75
rgb (236,0,140)	rgb (255,235,59)	rgb (0,221,117)
hsl (324,100%,46%)	hsl (54,100%,62%)	hsl (152,100%,43%)
cmyk (0,100,41,7)	cmyk (0,8,77,0)	cmyk (100,0,47,13)
oklch (0.6157 0.25269 355.142)	oklch (0.9285 0.1803 102.5)	oklch (0.7865 0.204486 152.54)

SHADES_



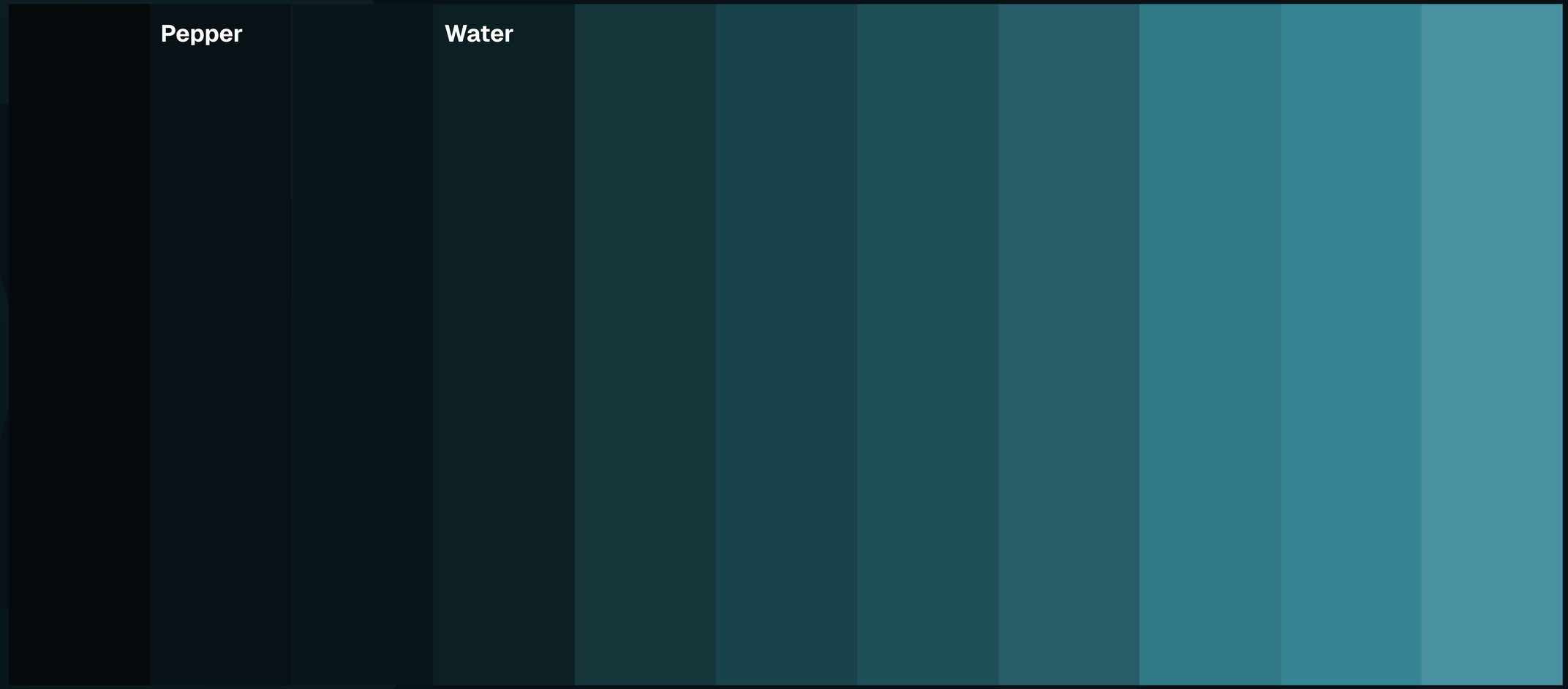
Shades of Potato

SHADES_



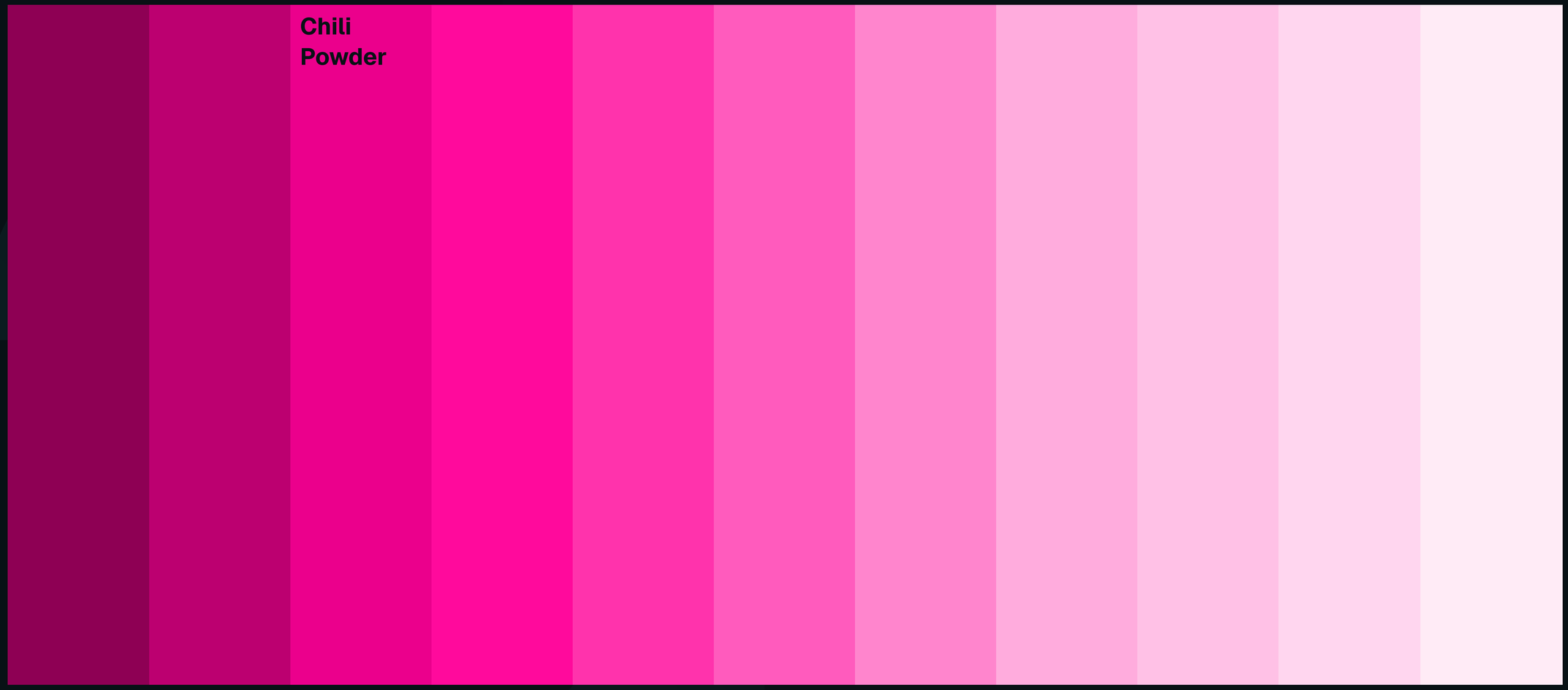
Shades of Meat

SHADES_



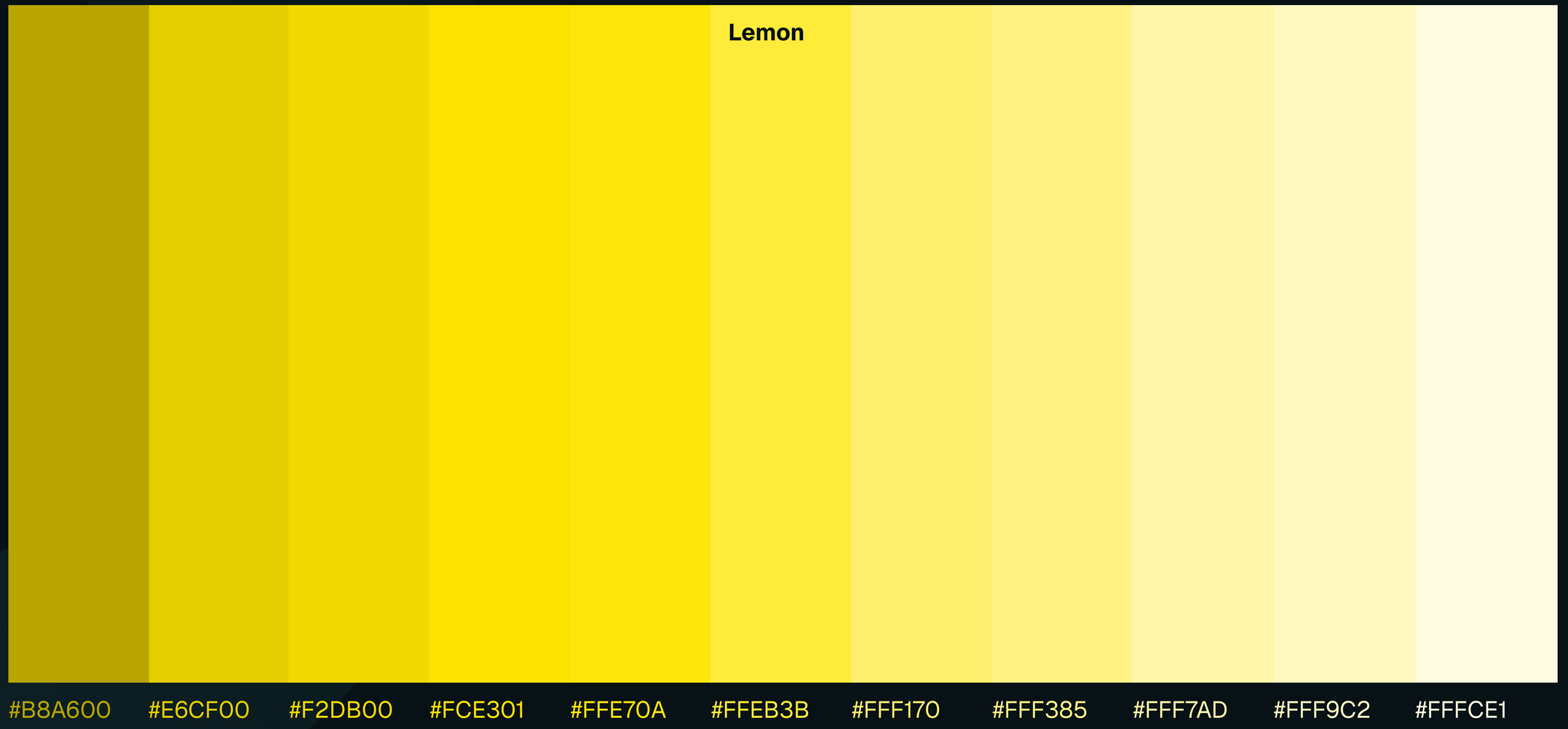
Shades of Pepper & Water

SHADES_



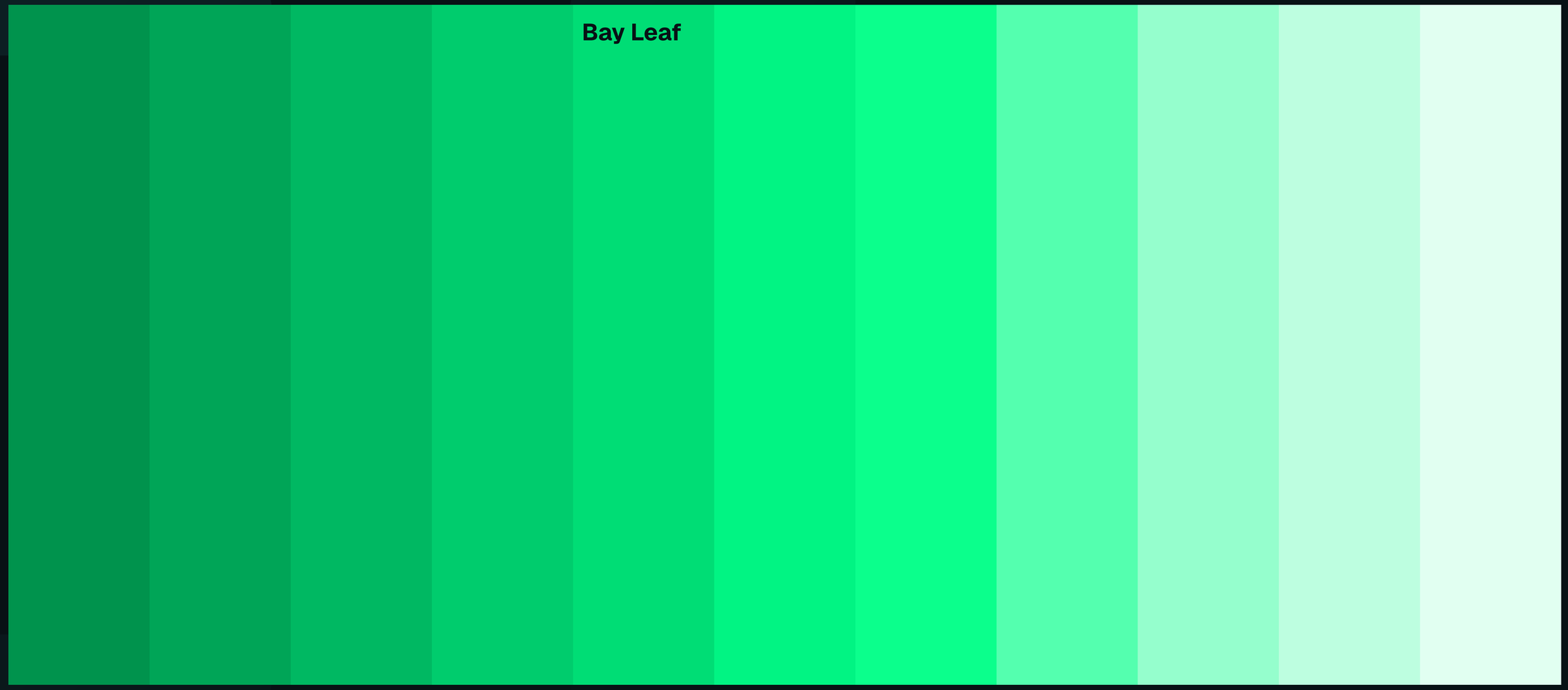
Shades of Chili Powder

SHADES_



Shades of Lemon

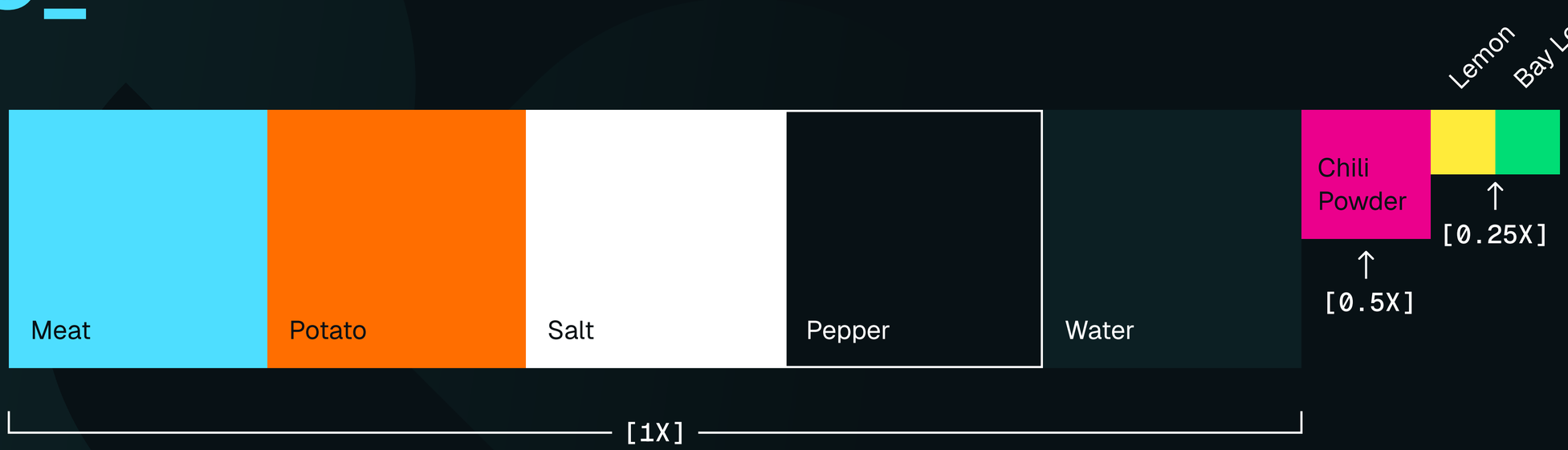
SHADES_



Shades of Bay Leaf

#00934E #00A658 #00B862 #00CC6D #00DD75 #00F583 #0AFF8D #55FFB0 #96FFCE #BEFFE0 #E2FFF1

RATIO_



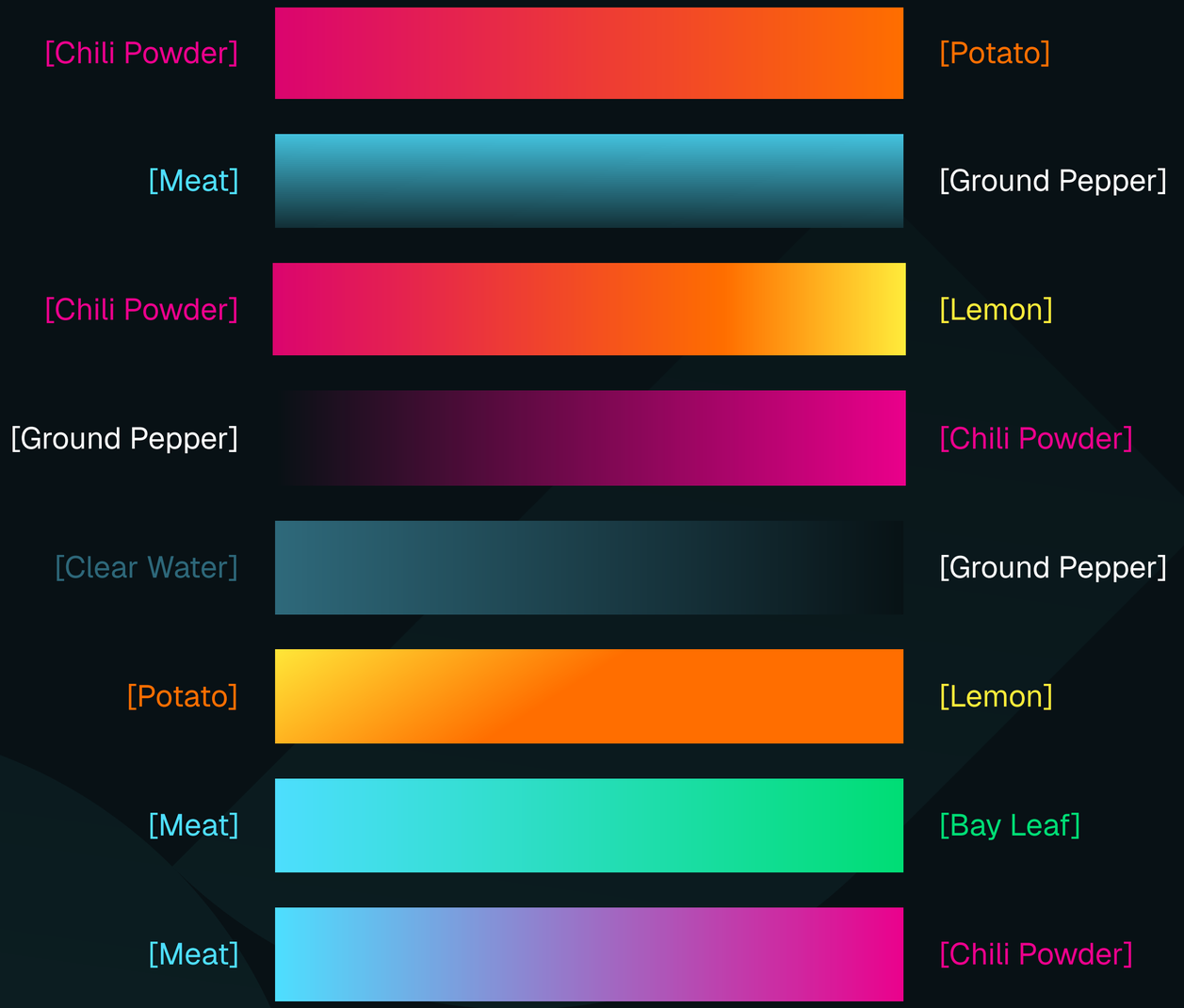
- The color ratio is the balance of our brand colors in a single composition.
- Colors marked as 1X can be used in equal ratios and are unlimited usage.
- Colors marked as 0.5X are a primary accent, but should not generally be the main color in a composition [see RULE OF COOL].
- Colors marked as 0.25X are for details and smaller accents only, and should only be used for larger components with careful consideration [see RULE OF COOL].

GRADIENTS_

Gradients can be used to add depth and texture to a composition. Gradients can also be used as a blend or a color map for photographs [see IMAGE].

✖ Avoid using gradient blends that create a muddy color mix between the two elements.

✖ Avoid using gradients that are mixed from more than 2 colors [see RULE OF COOL].



TYPOGRAPHY

04

- INTRODUCTION
- STANDARD
- MONO
- WEIGHTS
- PADDING
- AVOIDS

INTRODUCTION_

- Union’s typopgrahy communicates who we are at our core – **rigorous, unified,** and **highly effective.**
- When utilized correctly, it is one of the **valuable tools** in our arsenal for communicating **identity, values,** and **personality.**
- Our typography, while utilizing many decorative typefaces to establish style and aesthetics, is **unified** under a cohesive typographic system.



PRIMARY_

GEIST is used for headers, quotes, callouts, and other attention-grabbing text. It is also the typeface that our logotype is built from.

It has many weights, but the Bold variant displayed here is the version that is used primarily.

GEIST

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@#$%^&*(){}[];,/?

LINE HEIGHT_

The line height is the spacing between text baselines. As a general rule, this spacing should increase as the text size decreases for maximum legibility.

For body text, the line height should be increased as to allow for space for the reader's eye to rest, increasing legibility.

Union is bringing modular interoperability everywhere, using trustless, permissionless, and fully decentralized technologies.

[120% | 48PT FONT]

IBC is fundamental in Union's mission to create secure message passing pipelines across the Union networks. IBC stands for Inter-Blockchain Communication Protocol.

[130% | 32PT FONT]

At it's core, Voyager is a virtual machine. The instructions of the program it executes describe how to fetch data from chains, how to aggregate that data, and how to send messages back to the chains. A postgres-based priority queue is used to store the messages, utilizing postgres' transactional integrity to ensure no invalid state is reached.

[140% | 24PT FONT]

SCALING_

Recommended type scaling follows the **Tailwind CSS** typographic standards. This standard makes it easy to communicate sizing styles for digital touch points and applications.

For digital compositions, type can fall in between recommended scale factors as long as the type remains legible, and the type within the composition is internally consistent.

`[text-xs]` font size | 12

`[text-sm]` font size | 14

`[text-base]` font size | 16

`[text-lg]` font size | 18

`[text-xl]` font size | 20

`[text-2xl]` font size | 24

`[text-3xl]` font size | 30

`[text-4xl]` font size | 36

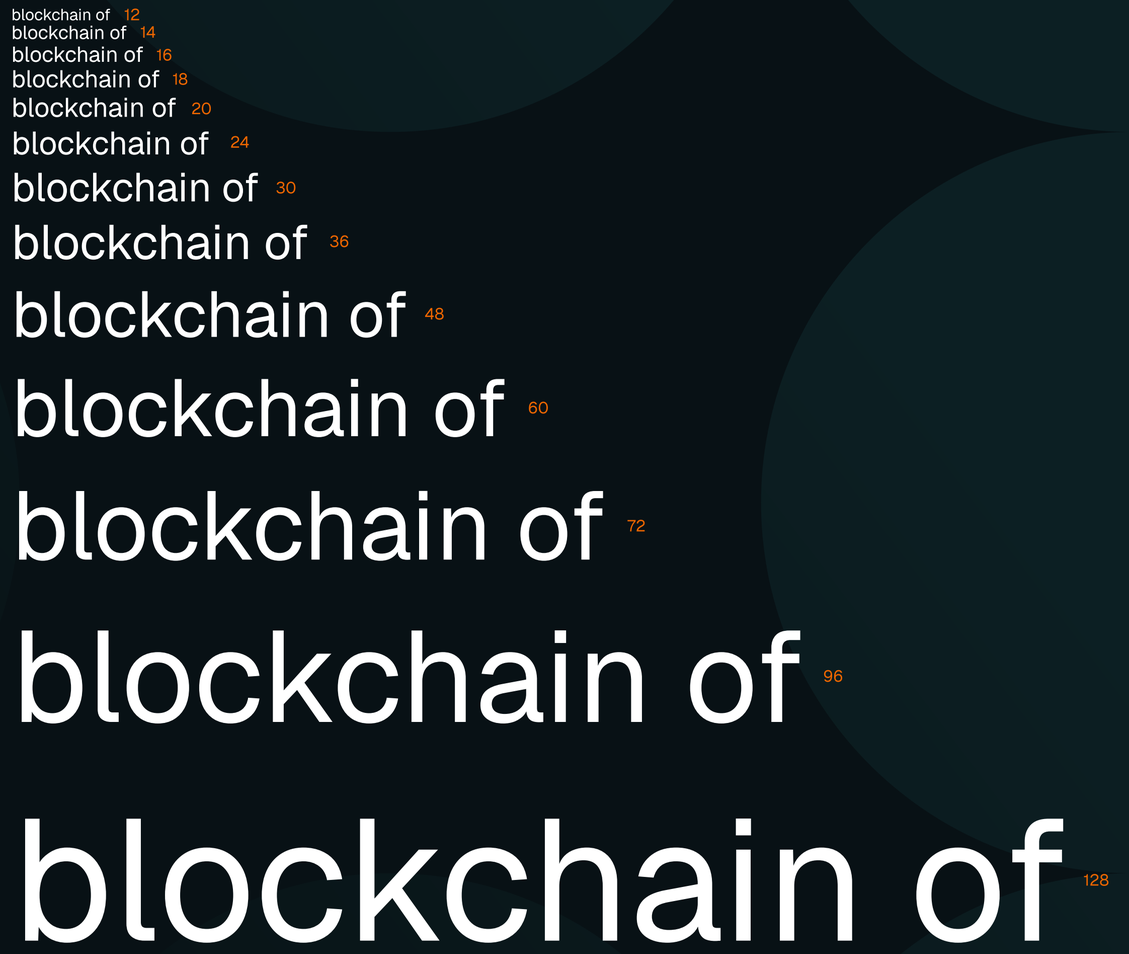
`[text-5xl]` font size | 48

`[text-6xl]` font size | 60

`[text-7xl]` font size | 72

`[text-8xl]` font size | 96

`[text-9xl]` font size | 128



SECONDARY_

GEIST MONO is a secondary monospaced typeface that is used as a detail and diagram component. It can be used in diagrams, details, callouts, and other floating elements.

The primary weight to be used for Geist Mono is the regular weight. For style purposes, it should be used in all caps.

GEIST MONO

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@#$%^&*(){}[];,/?

LINE HEIGHT_

The line height is the spacing between text baselines. As a general rule, this spacing should increase as the text size decreases for maximum legibility.

For body text, the line height should be increased as to allow for space for the reader's eye to rest, increasing legibility.

Union is bringing modular interoperability everywhere, using trustless, permissionless, and fully decentralized technologies.

[130% | 36PT FONT]

IBC is fundamental in Union's mission to create secure message passing pipelines across the Union networks. IBC stands for Inter-Blockchain Communication Protocol.

[135% | 30PT FONT]

At it's core, Vovager is a virtual machine. The instructions of the program it executes describe how to fetch data from chains, how to aggregate that data, and how to send messages back to the chains. A postgres-based priority queue is used to store the messages, utilizing postgres' transactional integrity to ensure no invalid state is reached.

[140% | 24PT FONT]

WEIGHTS_

Union uses a combination of weights for copy and applications. For most copy, a combination of Geist Bold for headers and body text, Geist Medium for subheaders, and Geist Mono for inserts is sufficient.

For applications, the variable component of both typefaces can be used to increase legibility and functionality.

Consider legibility standards and accessibility when creating copy.

Geist Bold. This is a header.

Geist Medium. This is a subheader.

Geist Bold. This is your body text.

[THIS IS GEIST MONO, IT IS FOR INSERTS AND DETAILS]

AVOID_

- ✖ Avoid very tall leading for headers and body text_1
- ✖ Avoid very tight leading, where ascenders and descenders overlap. Cap height alignment for usage in micrographics is appropriate_2
- ✖ Avoid tight tracking, where the glyphs are overlapping_3
- ✖ Avoid wide tracking, unless for usage within a micrographic_4
- ✖ Avoid mixing typefaces within the same sentence. Refer to the weight's sheet for recommended usage instructions_5
- ✖ Body text should never be all caps unless being used as a Monotype detail component. All caps can be used for headers, as well as micrographics_6

_1 Union is the next stage of interoperability infrastructure. Through modularity, ZKPs, and IBC technology, Union is building the future of blockchain ecosystems.

_2 Union is the next stage of interoperability infrastructure. Through modularity, ZKPs, and IBC technology, Union is building the future of blockchain ecosystems.

_3 Union is the next stage of interoperability infrastructure. Through modularity, ZKPs, and IBC technology, Union is building the future of blockchain ecosystems.

_4 U n i o n i s t h e n e x t s t a g e o f i n t e r o p e r a b i l i t y i n f r a s t r u c t u r e . T h r o u g h m o d u l a r i t y , Z K P s , a n d I B C t e c h n o l o g y , U n i o n i s b u i l d i n g t h e f u t u r e o f b l o c k c h a i n e c o s y s t e m s .

_5 Union is the next stage of interoperability infrastructure. Through modularity, ZKPs, and IBC technology, Union is building the future of blockchain ecosystems.

_6 UNION IS THE NEXT STAGE OF INTEROPERABILITY INFRASTRUCTURE. THROUGH MODULARITY, ZKPs, AND IBC TECHNOLOGY, UNION IS BUILDING THE FUTURE OF BLOCKCHAIN ECOSYSTEMS.

DECORATIVES_

Decorative typefaces are utilized in a stylistic capacity. They are not to be used as the primary typeface for delivering information.

Decorative typefaces are not limited to those shown here, and new typefaces and fonts can be added as required [see RULE OF COOL].

Considerations

Typefaces should primarily be san-serif, or geometric. [see RULE OF COOL]

Consider the delivery method, context, and surrounding visuals before utilizing a decorative typeface.

The typeface should not clash with the existing visuals and other typefaces present.



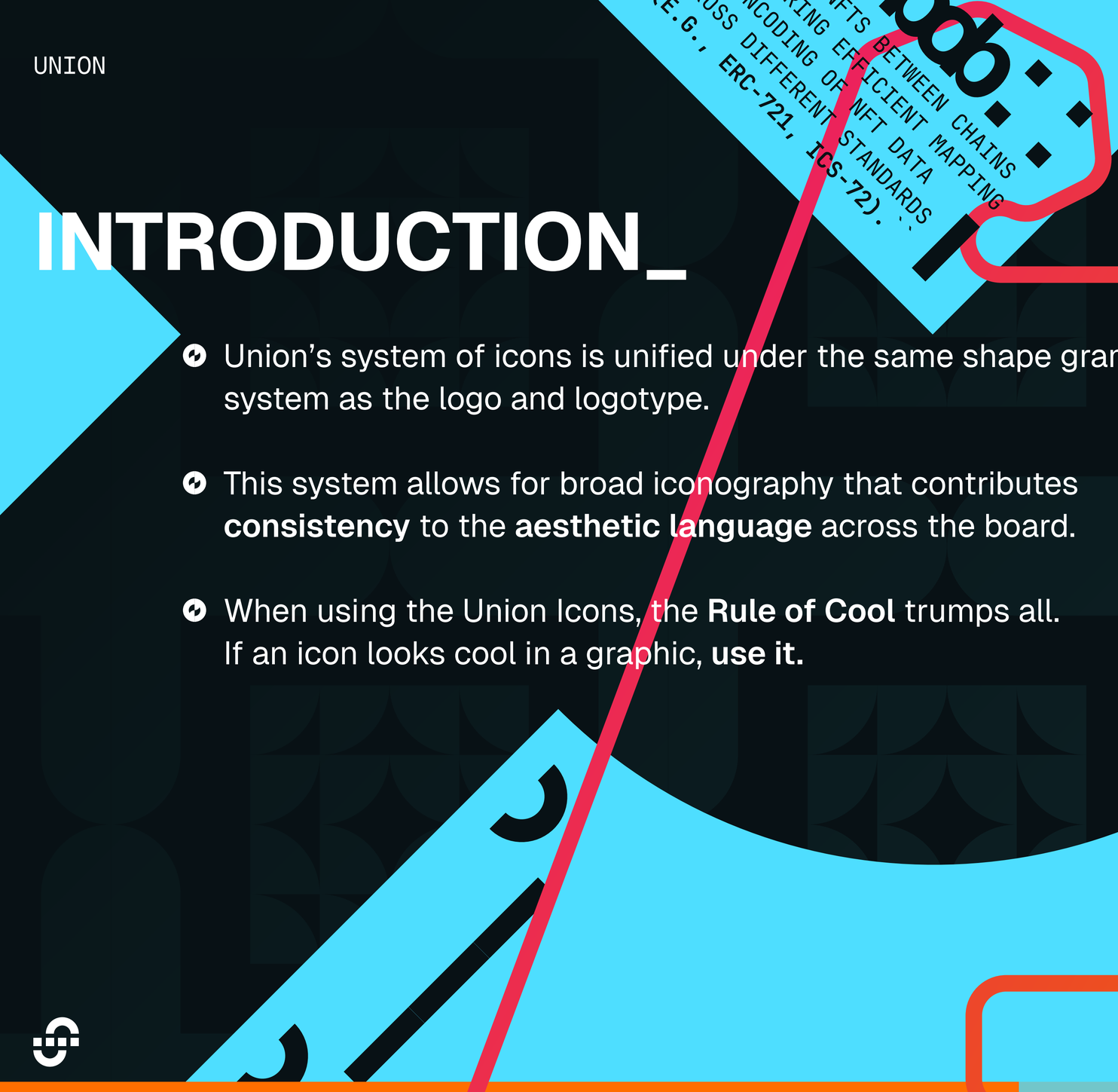
ICONS

05

- INTRODUCTION
- UNICONS
- EXAMPLES
- RACESPEC
- ZKGM

INTRODUCTION_

- Union's system of icons is unified under the same shape grammar system as the logo and logotype.
- This system allows for broad iconography that contributes **consistency** to the **aesthetic language** across the board.
- When using the Union Icons, the **Rule of Cool** trumps all. If an icon looks cool in a graphic, **use it.**

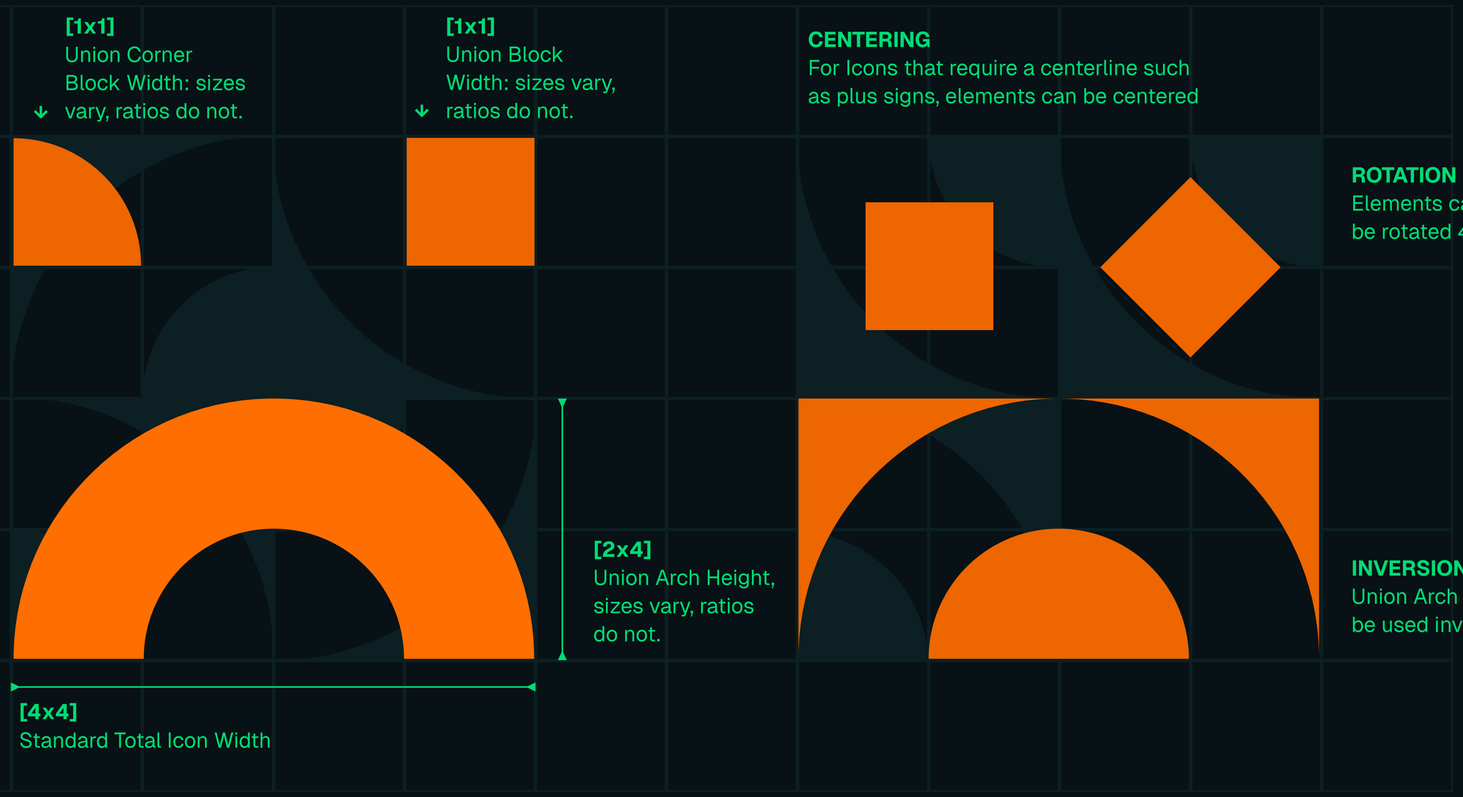


UNICON SYSTEM_

The Icon System (Unicon System) uses three main shapes to build out a vast, cohesive, and utilitarian Icon set.

It consists of the Union Block, Corner Piece, and the Union Arch, found in the Union Logo Glyph.

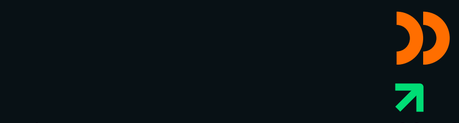
All icons are constructed adhering to a 4x4 grid system



USAGE_

These uniform Icons can be used at any scale, but the general rule is **XL, M,** and **XS**.

In some occasions, **L** sizes can be used.



1000-2000px

XL is used on every slide background.

20-50px

XS is used very frequently to guide user's eyes through larger compositions.



125-250px

M is common in micrographics and small structural elements.



250-500px

L is rare, but there are cases where it is used as a part of explainer graphics, etc.

EXAMPLES_

These uniform Icons can be used at any scale, but the general rule is **XL, M,** and **XS**.

In some occasions, **L** sizes can be used.



RACESPEC_

Alluding to Union’s global focus and dedication to speed and precision, these RaceSpec graphics are inspired by race circuits from all over the world.

Racespec lines are to be used as a textural and background element, or as a component of a fill on a larger shape. They can also be used inside a micrographic layout.



ZKGM + BLOCKCHAIN OF BLOCKCHAINS_

The ZKGM [Zero-knowledge Good Morning] graphic is built out of the same shape grammar system that the Union logotype is created with, but it follows a **3x3 grid.**

It can be used as a primary graphic in many deliverables as long as the Union Logo is present.

The Blockchain of Blockchains tagline graphic is to be used in conjunction with the logo, such as in media banners and collateral.





MICROGRAPHICS

06

- INTRODUCTION
- MASCOTS
- SPEC GRAPHICS
- U MONKIERS
- GLOBALS
- COLOR

INTRODUCTION_

- The collection of Micrographics speaks to the **Human-Coded, M.A.Y.A.,** and **Speed** elements of the brand identity. They are designed to broaden the world of the Union brand, to allude to the prowess of Union technology.

- There are 5 main categories of micrographics: **Mascots, Spec Graphics, Seals, U-Monikers,** and **Global Union**

- The main thing to keep in mind when deploying these micrographics is, again, **the Rule of Cool. [See slide 07]**



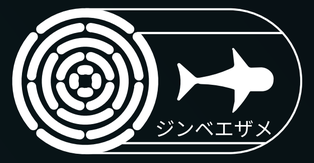
MASCOTS_

Union has 2 major Mascot anchor’s that are referenced in this selection of micrographics.

The Goblins: A reference to Union’s builder mentality and appearance while coding.

The Whaleshark: Represents the Union protocol and our community. The largest fish in the ocean, connecting ecosystems together.

These graphics are more playful, so they should be used primarily in content that is geared towards community building.























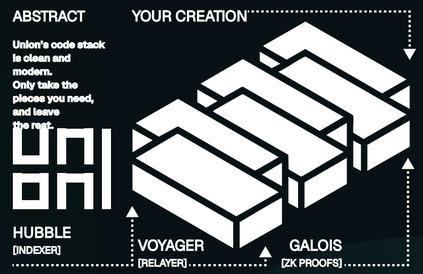


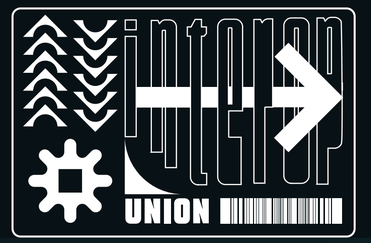
SPEC GRAPHICS_

Spec Graphics are designed as textural elements that can be used to give a technical aesthetic to a composition. All of these graphics use elements from Union's technology, the whitepaper, or the code itself.

These graphics should be used in more technical content, listings, or explainers.

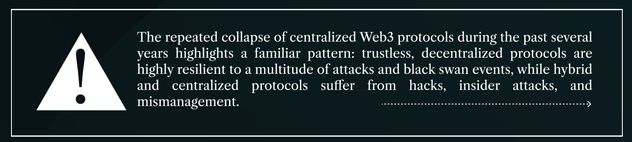






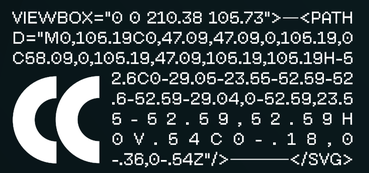




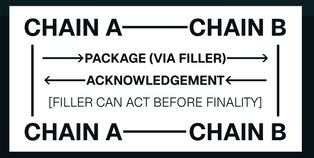






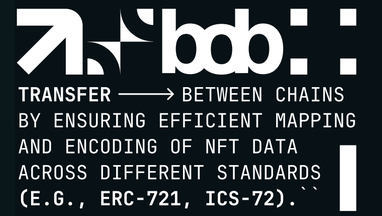














[NOT ALL MICROGRAPHICS ARE PICTURED HERE]

UNION GLOBAL AND SEALS_

These micrographics are for content in relation to our global reach and community. They can be used whenever we do outreach globally or for events.

The verified union image elements can be used on any graphic. These are a reference to streetwear elements and communicating authenticity.













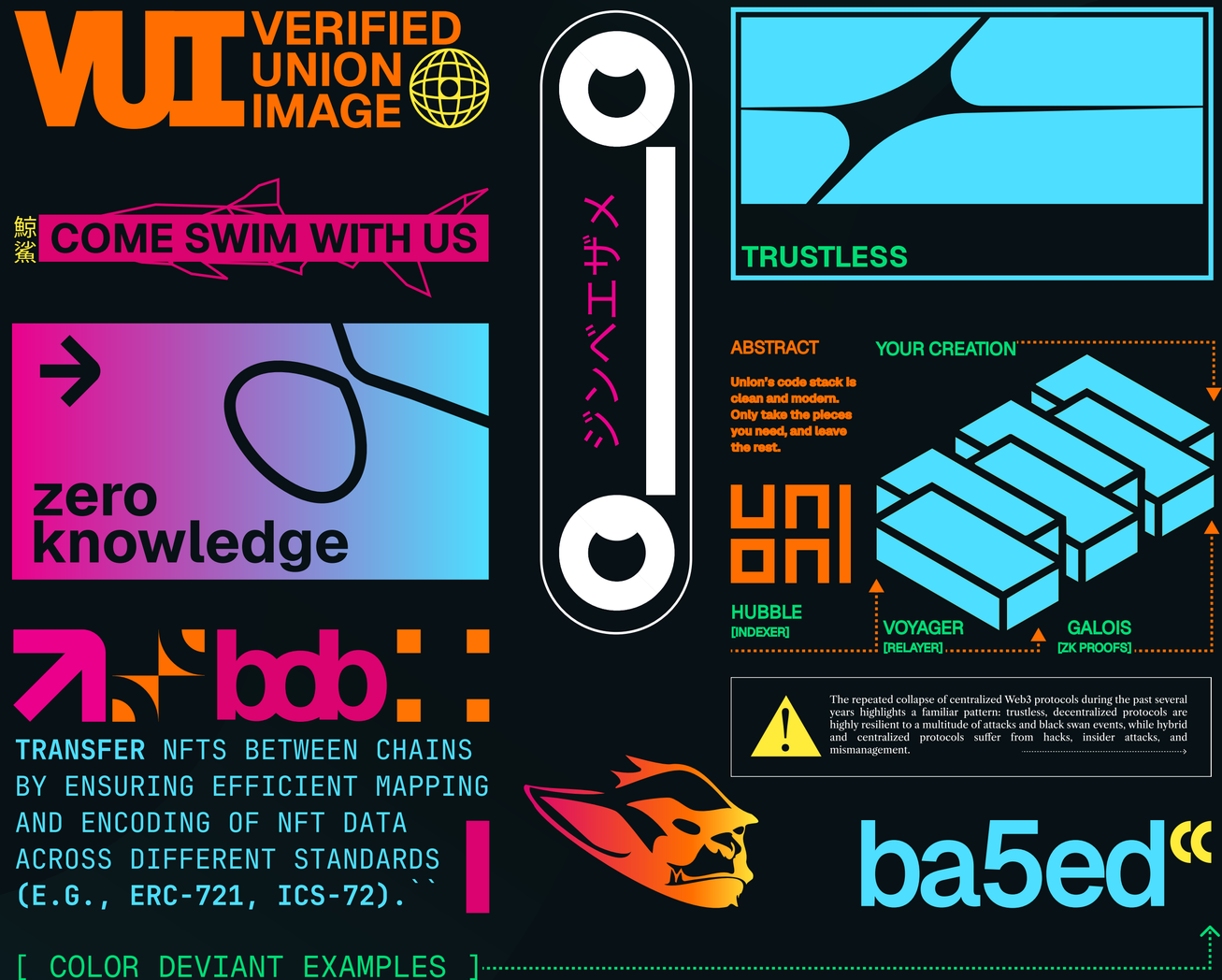


COLOR_

Micrographics are primarily to be used in monochromatic. When used as a larger element of the composition, they can be adapted with the color palette to draw more attention to the graphic itself.

For single piece graphics, gradients can be used, but this should be kept to a minimum.

[See RULE OF COOL]



[COLOR DEVIANT EXAMPLES]

IMAGE

07

- INTRODUCTION
- VECTORHEART
- GRAPHIC REALISM
- LIMINAL ATMOSPHERE
- TREATMENTS

INTRODUCTION_

- While much of the Union brand can be communicated through vector graphics, micrographics, and color, images can add another level of depth to the communication of Union’s ideals and mission.
- The ubiquity of AI in the modern design landscape is fresh territory, and so this section will guide generation principles based on the current pace of technological development.



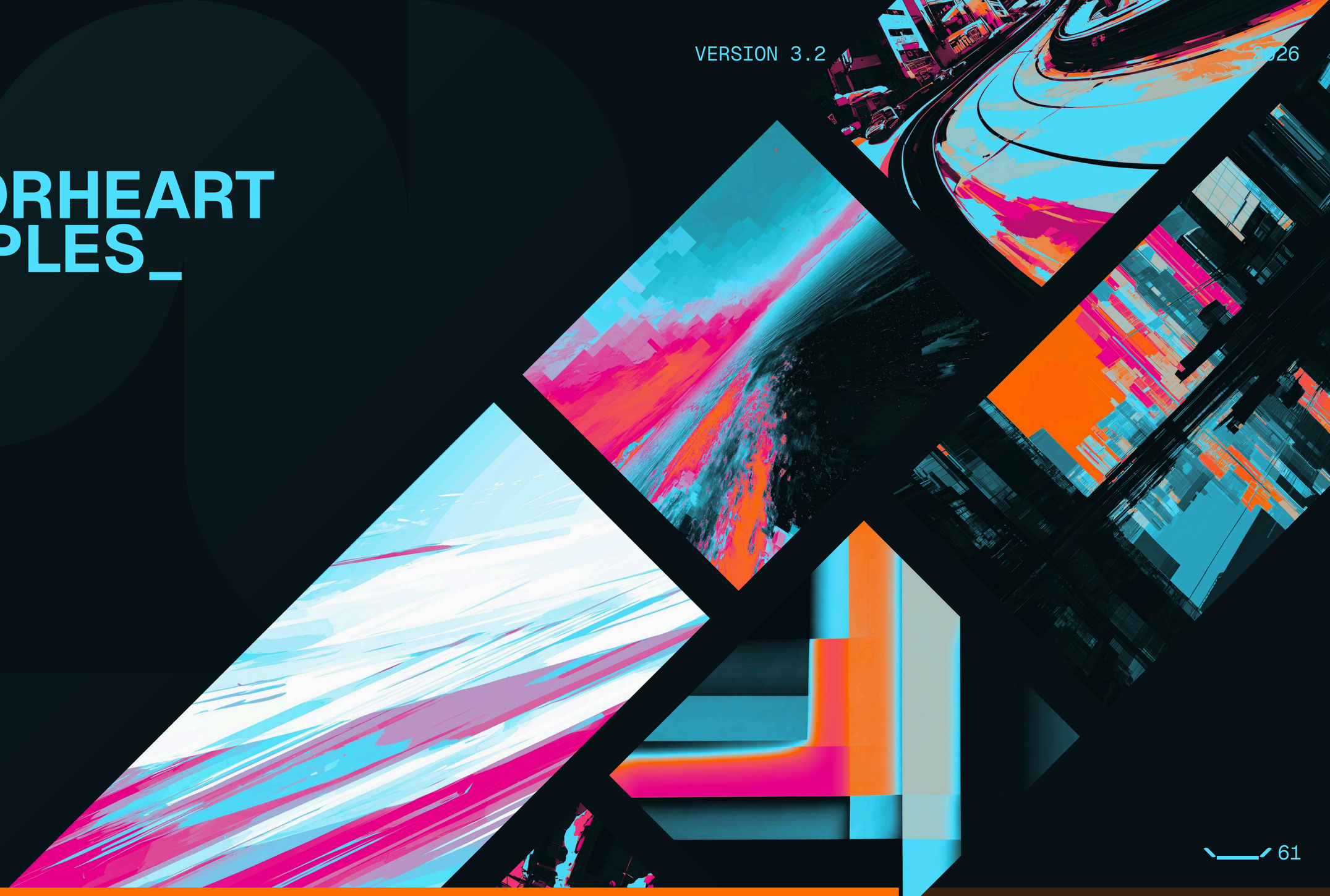
VECTORHEART_

Vectorheart is a aesthetic design style popularized in the 1990s. It’s characterized by flat vector shapes, maximallistic design elements, and 45- or 60- degree line grids.

Complementing these elements is usually futuristic geometric fonts, and high contrast colors.

Keywords: Y2K, Wipeout, Futurism, 90s, 2000s, High Contrast, Vector, Angular, Momentum, Flat, Edge.

VECTORHEART EXAMPLES_



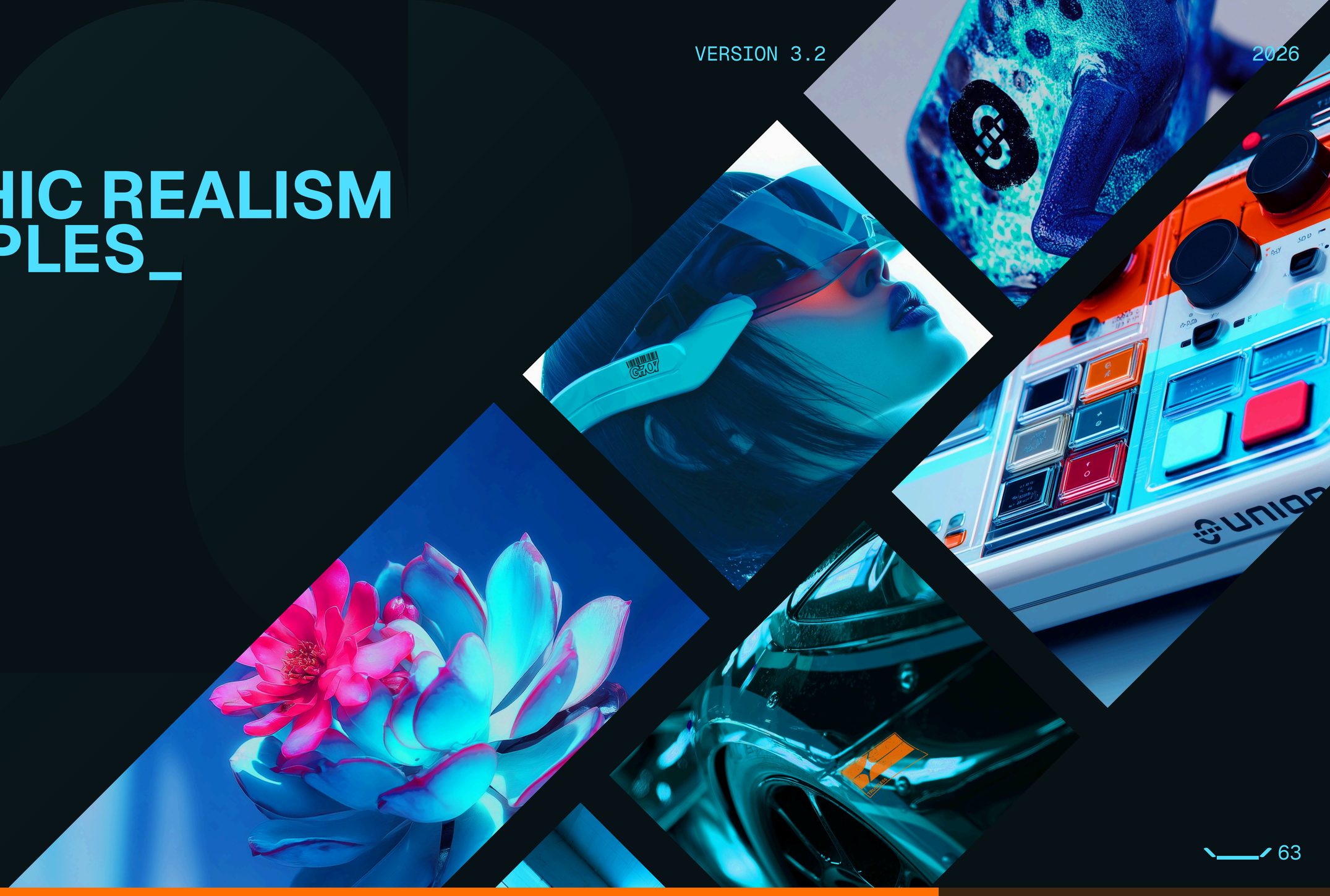
GRAPHIC REALISM_

Graphic realism combines graphic design–like clarity (flat color blocks, strong composition, bold outlines, simplified forms) with realistic rendering techniques (shadows, perspective, proportion, textures) to produce imagery that looks both stylized and believable. It sits between pure realism (photorealistic painting, photography) and flat graphic art (icons, posters, vector work).

Keywords: Graphic, Realistic, Hyper, Material, Plastic, Glass, Metal, High-Contrast, Accurate, Hybrid.



GRAPHIC REALISM EXAMPLES_



LIMINAL ATMOSPHERE_

Liminal atmosphere is an approach in visual, spatial, and experiential design that emphasizes in-between states, ambiguity, and mood-driven environments. It draws from the concept of liminality (the threshold between two states or spaces) and blends it with atmospheric design (the crafting of mood, ambience, and emotional resonance).

Keywords: Eerie, Calm, Stillness, Absence Melancholy, Surreal Ambience, Dreamcore, Haze, Negative space.



LIMINAL ATMOSPHERE EXAMPLES_



TREATMENTS_

Images should be edited to better fit the color and aesthetic principles of the Union brand. Key markers of a VUI (Verified Union Image) include:

- High contrast value
- High Saturation
- Color balance favoring cyan & magenta

Gradient maps can also be used when the above treatments are not enough to fit the image within the composition. Combinations of gradients can be found in the COLOR section of the brand guide.

Note: You can stop at any step in this process. Not all images will require a gradient or graphic treatment, though most images will require light color grading to fit the general aesthetics.



[original]



[grading pass]



[gradient pass]



[graphic treatment]

COMPOSITIONS

08

- STANDARD RECIPES
- COMPOSTIONS
- LAYERING

STANDARD RECIPES_







GRADIENT MAPS
NOISE
CHROMATIC ABBERATION
COLOR GRADING
COPY

[UNICONS]

Icons can be used to create textures in backgrounds, either in large scale or small numbers [1-3] or many small scaled icons as a tiled background. They can also be used as micrographics.

[RACESPEC]

These are a useful graphic for creating a visual rhythm to compositions - guiding the eye through information, or just as an element to add harmony to complex designs.

[MICROGRAPHICS]

Micrographics can anchor corners of graphics or be aligned to large scale Unicons in the composition. They can also be used to create texture in backgrounds or to anchor text within compositions.

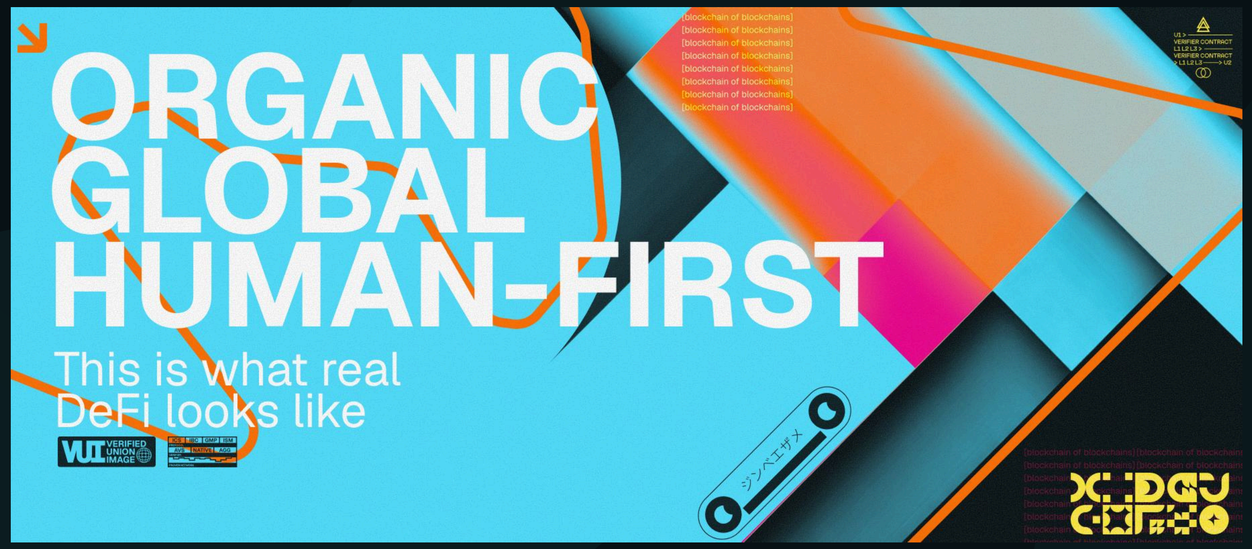
[IMAGES]

Images generally live behind large background elements to create texture and deepen the aesthetic of your designs.

[EFFECTS]

See treatments section. (Pg. XX)

COMPOSITIONS_



Micrographics as textural elements

Vectorheart image

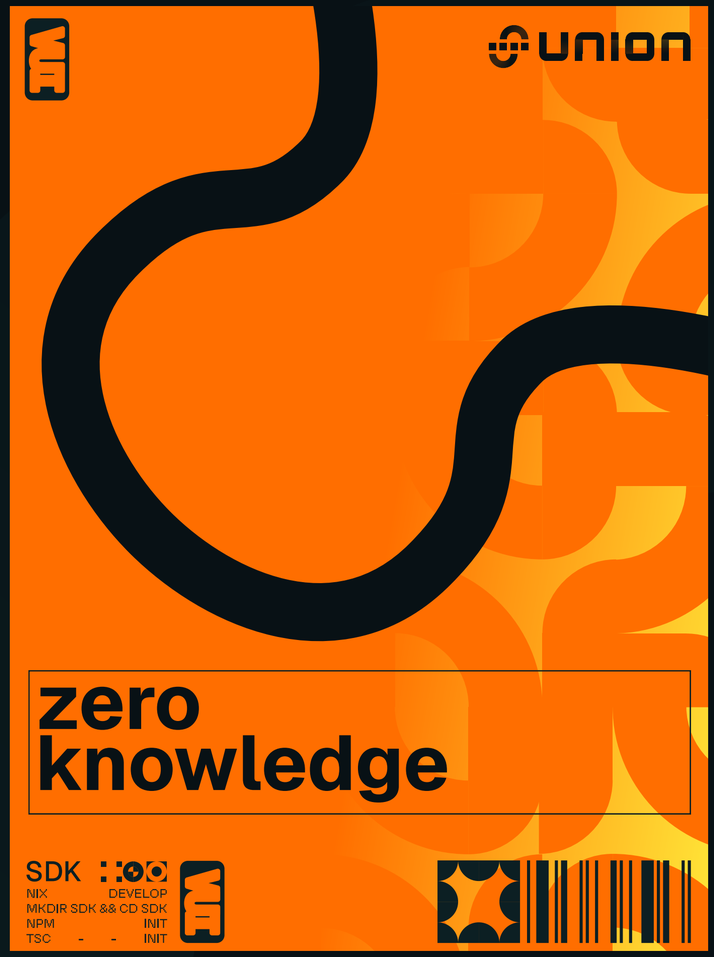
Racespecs as a guide for the eye

Micrographics anchoring text

Structural Unicon as background

Micrographics aligned to Unicon background elements

Micrographics anchoring corners



Unicons as tiled background texture

Micrographics as main subject

Micrographics as main subject

Micrographics anchoring corners

LAYERING_

Compositions are generally comprised of 3 different layers.

Background : vectors, images, gradients

Middle layers : Unicons, RaceSpecs, micrographics

Top Layers : text content, micrographics, Union logos

Bottom Layer
Image



Middle Layer
Unicons creating texture

Top Layer
Text Content, Micrographics, Union logo

Middle Layer
RaceSpec graphic filling in where Unicons give way

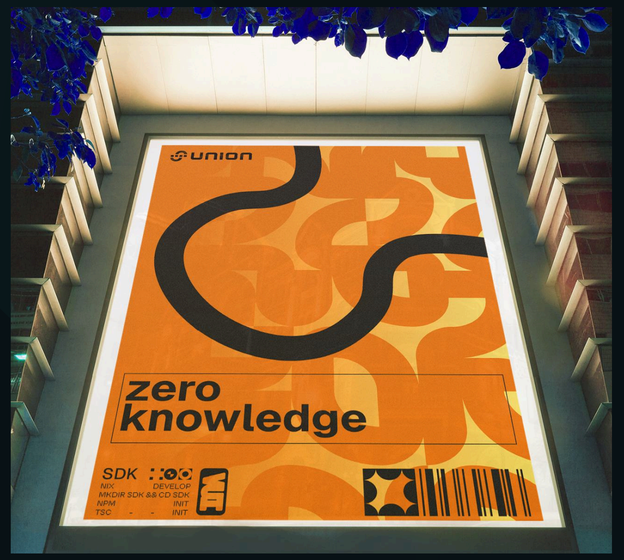
GALLERY

09

AESTHETIC OVERVIEW

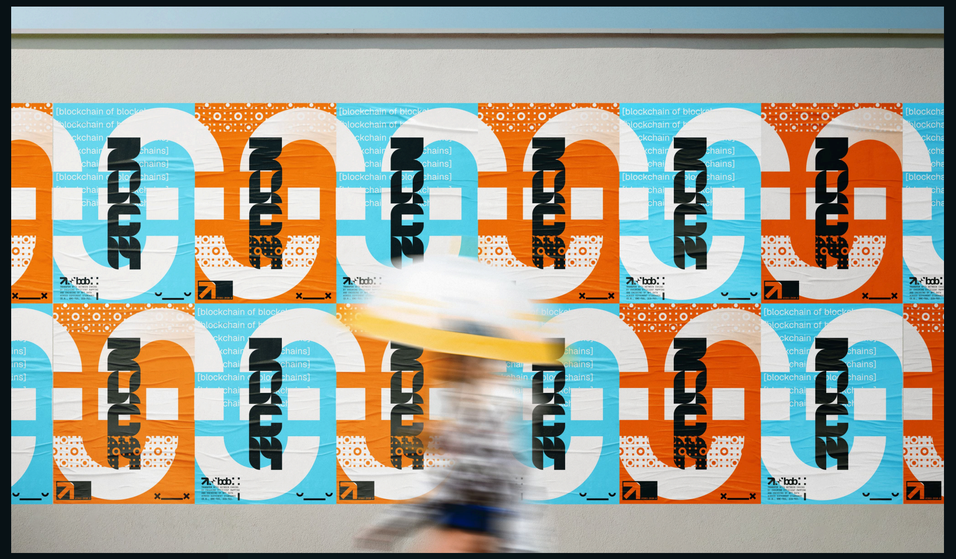

union.build
KEVIN FLYNN
HEAD OF GAMIFICATION
+1 1234 456 7890
123 MAIN ST
RALEIGH, NC 27509
kevin@union.build
@kevingameyapper
union
VERIFIED UNION IMAGE
union.build
union
VERIFIED UNION IMAGE
union
THIS IS A UNION BROCHURE
At Union's inception, the brand was built on a much more limited primary color palette, which spoke to that portion of the story where Union was operating in the deep sea, under the public radar.
This shift to Mainnet, a more vibrant array of colors is reflective of our arrival at the surface - into a world of color, vibrance, and complexity.
Union is out of the build phase.
TIMES_
PLACES_
EVENTS_
CONTACT_
+1 1234 456 7890
123 MAIN ST
RALEIGH, NC 27509
kevin@union.build
@kevingameyapper


union
VUT VERIFIED UNION IMAGE
ORGANIC
GLOBAL
HUMAN+FIRST


union
zero
knowledge
SDK
NIX DEVELOP
MKDIR SDK && CD SDK
NPM INIT
TSC - - INIT


union


union
blockchain
of
blockchains


union


THIS IS WHAT
REAL DEFI
LOOKS LIKE
union
zero
knowledge


union
union
TRUSTLESS


LEARN ECOSYSTEM ROADMAP BLOG TEAM DOCS RESEARCH
JOIN THE UNION
The next generation of aggregation, interoperability, and chain abstraction.


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JOIN THE UNION
The next generation of aggregation, interoperability, and chain abstraction.


Transfer
SOURCE
Select
DESTINATION
Select
BALANCE: 0
Enter amount
MAX
Connect wallet
Explorer
Total Transfers
329,992,105
Total Packets
330,816,929
View all transfers
View all packets
Transfer
SOURCE
Select
DESTINATION
Select
BALANCE: 0
Enter amount
MAX
Connect wallet


union


FIG.1
union


union
WHO WE ARE.
Union is the zero-knowledge interoperability L1. Union enables high-speed transfers of assets between blockchains, without sacrificing security or decentralization.
CROSSCHAIN APPS
COMETBLS
HUBBLE
VOYAGER
GALOIS
[JOIN US]
union.build
OUR BACKERS.
gumi
longhash
Cryptos
ventures
Borderless
BLOCKCHANGE
ATOM
ETERNA
LBANK Labs
Keplr
Dispersion Capital
TRGC
Presto
Gate Ventures
AGE
AMBUSH
OUR ECOSYSTEM.
CERTIFIED GOBLIN MODE
union


9:41
Instagram
your story
Union.build
Earth
Infinitibaum...
jgwcreative
race.servi...
boss
ABSTRACT
Union's code stack is clean and modular. Only take the pieces you need, and leave the rest.
YOUR CREATION
HUBBLE
[INDEXER]
VOYAGER
[RELAYER]
GALOIS
[ZK PROOFS]
M.A.Y.A.
99 likes
Union.build Most Advanced, Yet Accessable ... more
10 minutes ago


9:41
Union
@union.build
The leading ZK interoperability L1. Union enables settlement and liquidity for protocols and asset issuers.
Technology Company
Joined August 2023
87 Following 241K Followers
Follow
Posts
Replies
Highlights
Articles
Media
Pinned
Union @union_build · Sep 4
The day is here. The wait is over. It's time.
The future of ZK interop has arrived.
Union mainnet is live
TESTNET IS LIVE
Union @union.build · 2h
Don't miss the best event at KBW 2025.
Co-hosted by @MagicNewton & @theoludpico, sponsored by Union, @xlabsinc, @OpenIntentHQ, and @hibachi_xyz


9:41
Instagram
your story
Union.build
Earth
Infinitibaum...
jgwcreative
race.servi...
boss
JOIN THE UNION
99 likes
Union.build Our world is growing fast, join us for... more
10 minutes ago


union



BRAND GUIDELINES

VERSION 3.2

2026