

# NON-FUNGIBLE TOKENS QUARTERLY REPORT

**Q2 – 2021**

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MARKET RESEARCH. TRENDS DECRYPTION. PROJECT REVIEW.

**EVERYTHING YOU NEED TO KNOW ABOUT THE NFT ECOSYSTEM**

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# SUMMARY

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# INTRODUCTION

## Has the NFT Bubble burst?

It's good, are we done?  
The NFT market has finally crashed?

This has been many people's sentiment after the recent NFT hype, yet the reality is very different..

Never before have NFTs, in all their forms, had so much visibility as in the recent months. For better or worse, the future will tell, but without doubt the landscape has fundamentally changed, and we will never again see the little NFT niche, slowly growing steadily, in the media shadows.

From here on in the market trends are analyzed and dissected, day after day, to identify a potential peak or market crash. Companies and institutions from all walks of life and all sectors are starting to question the impact that these famous NFTs could have on their strategy. The most advanced are already in the process of developing their product of tomorrow, based on or using NFTs.

In short, the new NFT world is here, with new players, new challenges, but an ever-bright future.

Welcome in the Second NFT Age.

“The Underground Sistine Chapel”  
Pascal Boyart – 2021



# DISCLAIMER

## What data was used to produce this report?

A growing section of blockchain gaming and more rarely crypto-art, occurs off-chain. They offer many benefits to both NFT users and owners, starting with their reduced Blockchain fees. To date among the most used are Matic and Loom. Side chain activity is not yet supported by NonFungible.com.

With the Ecosystem growing at an exponential rate, other technological standards have developed on the Ethereum Blockchain, such as the ERC-1155 (Semi Fungible) and the ERC-998 (Composable NFT). The technology developed by the NonFungible.com teams does not currently support these two standards.

Some lesser utilized NFT standards on non Ethereum Blockchains are not currently supported by NonFungible.com – these include EOS, NEO, Tron, WAX, Flow and Bitcoin Cash. NonFungible.com currently only supports transactions that occur on the Ethereum Blockchain in the main standard of NFT (ERC-721).

Certain projects have been intentionally excluded from our report for the following reasons:

Doubt about the authenticity of the transactions (Wash Trading)

Type of activity: The transactions do not reflect a comparable activity (ex: Finance) with the rest of the NFT ecosystem.

### List of famous projects & standards that are not supported yet in this Report:

- NBA TopShot
- Nifty Gateway
- Off-chain sales (Christie's, Sotheby's...)
- Rarible
- ERC-1155 (Semi-fungible assets)
- Axie Infinity (since they moved to Ronin in May)



NonFungible.com will soon be proud to announce the support of most of the other Blockchain & Ethereum side-chains.







## CRYPTO NEWS MEDIA OUTLET, NOW AVAILABLE IN

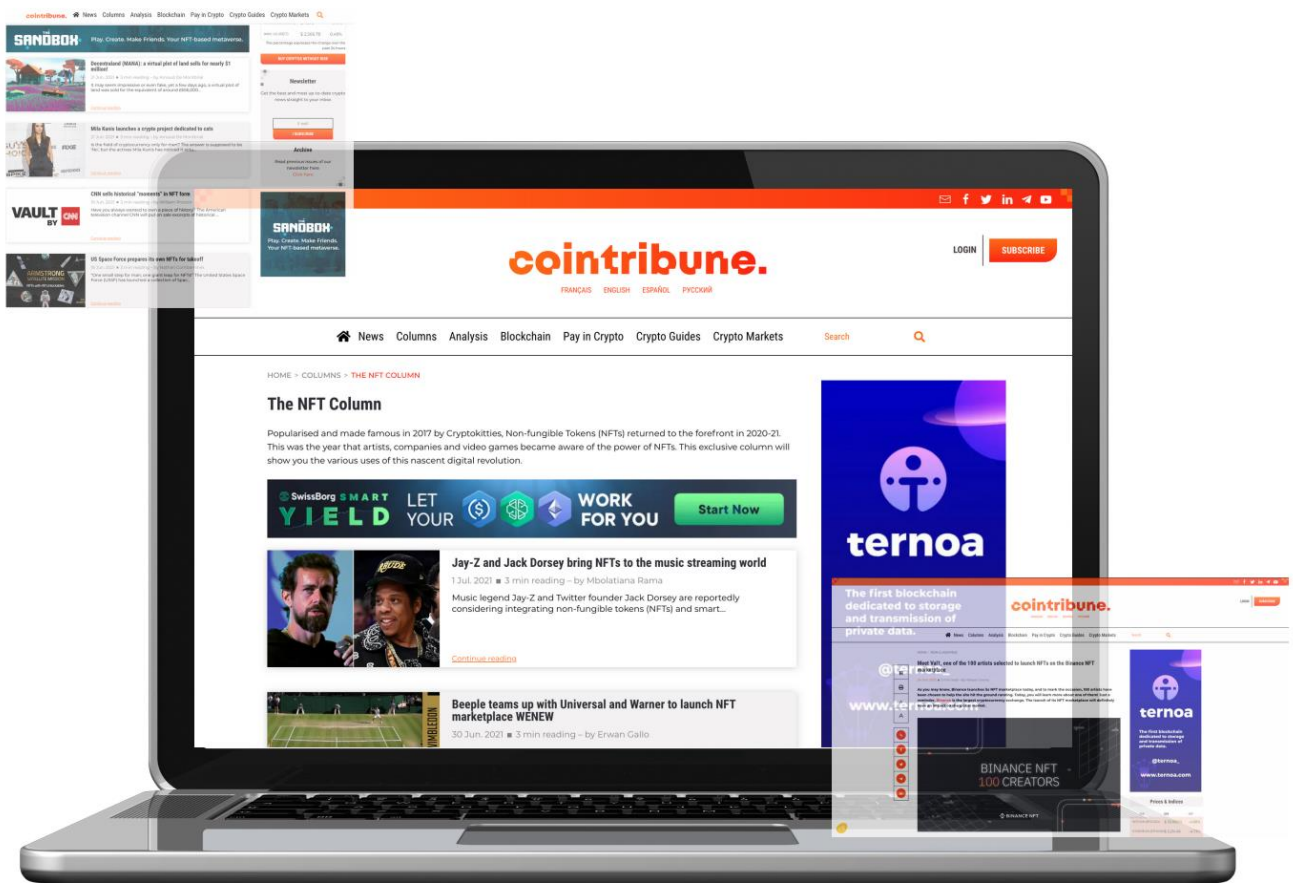


CoinTribune offers the best of both worlds. You can either absorb your news by reading the latest on our website ([cointribune.com](https://cointribune.com)), Telegram, Twitter, LinkedIn, Flipboard, Facebook & Instagram or by watching our TikTok channel for shorter and fun contents! Regardless, we have you covered when it comes to Non-Fungible Tokens (NFTs).

Every week we are exploring the latest trends on NFTs. Whether that is reporting on the latest news, diving in deeper by analysing what makes NFTs so popular or seeing what the future holds. All you need to do to get the latest and best news and analysis on NFTs is go to our exclusive Non-Fungible Token column: [cointribune.com/en/columns/the-nft-column/](https://cointribune.com/en/columns/the-nft-column/)

Our exclusive partnerships with the likes of the Sandbox, Sorare and Ternoia shows how we are really excited about NFTs. We are honoured that nonfungible.com has bestowed us with such an important role of news sharing. Together we look forward to pooling our resources to offer our readers the very best on NFTs.

Perhaps you want to get involved too? We love it when our readers contribute to our evergrowing family. Why not write us an email: [contact@cointribune.com](mailto:contact@cointribune.com) - excited to hear from you!



# 1 **WHAT HAPPENED IN Q2?**



# KEY EVENTS OF THE QUARTER



# 2 GLOBAL METRICS





# Q2 PERFORMANCE

The second quarter of 2021 has been another record breaker for the NFT industry.

In the previous quarter the total volume traded exceeded \$500 million, during this quarter the \$700 million mark was passed. During this quarter there has also been a new record in the number of active wallets (> 175,000) with the number of buyers and sellers still increasing.

We note a very positive signal: the number of buyers (+ 38%) is increasing faster than the number of sellers (+ 25%), which means that NFTs are attracting more interest than they are losing.

	Q Y-1 Q2 2020	Q-1 Q1 2021	Q Q2 2021
<b>Active Wallets</b>	(Q2 2021 performance compared to previous Quarters) <b>+340%</b>	<b>+39%</b>	<b>177 048</b>
	Performance 40 220	127 652	
<b>Buyers</b>	(Q2 2021 performance compared to previous Quarters) <b>+451%</b>	<b>+38%</b>	<b>94 830</b>
	Performance 17 217	68 900	
<b>Sellers</b>	(Q2 2021 performance compared to previous Quarters) <b>+264%</b>	<b>+25%</b>	<b>39 709</b>
	Performance 10 924	31 754	
<b>USD traded</b>	(Q2 2021 performance compared to previous Quarters) <b>+3,453%</b>	<b>+48%</b>	<b>\$ 754 385 647</b>
	Performance \$ 21 233 375	\$ 508 923 333	

*\*Volume for Q1 2021 is different from previous report, as calculation methodology has been refined.  
All DeFi related projects & volume have been removed.*

## Metric Definition

- **Active Wallets** – Number of wallets that have interacted with an NFT Smart Contract, the same person can have several wallets. These active wallets are not solely buyers and sellers but anyone who has played a game or interacted with a project using an NFT. There are most likely more wallets than NFT users / owners, but the trend remains significant.
- **Buyers** – Number of wallets that bought at least one NFT during the year.
- **Sellers** – Number of wallets that sold at least one NFT during the year.
- **USD traded** – Total volume traded in NFT. This volume includes all sales, but also in-game actions that involve a financial transaction, for example the improvement of an asset through breeding.



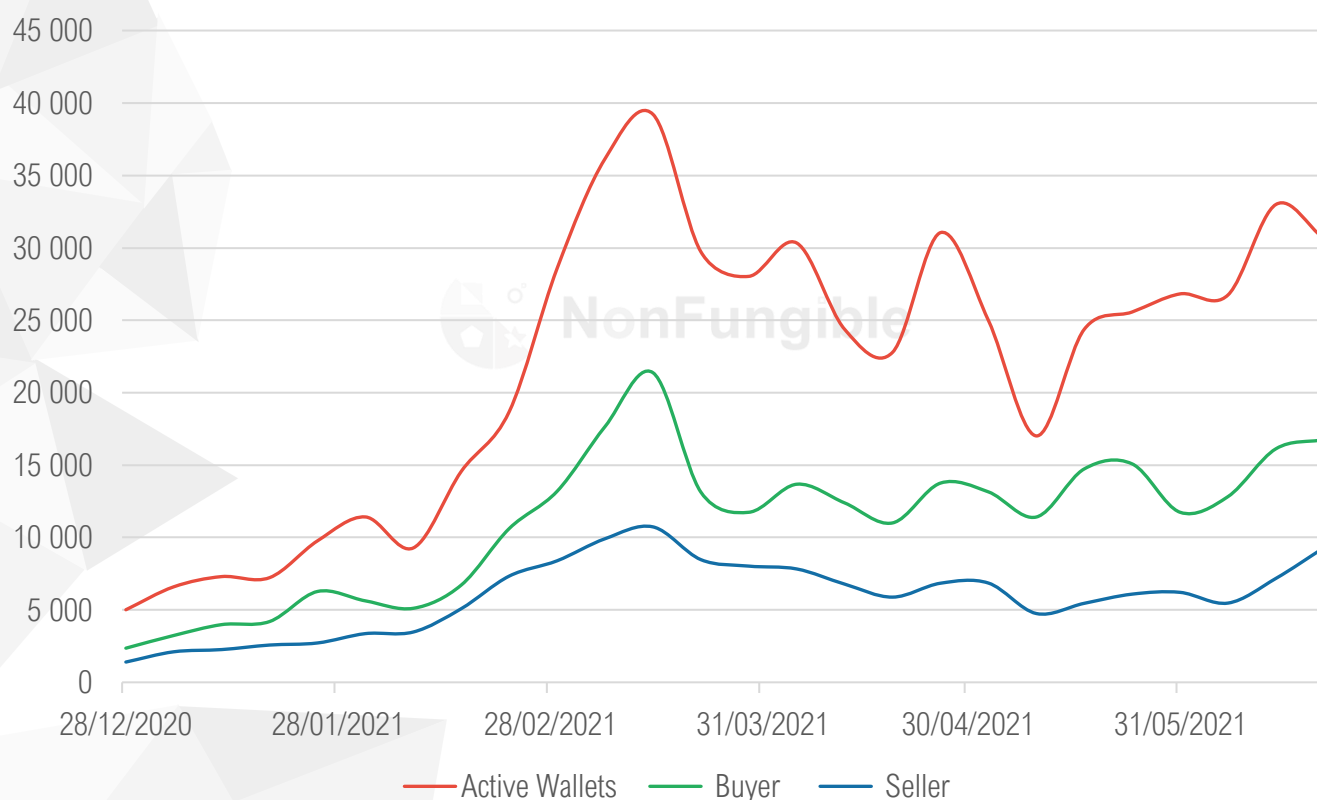
# HOW MANY USERS?

We observe the evolution over time of three types of users, each representative of a trend within the Ecosystem:

Active Wallets – Global NFT Community. The more wallets, hypothetically, the more users.

Sellers – The more sellers, the more users, conversely, if there are more sellers than buyers, it indicates people are dumping their assets.

Buyers – The more buyers, the more users. If there are more buyers than sellers, hypothetically, there will also be more new people wanting to enter the Ecosystem than those who want to sell their assets



*Fig. 04 – Weekly sellers, buyers & active wallets evolution over time – Q1 to Q2 2021*

Despite high volatility in the number of active wallets (almost certainly linked to the effect of media interest and the various projects), we observe a form of stabilization of around 30,000 active wallets per week at the end of the second quarter.

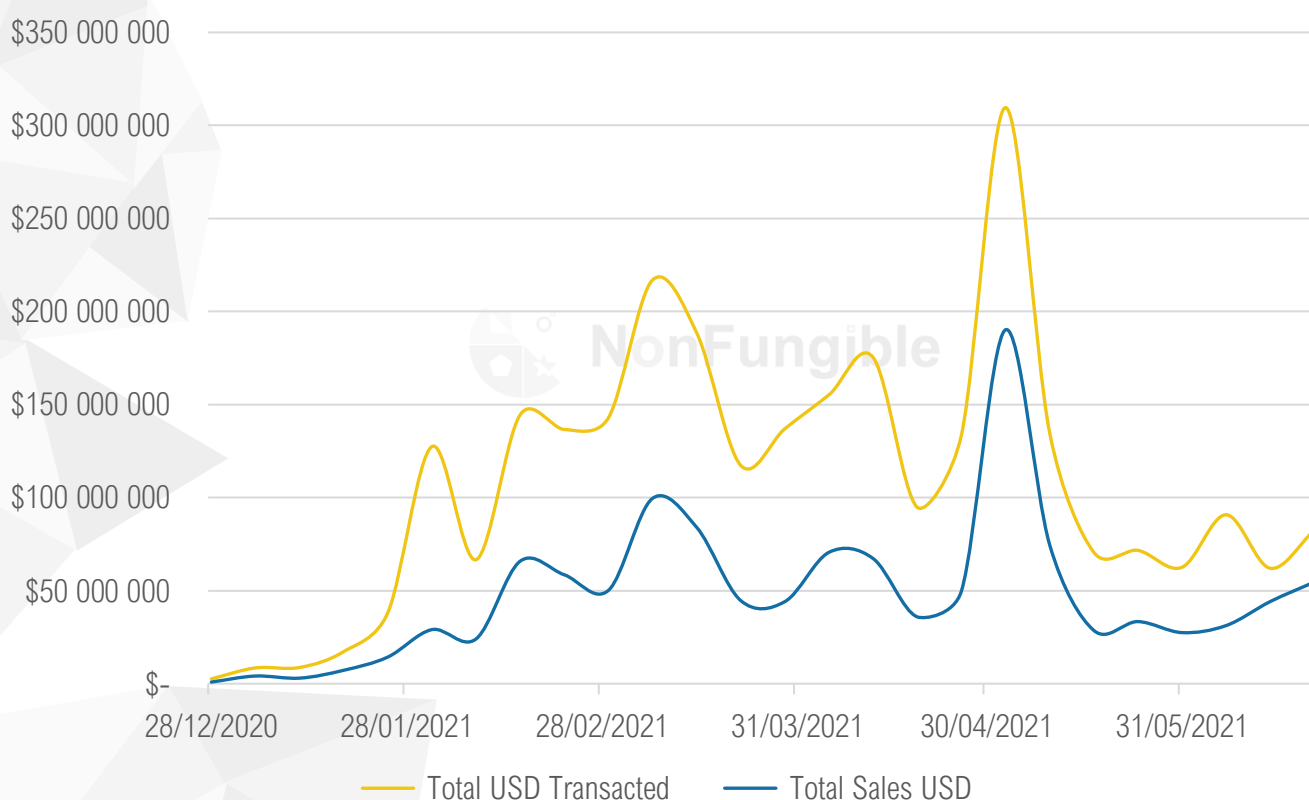
At the same time, the volume of buyers and sellers has grown relatively steadily, reaching symbolic levels of 15,000 buyers per week for almost 10,000 sellers per week.



# HOW MUCH USD TRADED?

Regarding the volume of USD traded, there are two key metrics to monitor:

- USD from sales – Value that was transferred through a transaction between a buyer and a seller. This volume includes primary sales, from a project or artist to the buyer and secondary market sales, between players or collectors.
- USD from dApp – This USD volume includes all interactions with Smart Contracts including financial. This can correspond to the improvement of an asset, its modification, breeding, the creation of asset groups and so on. The volume found here is greater than the Sales Volume and is more representative of the activity within the projects.



*Fig. 05 – USD traded in NFT Sales vs. dApp volumes – Q4 2020 to Q1 2021*

The growth observed in the first quarter of 2021 has been nothing compared to the volumes traded in the second quarter.

Between the end of April and the end of May, the weekly volume traded rose from \$50M to almost \$200M, an increase of 300%.

Finally, despite a volume drop of nearly 60% at the end of May, volume is picking up again after bottoming out at \$27M USD / week early June.



# HOW LOYAL ARE NFT USERS?

This exclusive NonFungible.com indicator gives a score to any NFT project, depending on the recurrence of interactions of their users. Simply put, if users only visit a project once every six months, the Retention Rate will be low, on the contrary, if all users log in daily to play the game, the Retention Rate will be 100%.

This metric should be seen as a sign of a community's loyalty to a project or segment.

Compared to Q1 2021, most segments have a lower Retention Rate (Utility -1%, Art -1.1%, Sport -2.71%, Collectibles -0.9%, Gaming -0.13%).

Only the Metaverse segment shows a slight increase in its Retention Rate with an increase of 0.2%.

This overall decline can be explained by the sudden rise in prices and by global uncertainty related to the boom and volatility of the NFT markets over the past few months.

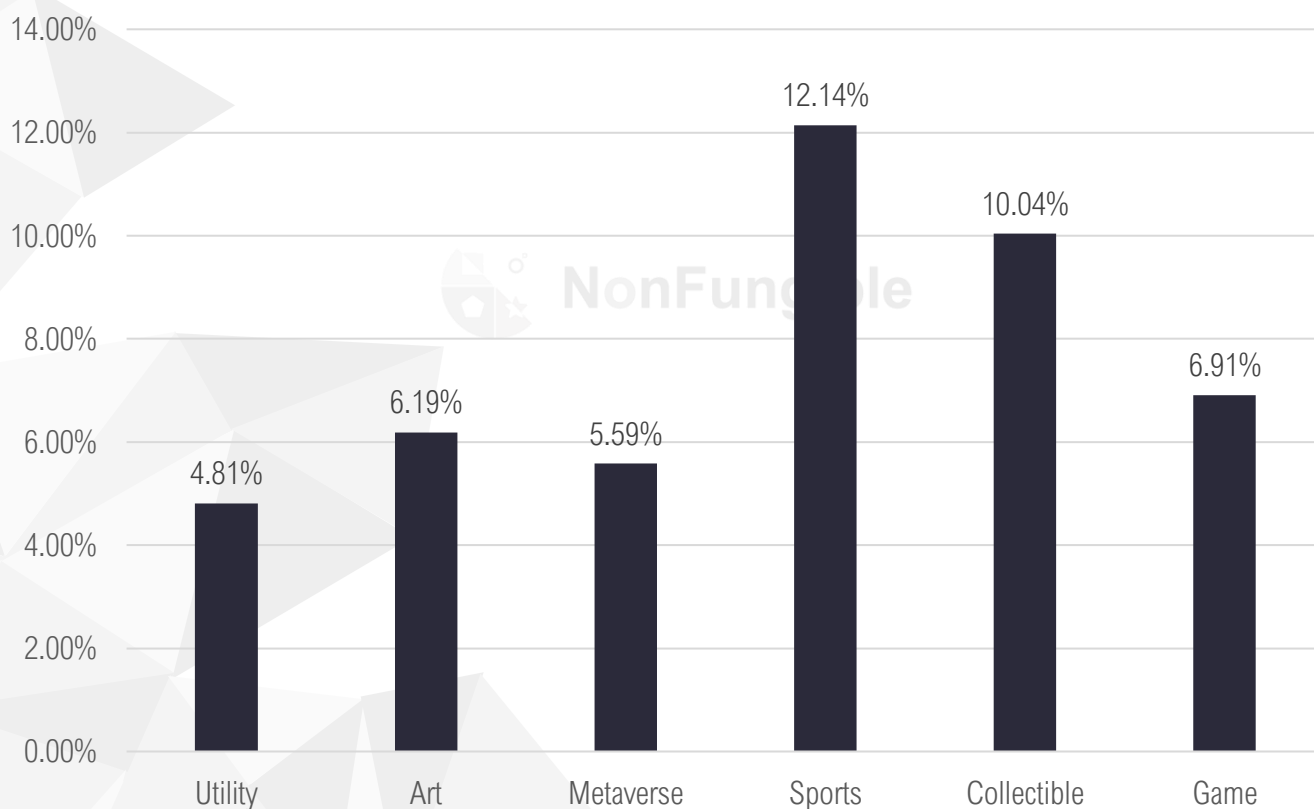


Fig. 56 – Retention rate per segment – Q2 2021



# 3 MARKET ACTIVITY



# GLOBAL MARKET ACTIVITY

Trading activity in NFT markets is important, but it's crucial to keep in mind that the financial aspect of the industry is only part of the equation.

Our focus in this section will not so much be on the size of the NFT market itself, although that is an important indicator, but more on the sustainability of these markets and the health indicators that we can identify.

We want to provide the most diversified metrics possible to help investors, players, collectors and project managers understand the underlying market trends and the reality of these emergent markets.

## What are the most relevant Metrics to monitor NFT Market Performance?

### **Total volume (USD / Crypto / Trades)**

Total volume is a basic indicator making it possible to account for the number of sales and the total value exchanged between the players. This is shown in fiat as well as Cryptocurrency, the indicator is largely influenced by the arrival of new players Whales, pre-sales and so on.

### **Liquidity**

A key indicator to the health of any Market, looking at Liquidity allows you to analyze whether the assets that make up the Market are stagnant or flowing. Too much liquidity tends to indicate the arrival of a bubble, while an absence of liquidity is a reflection of a dead market.

### **Assets average price**

The average price of assets is an indicator to be read with caution, as each project has assets of varying scarcity and value so the average price may be biased. For large volumes however, it remains an indicator of interest buyers have in this type of asset.

### **Primary & secondary market distribution**

A nonexistent secondary market may indicate that owners 'HODL' their assets, waiting for the opportune moment to sell. Of course, on the other hand it can also reflect an abandoned community. The primary market will only provide information on the issuance of new Tokens by the project.





## Highest sales

The sales at the highest prices should also be carefully considered. Every sale potentially has contextual elements you need to know to fully understand the exceptional value placed on a high value asset and they remain an indicator of the value that certain collectors place on these digital assets.

## Sales distribution per segment

This segment analysis provides an overview of the direction the NFT Industry is taking and the major trends that are underlying this Market. As a reminder, the segments analyzed are as follows: Art, Collectibles, Metaverses, Sport, Gaming and Utility.

## Sales distribution per project within a segment

In order to understand what drives the growth of a specific segment, our secondary analysis investigates the individual roles that different projects play within each segment. Will it be driven simply by the activity of a flagship Project or on the contrary, a fundamental trend?

### Market distribution (USD)

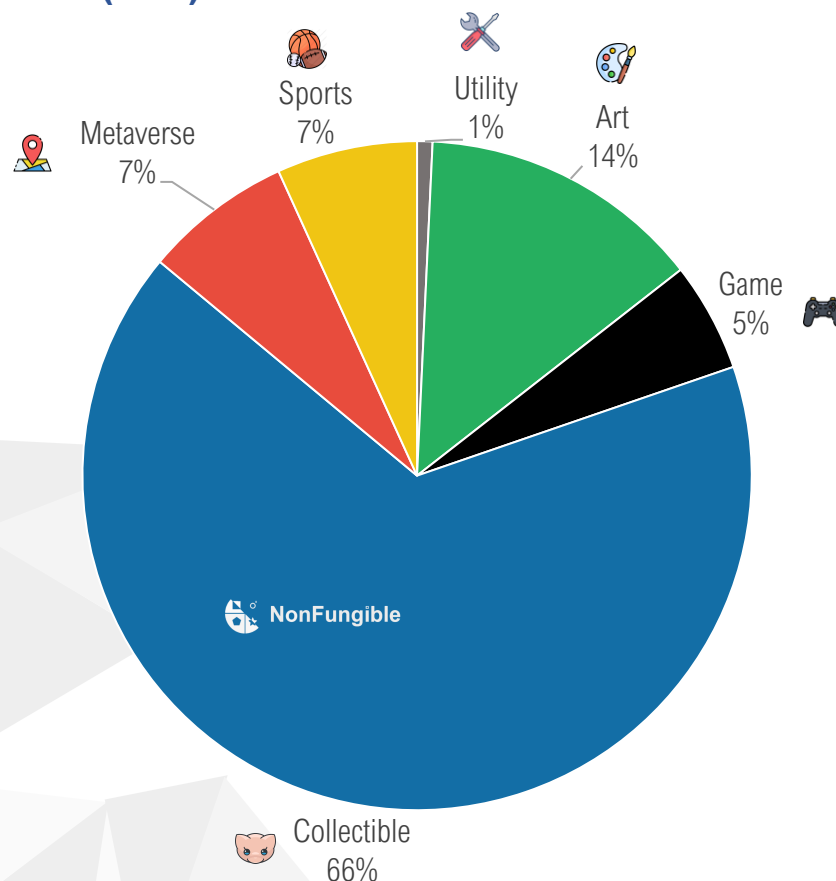


Fig. 14 – Market distribution (USD traded) between segments – Q2 2021



The market is more polarized than ever around the Collectibles segment, which alone accounts for 2/3 of all volume traded in this Quarter.

This explosion in the Collectibles segment can be explained by the renewed enthusiasm for CryptoPunks and the launch of MeeBits by the same studio (Larva Labs) over this period.

Art is positioned as a secondary segment with only 14% of the USD volume.

### Market evolution over time (Sales Volume)

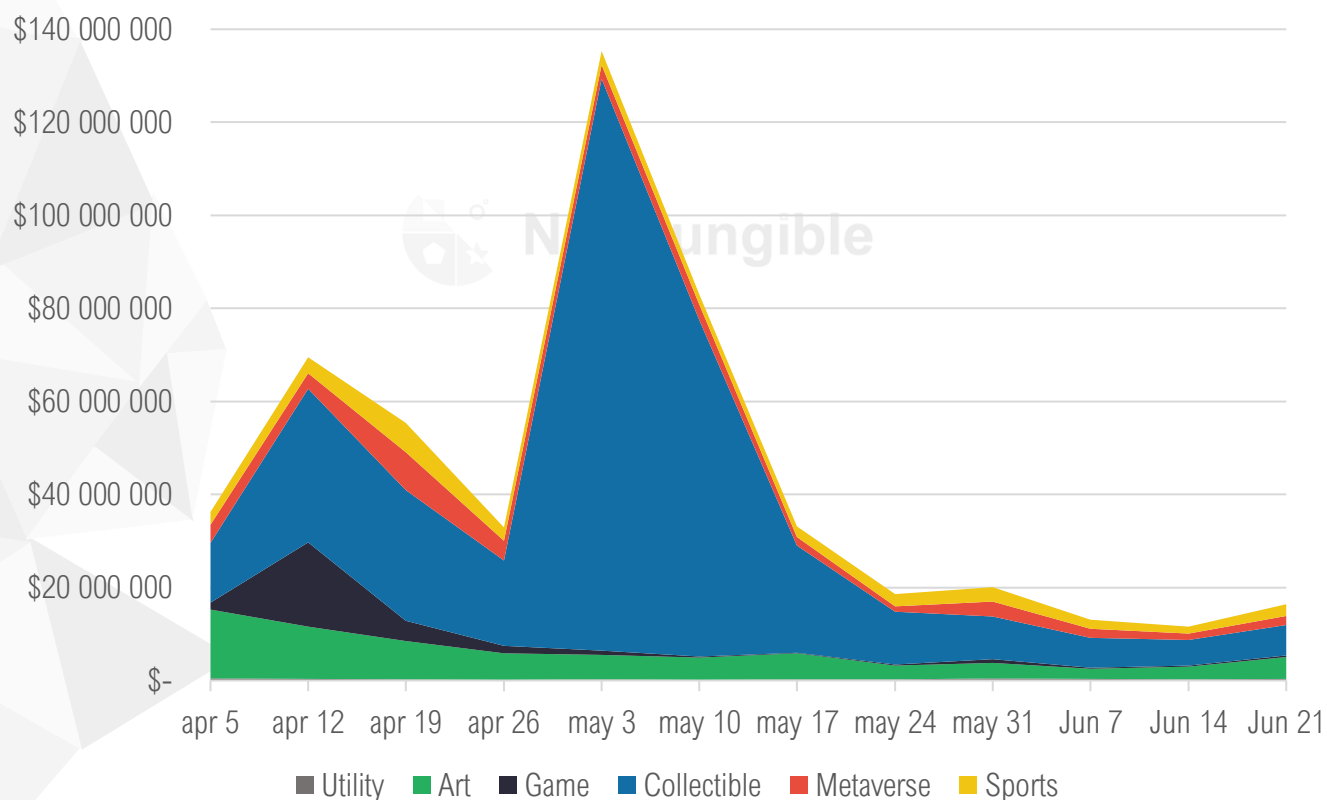


Fig. 16 – Weekly distribution of USD from sales per segment – Q2 2021

The peak in early May is very revealing in regards to the impact that the launch of Meebits had on the morphology of the NFT market in this Quarter.

The art shows a gradual slowdown from almost \$15M / weekly to just under \$5M per week.

*(Note that the sales of NBA Top Shot and of the Punks at Sotheby's, or Tim Berners-Lee are not taken in account, cf. Disclaimer page 5.)*



## Market evolution over time (Volume of sales)

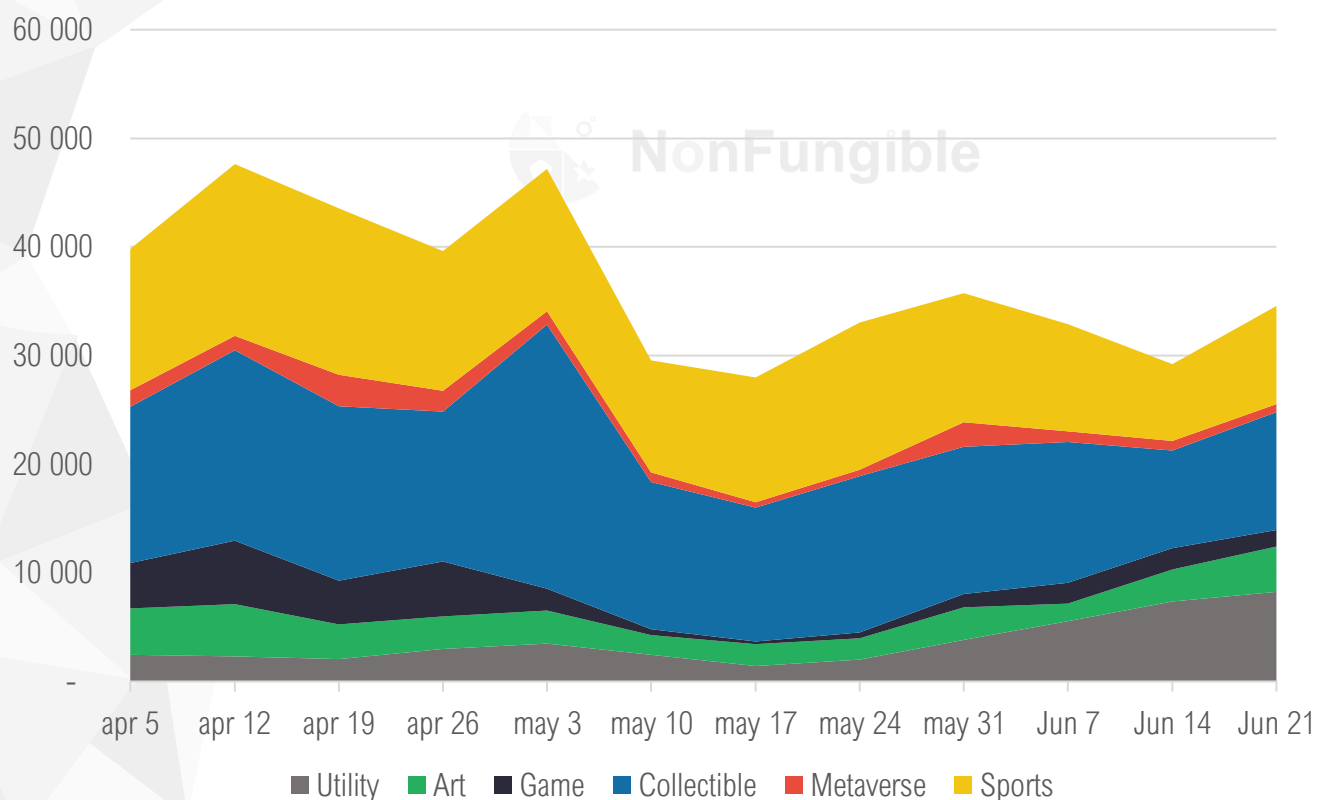


Fig. 17 – Weekly distribution of number of sales per segment – Q2 – 2021

It is interesting to observe that at the same time the weekly sales volume has remained mostly stable, with a relative decline from 48,000 sales per week to just under 35,000.

Once again, the sales volume is a reflection of an underlying trend, buyers who are not necessarily impacted by the effects of advertising or media trends.

Sport and Collectibles still occupy an important place in the market. We can see that the Utilities segment is the only one to have gradually gained ground over this period.

This Utilities segment is definitely one to watch closely for the coming months and years.



# MARKET DISTRIBUTION WITHIN EACH SEGMENT

## Gaming



Fig. 18 – Market volume (USD traded from sales) distribution per project within Gaming segment – Q2 2021

## Sport



Fig. 19 – Market volume (USD traded from sales) distribution per project within Sport segment – Q2 2021

## Art



Fig. 20 – Market volume (USD traded from sales) distribution per project within Art segment – Q2 2021



## Collectibles



Fig. 21 – Market volume (USD traded from sales) distribution per project within Collectibles segment – Q2 2021

## Metaverses



Fig. 22 – Market volume (USD traded from sales) distribution per project within Metaverses segment – Q2 2021

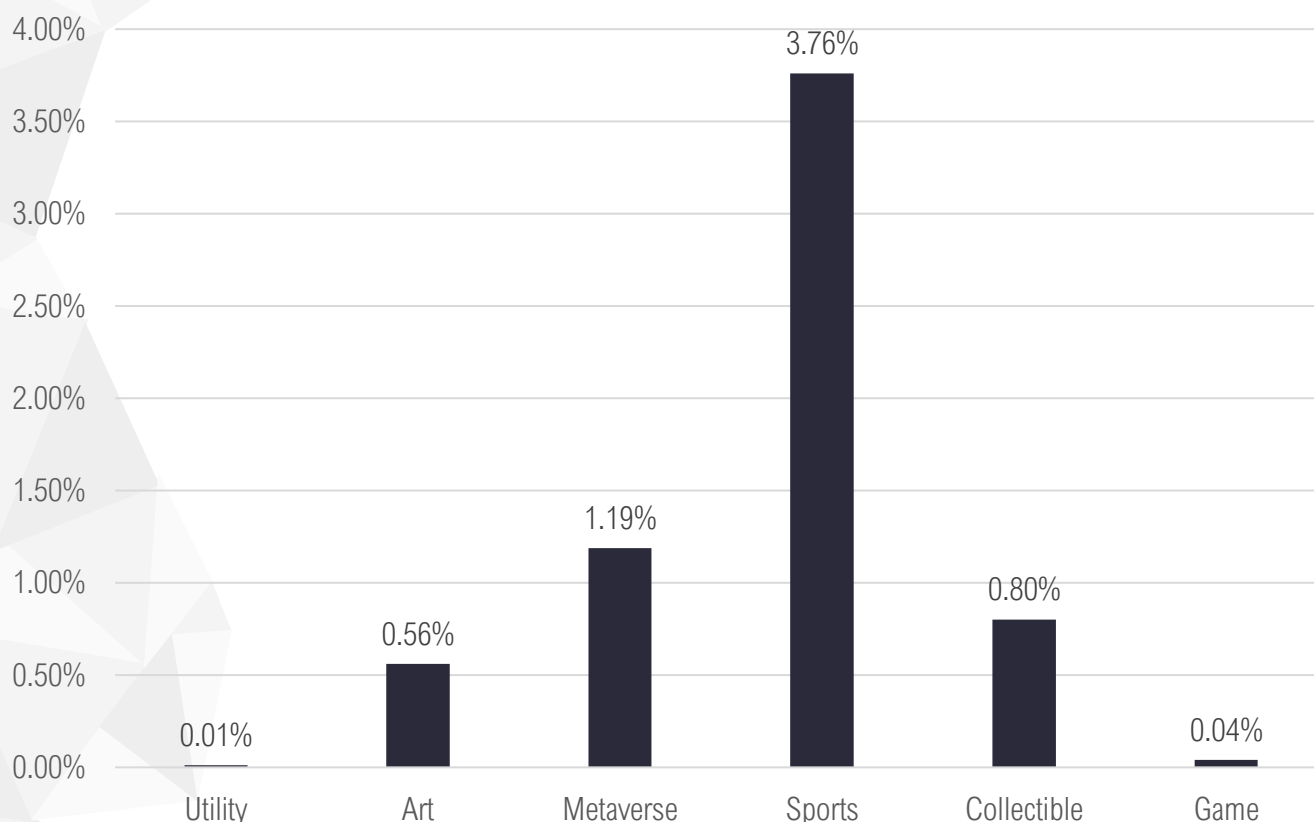
## Utility



Fig. 23 – Market volume (USD traded from sales) distribution per project within Utility segment – Q2 2021



# LIQUIDITY RATES



*Fig. 24 – Liquidity rate per segment – Q2 2021*

The Liquidity Rate is an exclusive indicator calculated and developed by the NonFungible.com team, its purpose is to offer an overview of the liquidity of assets in the market.

This indicator is calculated by dividing the volume of unique assets that have been traded on the Secondary Market, with the total supply available for each type of asset.

This indicator should only be read and analyzed in comparison with the performance of other segments and or projects.

The Liquidity Rate has slightly decreased for most of the segments:

-0.02% for Utility, -0.43% for Art, -0.19% for Sport, -0.01% for Collectibles & Gaming.

The only segment which has seen an increase in its Liquidity Rate is the Metaverse, with a small increase of +0.07%.





# TOP #10 MOST PROFITABLE PROJECTS

Before studying the performance of projects in asset sales, remember that this report does not take into account sales using standards such as ERC-1155 or ERC-2309. Likewise, sales taking place on Sidechains such as Matic or Loom (or even Off-chain) are also not taken into account in the graph below. The volumes of certain projects, in particular Axie Infinity, The Sandbox or Sorare are most likely to be higher due to their activity on sidechains and ERC-1155.

As mentioned previously, the revenue generated by Art Marketplaces mostly goes to the artists and not to the Marketplace.

We can see here that 3 projects have sold for more than \$10,000,000 in only 3 months, on the Primary market:

- HashMasks (Collectibles)
- Sorare (Sport)
- SuperRare (Art)

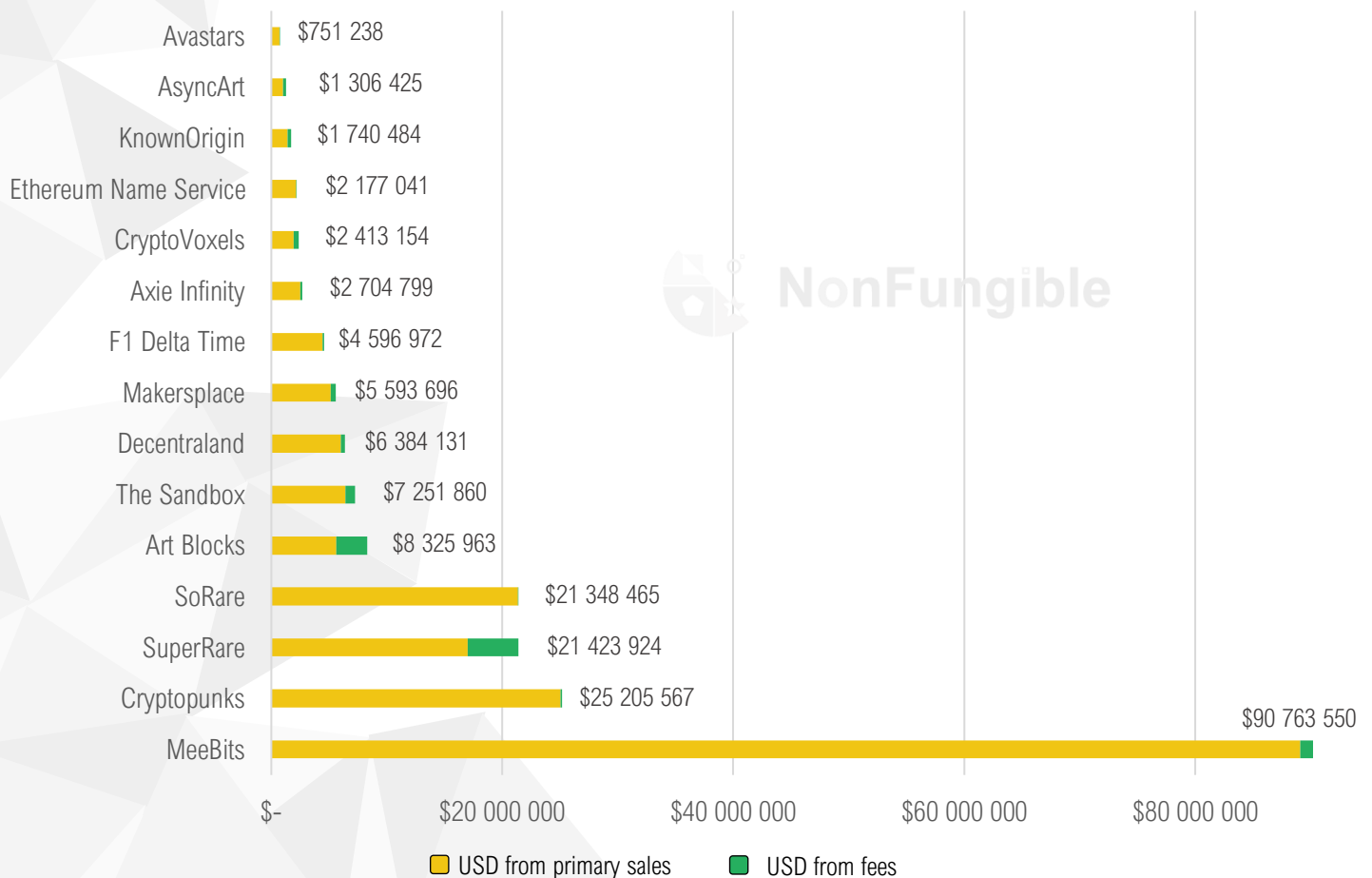


Fig. 47 – Top #15 of the most profitable projects (primary sales & fees) – Q2 2021

\*Note that the income generated by the primary sales does not necessarily go to the project (Artists, creators,...)



# PRIMARY VS SECONDARY MARKET DISTRIBUTION

The distribution between Primary and Secondary Markets is a strong indicator to assist in measuring development stages of the Market, or at least, in this particular segment. The Primary Market means that assets are in their initial stage of issuance, in other words, Portfolios are filling up with assets. On the other hand, a dominant Secondary Market would be more a reflection of a market that may be more mature, where projects have started to slow down the production of assets and where the Peer-to-Peer Market is taking over.



## Art

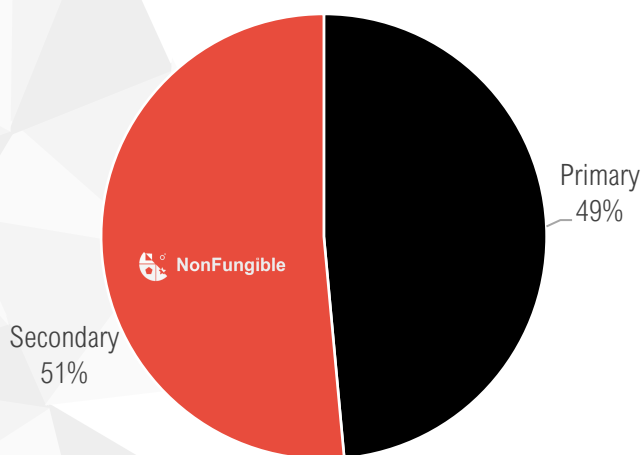


Fig. 28 – Distribution of sales within Art Segment (USD Volume) – Q2 2021

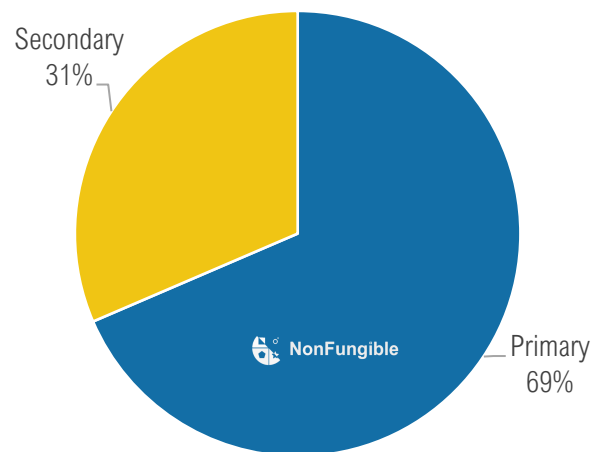


Fig. 29 – Distribution of sales within Art Segment (Sales Volume) – Q2 2021



## Collectibles

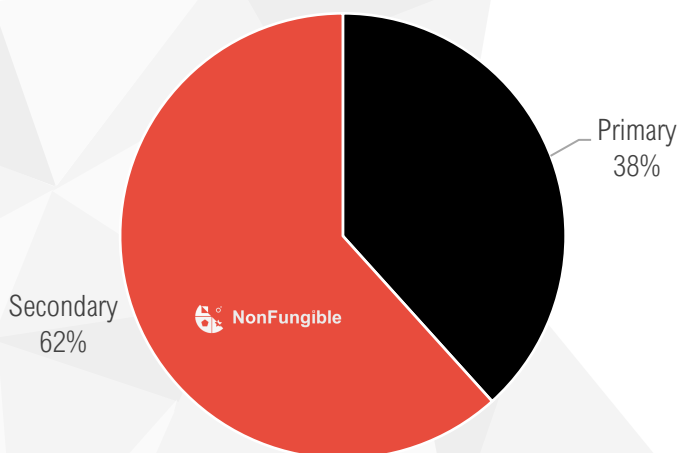


Fig. 30 – Distribution of sales within Collectibles Segment (USD Volume) – Q2 2021

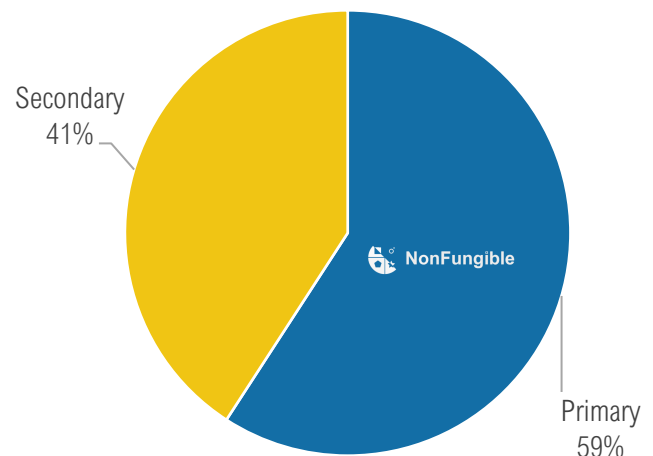


Fig. 31 – Distribution of sales within Collectibles Segment (Sales Volume) – Q2 2021





## Sport

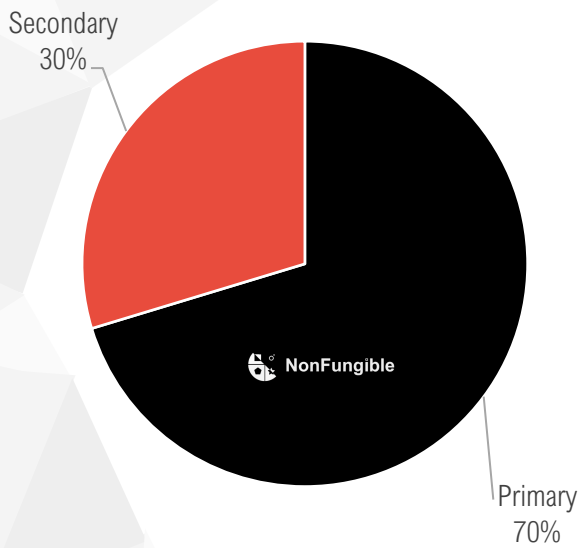


Fig. 32 – Distribution of sales within Sport Segment (USD Volume) – Q2 2021

Secondary  
40%

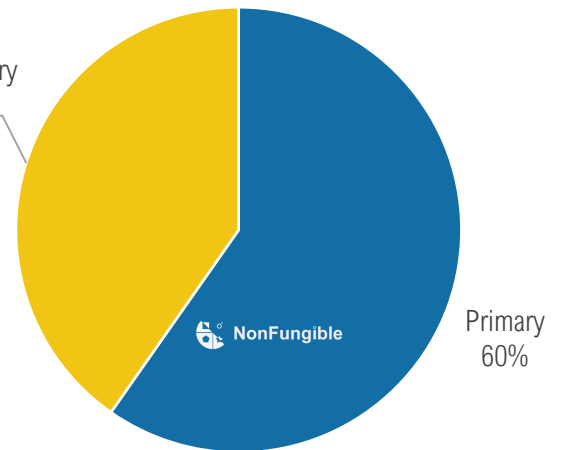


Fig. 33 – Distribution of sales within Sport Segment (Sales Volume) – Q2 2021



## Gaming

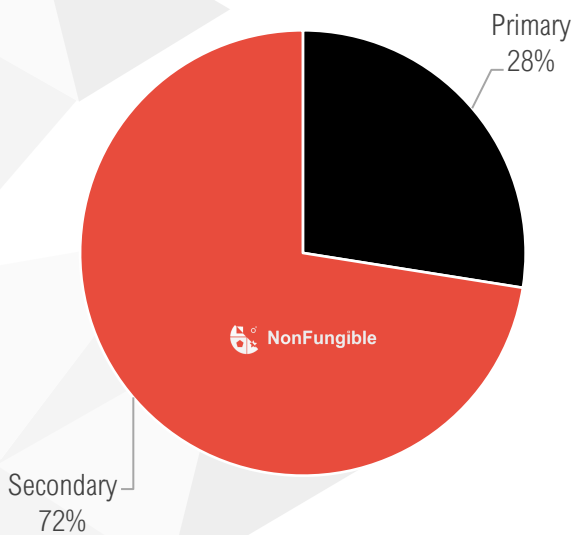


Fig. 34 – Distribution of sales within Gaming Segment (USD Volume) – Q2 2021

Secondary  
32%

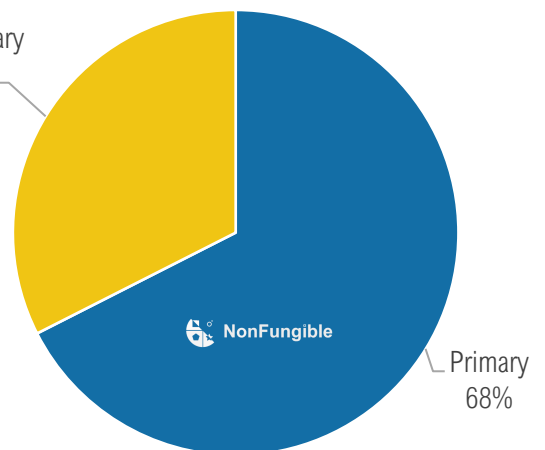


Fig. 35 – Distribution of sales within Gaming Segment (Sales Volume) – Q2 2021





## Metaverses

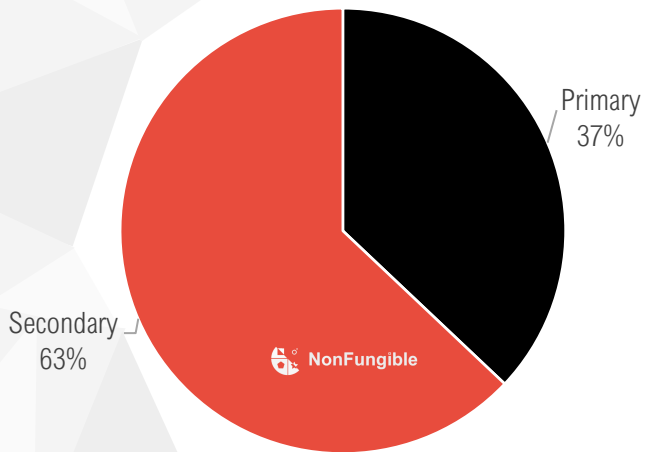


Fig. 36 – Distribution of sales within Metaverses Segment (USD Volume) – Q2 2021

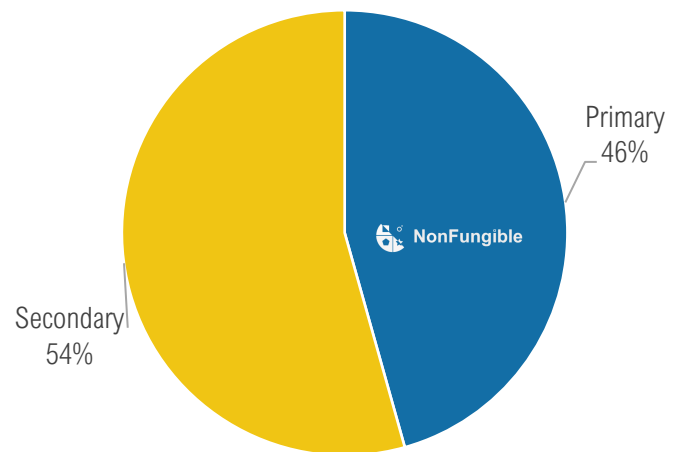


Fig. 37 – Distribution of sales within Metaverses Segment (Sales Volume) – Q2 2021



## Utility

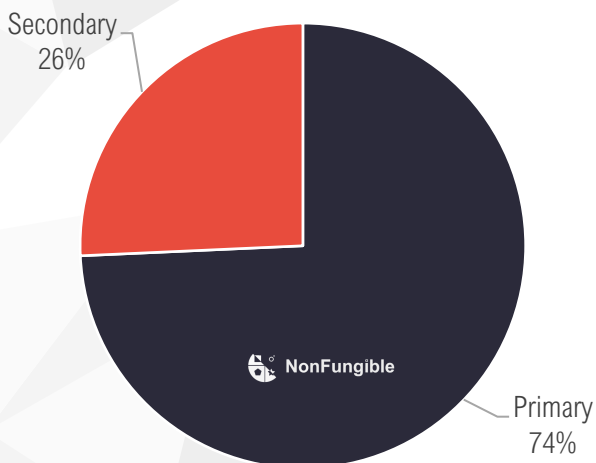


Fig. 38 – Distribution of sales within Utility Segment (USD Volume) – Q2 2021

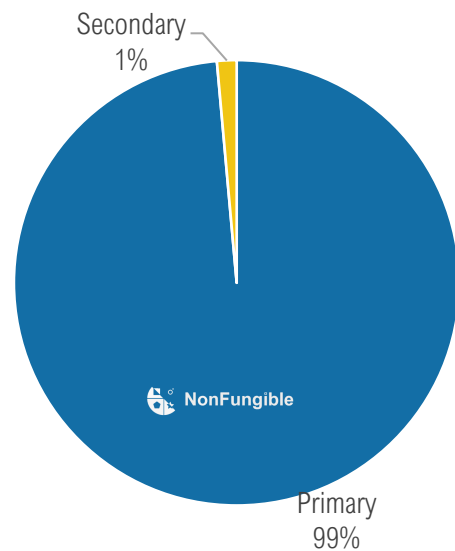


Fig. 39 – Distribution of sales within Utility Segment (Sales Volume) – Q2 2021



## Conclusions

### Art

The primary market gained 10% on the secondary market in terms of USD traded volume compared to the first quarter. At the same time, the distribution between secondary and primary markets remained precisely the same as in the first quarter from the point of view of sales volume.

### Collectibles

Here also, the primary market has gained in importance, increasing 15% compared to the first quarter. The primary market also increased (+ 9%) in terms of sales volume.

### Sport

The primary market was already very important (62%) in the first quarter and reached the threshold of 70%. It is undoubtedly a growing segment where buyers are still hungry for new assets.

It will be necessary to be vigilant at the tipping point where the secondary market regains the upper hand over the primary market. This point could be signaling the market in this segment is becoming saturated with too many assets or that projects are struggling to offer new valuable assets.

### Gaming

Gaming follows a trend in contrast to most other segments, with a primary market that is sharply shrinking (-21%) from the USD traded point of view but growing in terms of the number of sales (+ 14%) ). In short: more assets sold on the primary market for a much lower price. Conversely, only the most valuable assets are traded on the secondary market.

### Metaverse

The metaverses segment saw its primary market almost double (+ 77%) compared to the first quarter, which is largely driven by the presales of The Sandbox and confirms the interest of buyers for these virtual Universes.

### Utility

The trend in the Utilities segment was confirmed. The primary market went from 61% to 74%, for a 3% increase in terms of Sales Distribution. Market trends in this segment are not comparable to other segments by the very nature of the assets traded.



# 4 SALES & TRENDS







# Aavegotchi

Digital Frens For the crypto generation

## 2021 Q2 HIGHLIGHTS

### Milestones and growth

source: [aavegotchi.medium.com](https://aavegotchi.medium.com)

- Rarity Farming SZN 1 distributed 1.4M GHST to 6500+ Aavegotchis
- New Ambassador Program garnered 600+ applicants in first month
- The Gotchiverse REALM Litepaper was published to wide acclaim
- GHST token listed on three more exchanges



### Community Minigames

[Aavegotchi.com/minigames](https://aavegotchi.com/minigames)



Gotchi the Gaatherer



Reverse Paac-man



Snaake



Sushi Vader



Tower Defense



## Introducing DROP TICKETS

The easiest way to win Aavegotchi NFTs

STAKE GHST



MAKE FRENS



GET DROP TICKETS



WIN NFTS

Aavegotchi DROP TICKETS are a new ERC1155 raffle ticket. Each ticket is one-time-use and offers an opportunity to win Aavegotchi NFTs. That's thanks to a whopping **20% of Haunt 2 Portals** and **20% of REALM Parcels in Presale #1** being raffled via DROP TICKETS! Stake GHST to earn DROP TICKETS and join the fast growing Aavegotchi Gotchiverse!

## JOIN RAFFLES, WIN PORTALS & PARCELS

1. Acquire Drop Tickets and enter raffle events

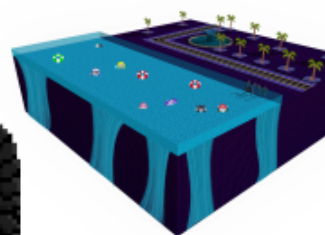


10k FRENS = 1 Drop Ticket  
Start making FRENS now at  
[aavegotchi.com/stake](https://aavegotchi.com/stake)

2. Raffle contract engages Chainlink's random number generator



3. Potentially win a Haunt 2 Portal or REALM parcel



All winnings are automatically distributed immediately following the raffle drawing.

[aavegotchi.com/stake](https://aavegotchi.com/stake)

ONLY ON polygon

# MOST LIQUID ASSETS

PROJECT NAME – ASSET TYPOLOGY	TOTAL VOLUME OF TRADES	PRIMARY	SECONDARY
Sorare – SOR	150 919	59%	41%
Ethereum Name Service – ENS	50 487	99%	1%
Art Blocks – BLOCKS	32 109	67%	33%
Axie Infinity – AXIE	16 233	69%	31%
Cryptokitties – CK	12 727	43%	57%
The Sandbox – LAND	10 796	41%	59%
Foundation – FND	9 989	99%	1%
GodsUnchained – CARD	6 228	76%	24%
Superworld – SUPERWORLD	3 354	100%	0%
Decentraland – DCLENS	3 003	92%	8%
Cryptopunks - C	2 625	17%	83%
Avastars – AVASTAR	2 557	83%	17%
SuperRare – SUPR	2 320	72%	28%
Makersplace - MKT3	2 129	86%	14%
KnownOrigin – KODA	2 014	86%	14%
F1 Delta Time - F1DTI	1 992	77%	23%
Hashmasks – HM	1 810	1%	99%
Decentraland – LAND	1 374	0%	100%
Cryptovoxels – CVPA	870	49%	51%
NFT Box - [NFT]	755	89%	11%
Megacryptopolis - MCPLv2	674	70%	30%
XY Network – XYOW	454	100%	0%
Unstoppable Domains – UD	416	72%	28%
Azimuth Points – AZP	414	73%	27%
Brave Frontier Heroes – BFHU	336	57%	43%

*Fig. 40 – Most traded NFT Tickers (typology of assets)  
and distribution between primary and secondary market – Q2 – 2021*

# ASSETS AVERAGE PRICE EVOLUTION OVER TIME




PROJECT NAME – ASSET TYPOLOGY	Q1 2021		Q2 2021			
	PRIMARY MARKET	SECONDARY MARKET	PRIMARY MARKET	% OF PRICE EVOLUTION	SECONDARY MARKET	% OF PRICE EVOLUTION
Sorare – SOR	\$ 251.39	\$ 181.38	\$ 241.66	-4%	\$ 162.06	-11%
Ethereum Name Service – ENS	\$ 72.16	\$ 1 908.02	\$ 51.41	-29%	\$ 855.22	-55%
Art Blocks – BLOCKS	\$ 173.24	\$ 1 429.75	\$ 273.75	+58%	\$ 1 654.44	+16%
Axie Infinity – AXIE	\$ 187.07	\$ 313.86	\$ 226.47	+21%	\$ 284.38	-9%
Cryptokitties – CK	\$ 177.20	\$ 146.10	\$ 69.35	-61%	\$ 106.27	-27%
The Sandbox – LAND	\$ 377.28	\$ 540.94	\$ 1 133.10	+200%	\$ 1 214.31	+124%
Foundation – FND	\$ 3 032.53	\$ 2 685.60	\$ 2 711.74	-11%	\$ 5 848.69	+118%
GodsUnchained – CARD	\$ 241.40	\$ 360.06	\$ 68.70	-72%	\$ 17 128.33	+4,657%
Superworld – SUPERWORLD	\$ 149.65		\$ 252.27	+69%	\$ 114.46	
Decentraland – DCLENS	\$ 42.89	\$ 1 045.68	\$ 102.55	+139%	\$ 380.24	-64%
Cryptopunks - C	\$ 35 936.50	\$ 39 616.42	\$ 61 527.38	+71%	\$ 66 760.58	+69%
Avastars – AVASTAR	\$ 278.05	\$ 872.61	\$ 353.62	+27%	\$ 367.82	-58%
SuperRare – SUPR	\$ 5 423.08	\$ 7 020.27	\$ 9 780.48	+80%	\$ 14 944.71	+113%
Makersplace - MKT3	\$ 1 547.74	\$ 1 776.57	\$ 2 677.18	+73%	\$ 2 122.53	+19%
KnownOrigin – KODA	\$ 719.30	\$ 1 854.80	\$ 830.39	+15%	\$ 3 730.01	+101%
F1 Delta Time - F1DTI	\$ 1 430.08	\$ 1 680.62	\$ 2 383.54	+67%	\$ 2 627.87	+56%
Hashmasks – HM	\$ 2 839.03	\$ 3 522.80	\$ 2 742.47	-3%	\$ 1 919.48	-46%
Decentraland – LAND		\$ 3 695.62			\$ 5 622.89	+52%
Cryptovoxels – CVPA	\$ 2 077.26	\$ 6 466.96	\$ 4 504.60	+117%	\$ 6 636.70	+3%
NFT Box - [NFT]	\$ 692.25	\$ 1 856.63	\$ 417.71	-40%	\$ 530.85	-71%
Megacryptopolis – MCPLv2	\$ 317.02	\$ 463.37	\$ 662.98	+109%	\$ 1 185.22	+156%
XY Network – XYOW	\$ 12.01		\$ 124.37	+935%		
Unstoppable Domains – UD	\$ 387.04	\$ 247.86	\$ 793.45	+105%	\$ 803.76	+223%
Azimuth Points – AZP	\$ 1 035.48	\$ 2 383.59	\$ 1 861.43	+80%	\$ 3 966.11	+66%
Brave Frontier Heroes – BFHU	\$ 100.98	\$ 42.68	\$ 55.72	-45%	\$ 52.95	+24%

Fig. 41 – Average price evolution of most traded NFT Tickers  
Q1 vs. Q2 2021 on primary and secondary markets


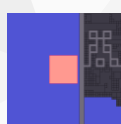



# MOST EXPENSIVE SALES PER SEGMENT IN Q2 2021

## Top #3 highest sales in Q2 2021 [Utility]

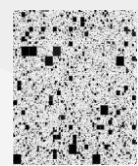
Project	Asset name / details	Sale date	Sale type	Crypto price	USD Price
 NFT fi	/	05.13	Primary	200,069 DAI	199 245
 NFT fi	/	06.30	Primary	50 WETH	108 010
 NFT fi	/	05.05	Primary	30 ETH	100 617

## Top #3 highest sales in Q2 2021 [Metaverses]

Project	Asset name / details	Sale date	Sale type	Crypto price	USD Price
 Decentraland	Estate #4247	06.17	Secondary	1,295,000 MANA	913 809
 Decentraland	Estate #4186	05.27	Secondary	759,361 MANA	703 922
 Decentraland	Estate #615	04.21	Secondary	301,000 MANA	412 370



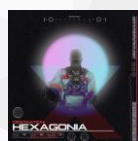
## **Top #3 highest sales in Q2 2021 [Art]\***



Project	Asset name / details	Sale date	Sale type	Crypto price	USD Price
Foundation	Dreaming at Dusk	05.14	Primary	2,224 ETH	\$5,454,382



Foundation	Stay Free (Edward Snowden, 2021)	04.17	Primary	500 ETH	\$2,017,740
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SuperRare	DESTINATION HEXAGONIA Don Diablo	04.09	Secondary	618 ETH	\$1,298,362
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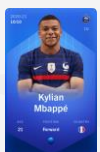
## **Top #3 highest sales in Q2 2021 [Sport]**



Project	Asset name / details	Sale date	Sale type	Crypto price	USD Price
F1 Delta Time	70th Anniversary Edition	05.31	Secondary	3,000,000 REVV	323 397

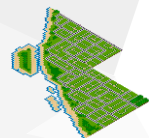


Sorare	Antoine Griezmann 2020-21 Unique	06.20	Primary	50.88 ETH	114 917
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Sorare	Kylian Mbappé 2020-21 Super Rare	06.20	Primary	40.94 ETH	91 261
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### **Top #3 highest sales in Q2 2021 [Gaming]**



Project	Asset name / details	Sale date	Sale type	Crypto price	USD Price
MegaCryptoPolis	Region #116	05.28	Secondary	30 ETH	75 269



Vegas City	/	05.30	Secondary	25 ETH	56 984
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Axie Infinity	FVCK_BUGXIE//	04.01	Primary	25 ETH	48 102
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### **Top #3 highest sales in Q2 2021 [Collectibles]**



Project	Asset name / details	Sale date	Sale type	Crypto price	USD Price
Cryptopunks	♾ #3011	04.27	Secondary	667 ETH	1 764 108



Cryptopunks	♾ #2066	05.02	Secondary	500 ETH	1 459 440
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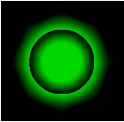


Cryptopunks	♾ #1190	05.18	Secondary	400 ETH	1 410 736
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## Top #3 highest sales in Q2 2021 [OFF-CHAIN & NON TRACKED SALES]

	Where?	Asset name / details	Sale date	Sale type	USD Price
	Sotheby's	CryptoPunks #7523	06.23	Secondary	\$ 11,754,000
	Sotheby's	Source Code for the WWW	06.30	Primary	\$ 5,434,500
	Sotheby's	<i>Quantum</i> Kevin McKoy	06.10	Primary	\$1,472,000



# **5** **QUARTER** **CONCLUSIONS**





# TRACK NFT MARKETS. ESTIMATE YOUR PORTFOLIOS VALUE

Since the start of 2018, NonFungible.com has been the benchmark for NFT Market Analysis and the only platform to offer real-time tracking of nearly 150 projects.

## Explore the market and discover projects

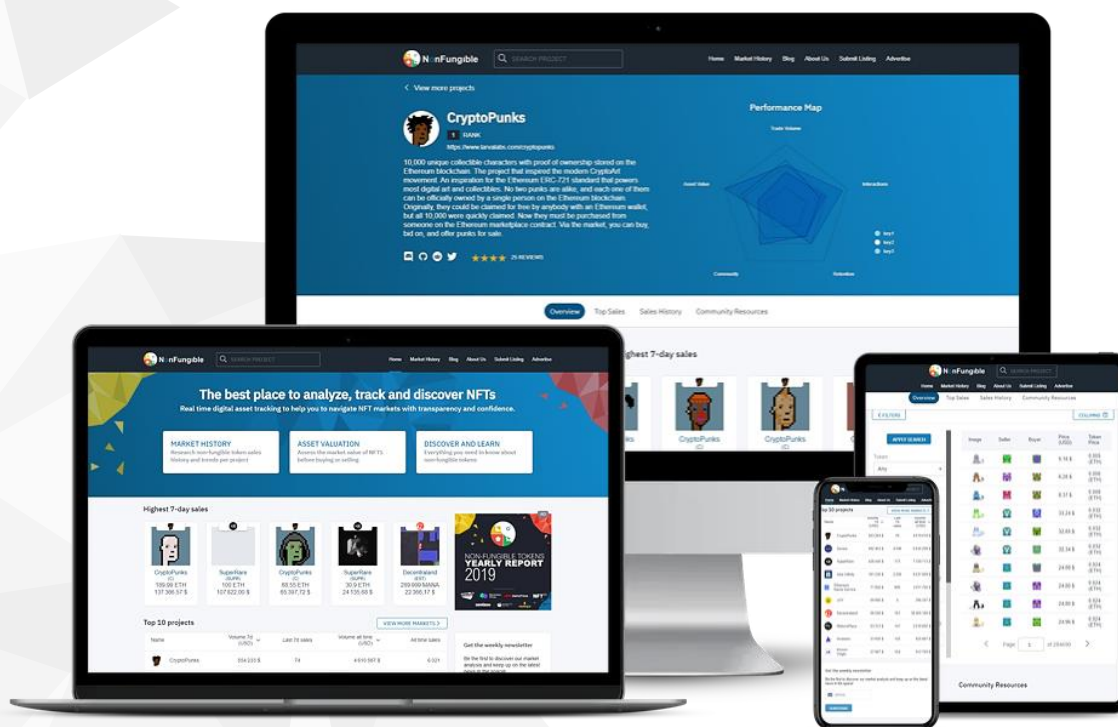
Do you want to understand the trends? Which segment performs best or projects that generate the most volume or even which Crypto-game has the biggest community?

Whether you are an experienced trader or just curious to discover new projects, here you will find all the resources necessary to enjoy your NFT journey!

## Value your assets!

With real-time sales tracking, you can track the rating of any asset, find the average price of tokens comparable to those in your portfolio, or easily research before buying your next Collectible.

Don't be fooled by over-speculation, buy your assets from an informed perspective thanks to the market history of NonFungible.com



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# QUARTER CONCLUSIONS

Do you know the greatest strength of NFTs?

This is an asset class that saw its development forged during the great “Crypto Winter” of 2018/2019.

Remember it? This is the period when all cryptocurrencies saw their value drop steadily until Bitcoin reached \$5,000 and Ether less than \$100.

During this bear market little by little, the NFT industry was busy building to the general indifference of most. The industry had time to prepare itself, grow, experiment and learn, waiting for that moment when the world would start to take an interest.

We have just gone through the first act in the mass adoption of NFTs.

So far, have they become mainstream?

Not yet, there is still a long way to go and millions of experiences, failures, successes and iterative progress to be made, but the prospects for the NFT Universe is more than bright..

Are NFTs a bubble?

These years of hard work on the part of several thousand people from around the world has predicted this is a far stronger underlying trend than merely some temporary hype.

So, get ready..!

NFTs are in a rising tide, we have only just experienced the first wave and are now in a state of reflux, normal, predictable, healthy. The next wave will be stronger, more powerful and will bring new stakeholders and use cases with it and onwards we go..

Whether you embarked three years ago or three weeks ago, welcome to this incredible adventure that we all participate in building day after day.

*Welcome aboard and enjoy the ride!*



NonFungible.com is the world's leading platform in NFT data and market analysis.

Each year the NonFungible.com market research team publishes an annual report covering different industry dimensions of this emerging class of digital assets: Non-fungible tokens.

These quarterly reports are your invitation to discover the asset class that has the potential to massively impact society over the next decade.

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