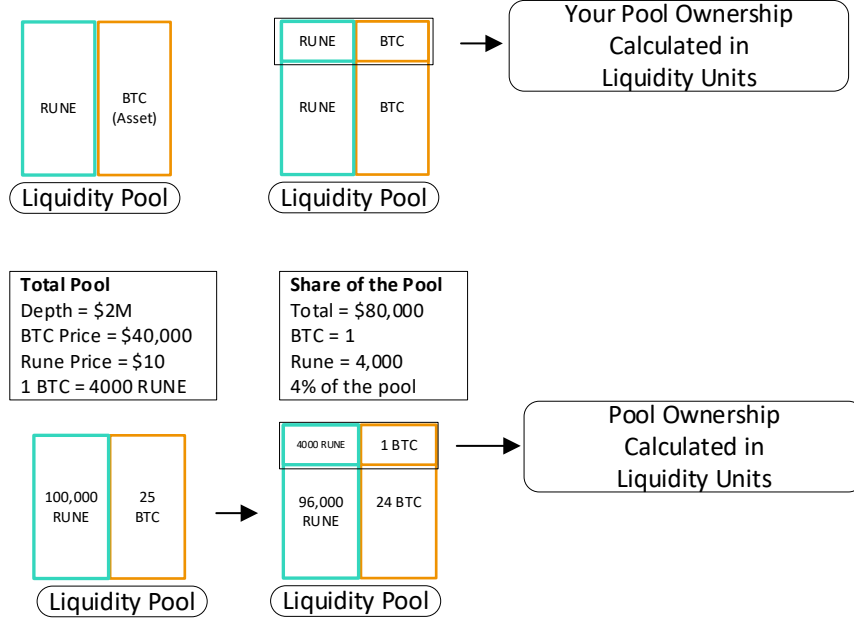
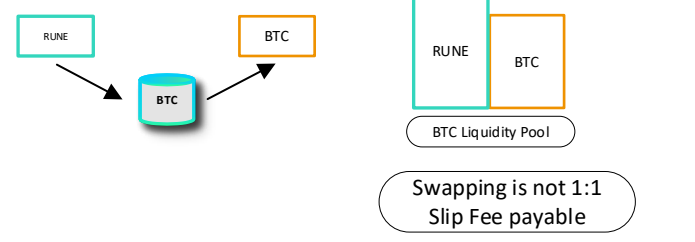


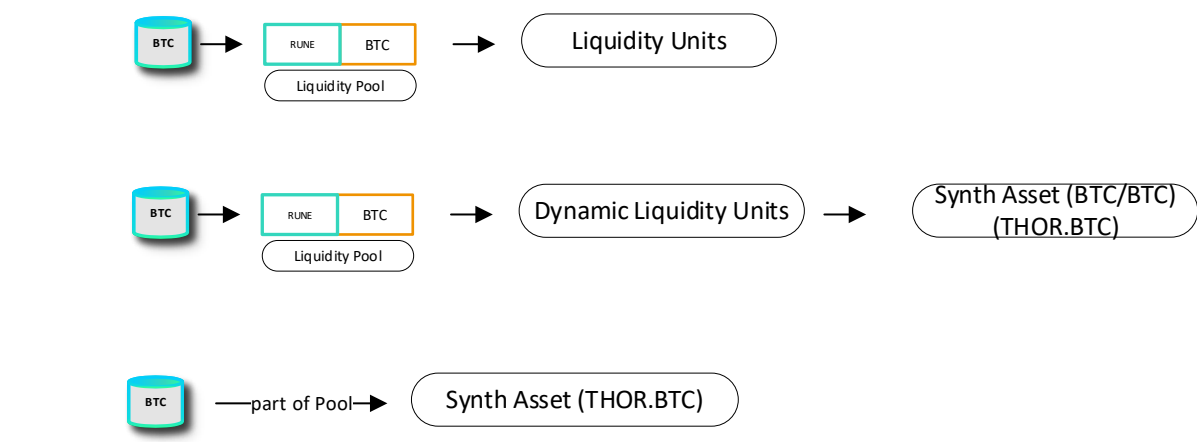
**Quick Revision**



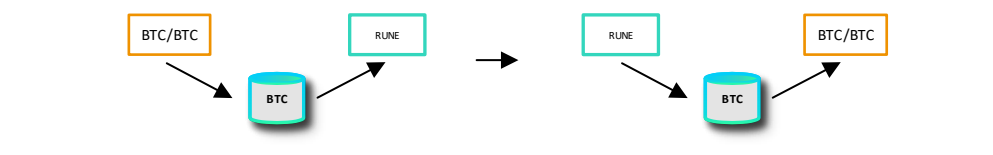
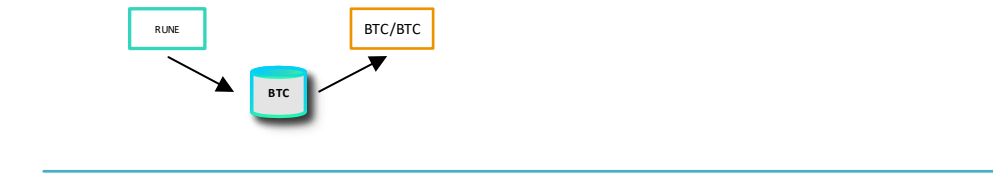
**Reminder about Swap & Fees**



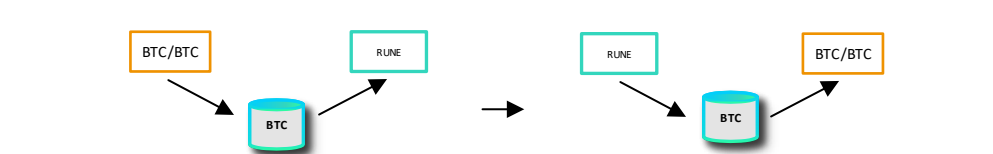
**How Synths Work - Overview**



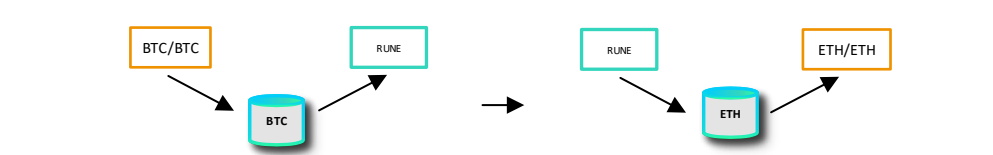
**Minting**



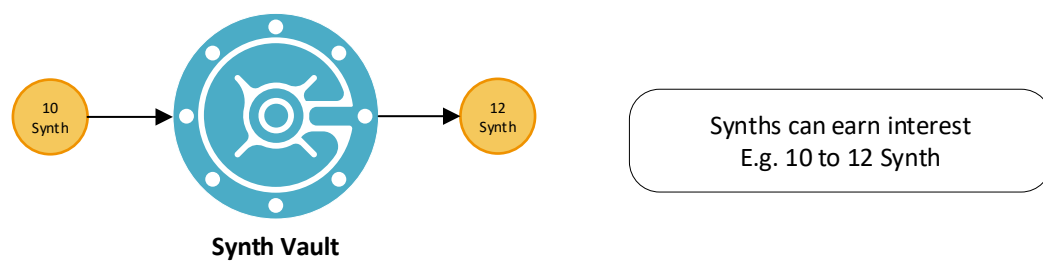
**Redeeming**



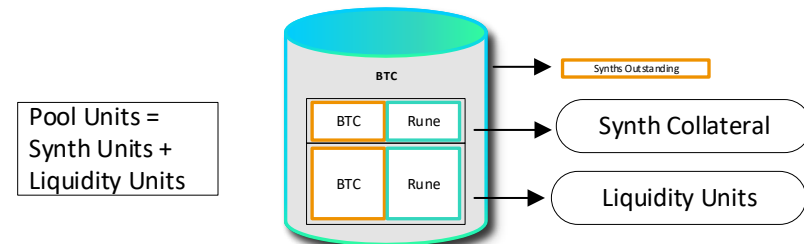
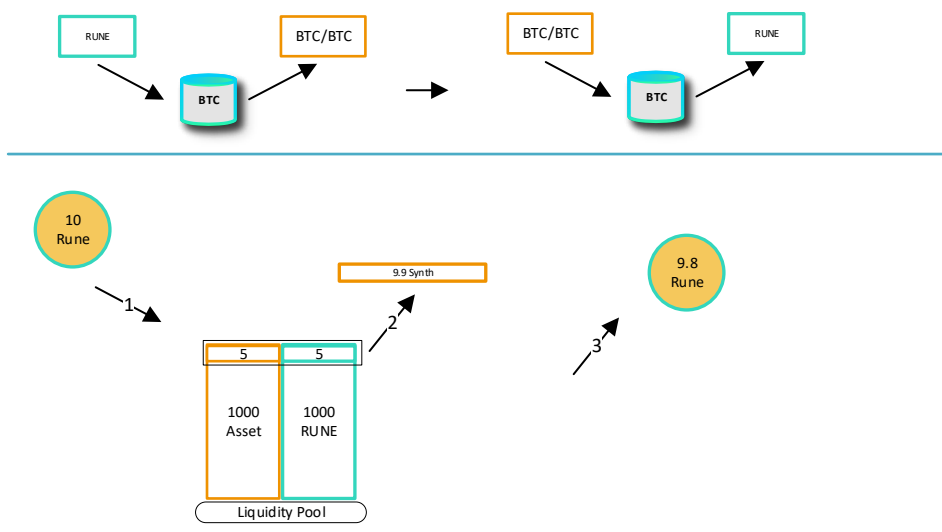
**Synth Swap – BTC/BTC to ETH/ETH**



**Synth Vault**

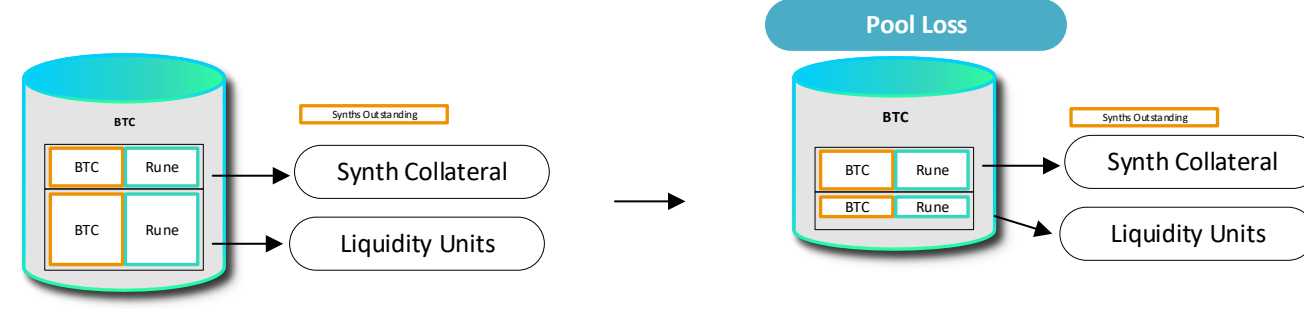


**Minting, collateral and redemption**



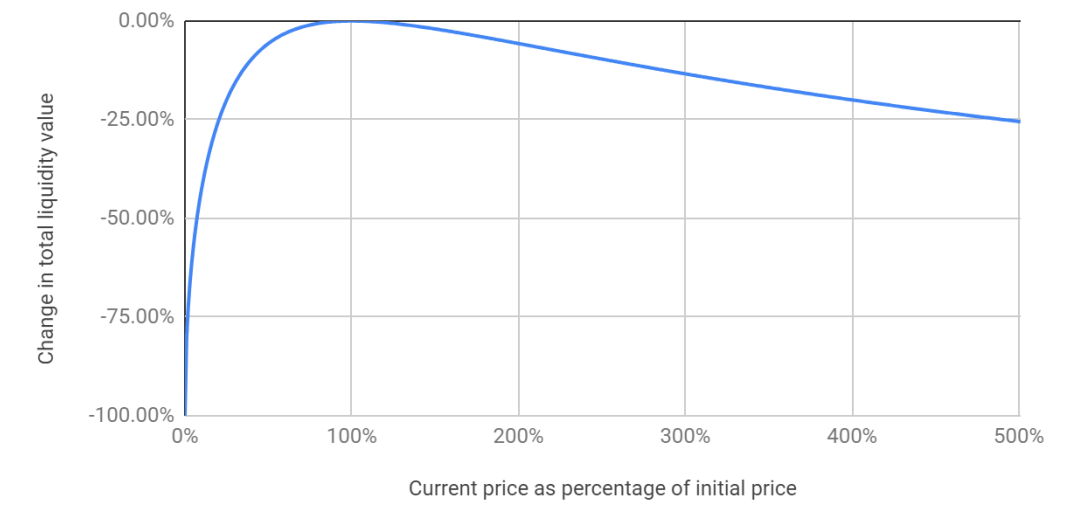
**Why No Impermanent Loss?**

"Synths are not subject to IL simply because the protocol honours the redemption value of the collateral, not the units behind them, which actually change dynamically"



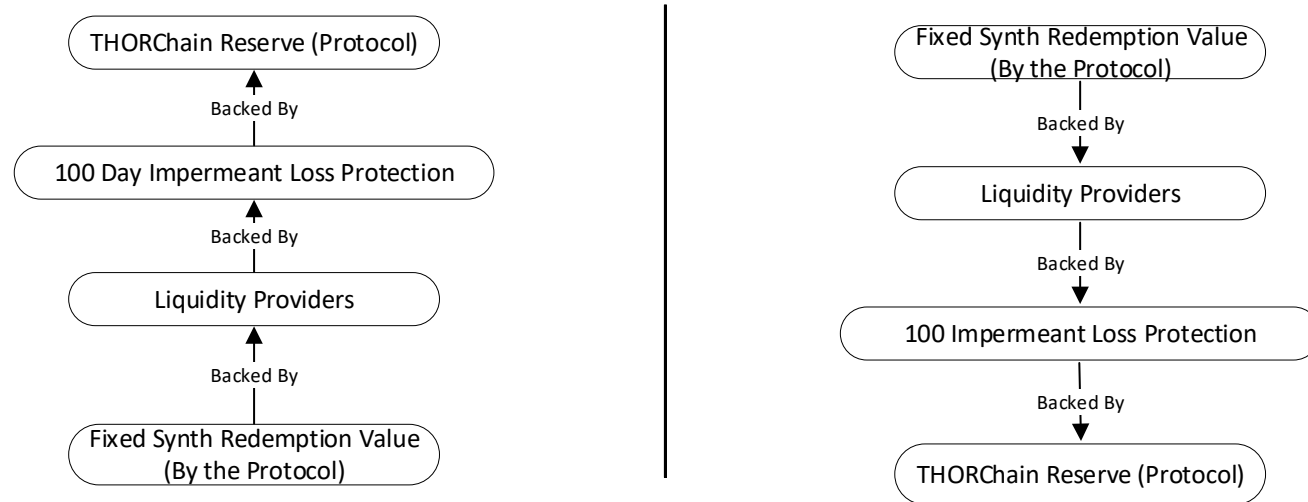
**Losses to liquidity providers due to price variation**

Compared to holding the original funds supplied

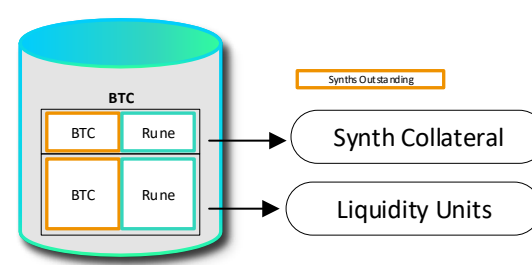


Credit: <https://tokentuesday.substack.com/p/eliminating-impermanent-loss>

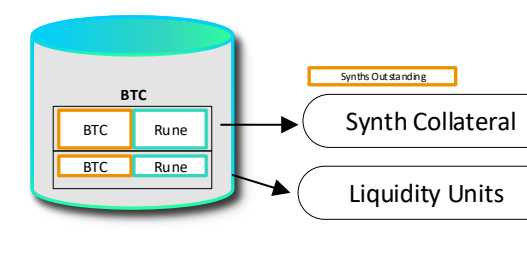
**Synth Risk Chain**



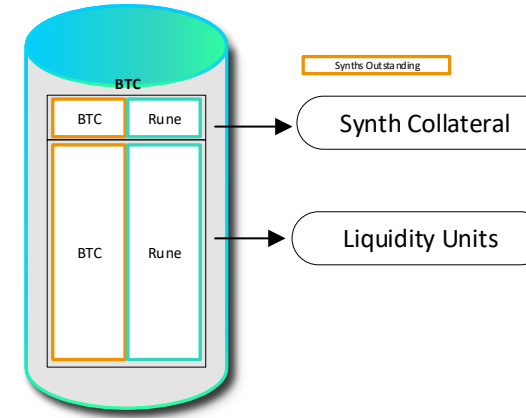
**Pool Start**



**Pool Loss**



**Pool Gains**



**Transaction Fees**

Asset in – no Change – 1x Tx Fee  
Asset out – no Change – 3x Tx Fee

Synth In – 0.02 RUNE  
Synth Out – 0.02 RUNE  
Synth Swap – Inbound + Outbound = 0.04 Rune

Synths transactions are native THORChain transactions.

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