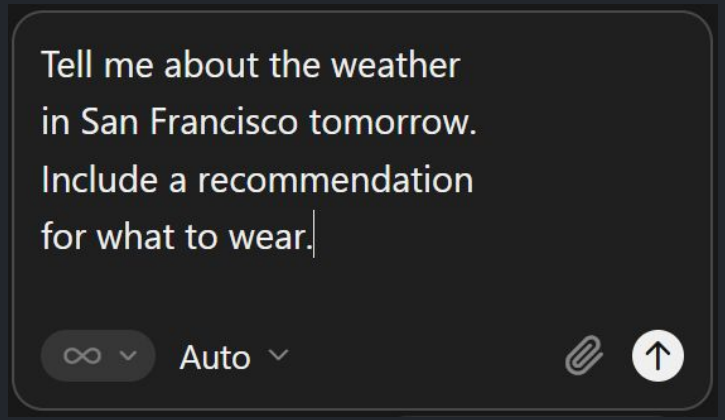

EMBODIED AI. DIGITAL EMPLOYEES.
SOUL AGENTS

Today, AI is a prompt

TYPE / WAIT / READ / REPEAT



Chat boxes

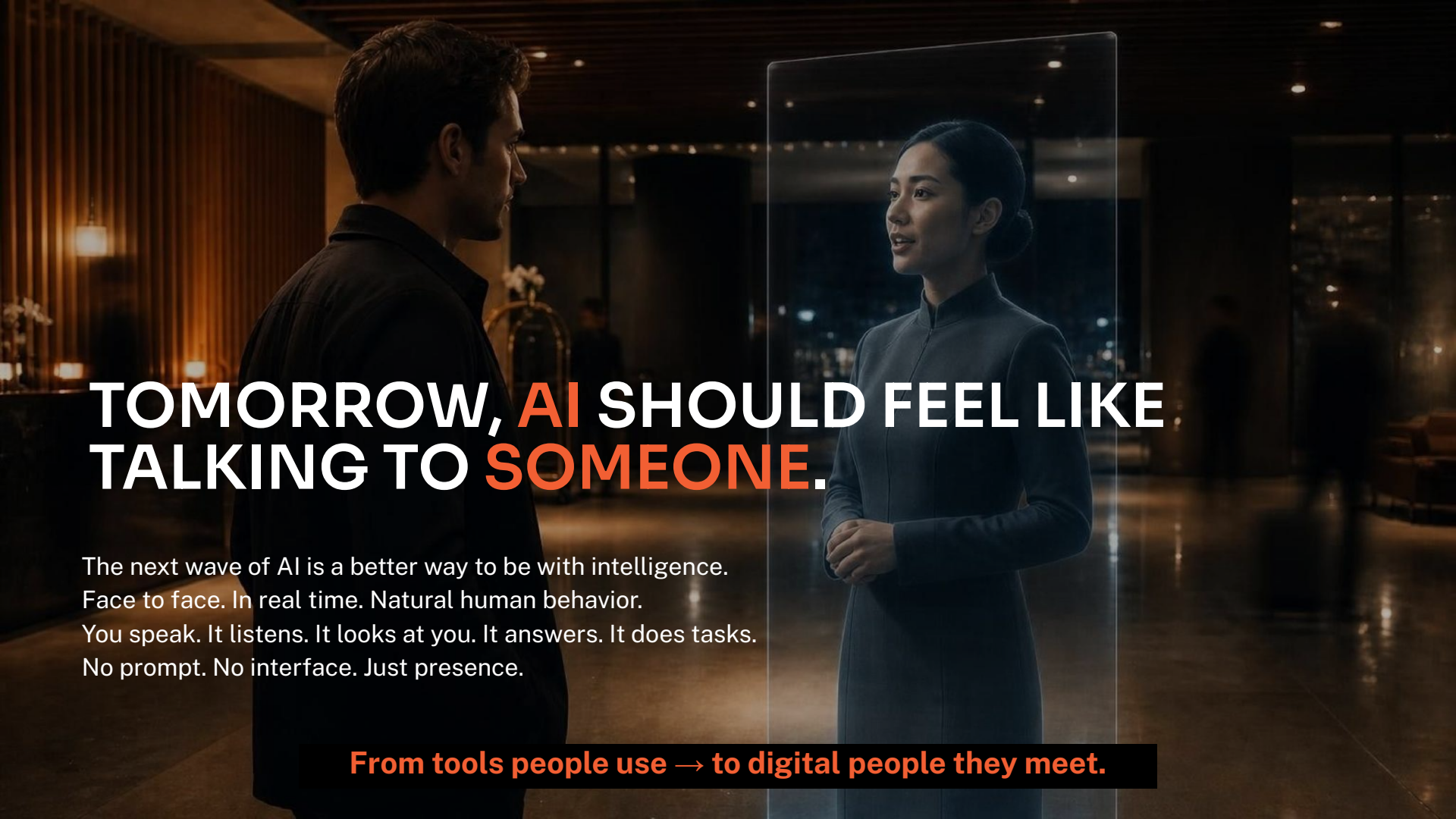
ASK / WAIT / LISTEN / REPEAT



Disembodied voices

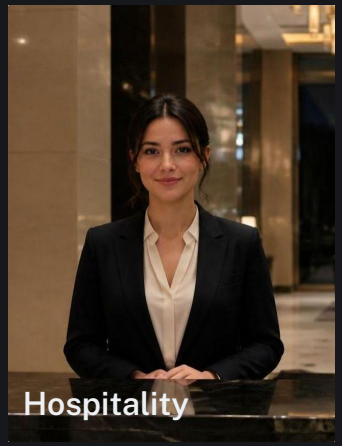
AI got smart. Interaction did not.

Powerful, yet unnatural. Easy to ignore.


TOMORROW, AI SHOULD FEEL LIKE TALKING TO SOMEONE.
The next wave of AI is a better way to be with intelligence.
Face to face. In real time. Natural human behavior.
You speak. It listens. It looks at you. It answers. It does tasks.
No prompt. No interface. Just presence.
From tools people use → to digital people they meet.

Where does it live?

Every place people expect a person.



receptionist, concierge, guest guide



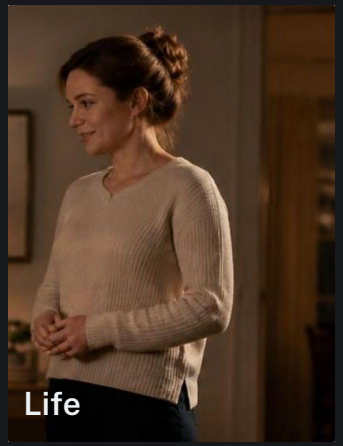
tutor, language coach, trainer



branch advisor, onboarding, wealth concierge



museum guide, exhibit host



a companion that is actually there

The company that owns how people actually meet AI will own the interface layer of the next decade.

One platform. Many roles. Same presence.

We are creating digital employees

We are not selling cheaper software.

Human interaction is already a market — it is called payroll.

~$45,000 – $75,000

One service employee, fully loaded / year

~$180,000 – $300,000

One seat, covered 24/7 requires 4–5 people

30–35%

Hospitality labor / of hotel operating cost

~366 million

Travel & tourism jobs worldwide / and millions of roles already unfilled.

Every business that cannot staff a person can now staff a presence.

The unit of value – interaction

AI is priced as infrastructure:

`TOKENS / API CALLS / COMPUTE`

That is not how people experience value.

> We do not price compute.
> **We price interaction.**



An interaction is a completed experience.

Value is tied to outcomes. A check-in. A lesson. A bank question. A tour. A moment of company.

Three ways to buy presence

1. LICENSED

Enterprises run multiple Soul Agents on their infrastructure. Predictable annual platform. Private.

Typical: $50,000 – $250,000 / year

Control

2. EMBEDDED

Partners put a digital employee inside their device, kiosk, or product. We become the presence layer they ship.

Typical: $50,000 – $150,000 to embed, then per device as they scale

Distribution

3. SAAS

Hosted agents for teams that want to start fast. Subscribe. Deploy. Grow.

Typical: $99 – $499 / agent / month

Scale

Start where control matters. Scale through products that already ship. Open platform when the category is obvious.

Where are we? Built. Proven.

PoC — done.

We proved embodied, real-time presence.

MVP dev and the first commercial contract in signing.

That contract funds the next 12 months.



Paid client demo — done.

A customer paid to see it in its environment.

Next 12 months

Team expansion. Sign the next clients. Pitch investors. Turn one digital employee into a company.

PoC > Paid client demo > MVP > First commercial contract > Runway next 12 months > Expansion

Team



NIKOLA KUDUS
FOUNDER

Former Director of Engineering at Epic Games. The person who helped the world create digital humans is now making them employable.



DARKO SUBOTIN
UE EXPERT

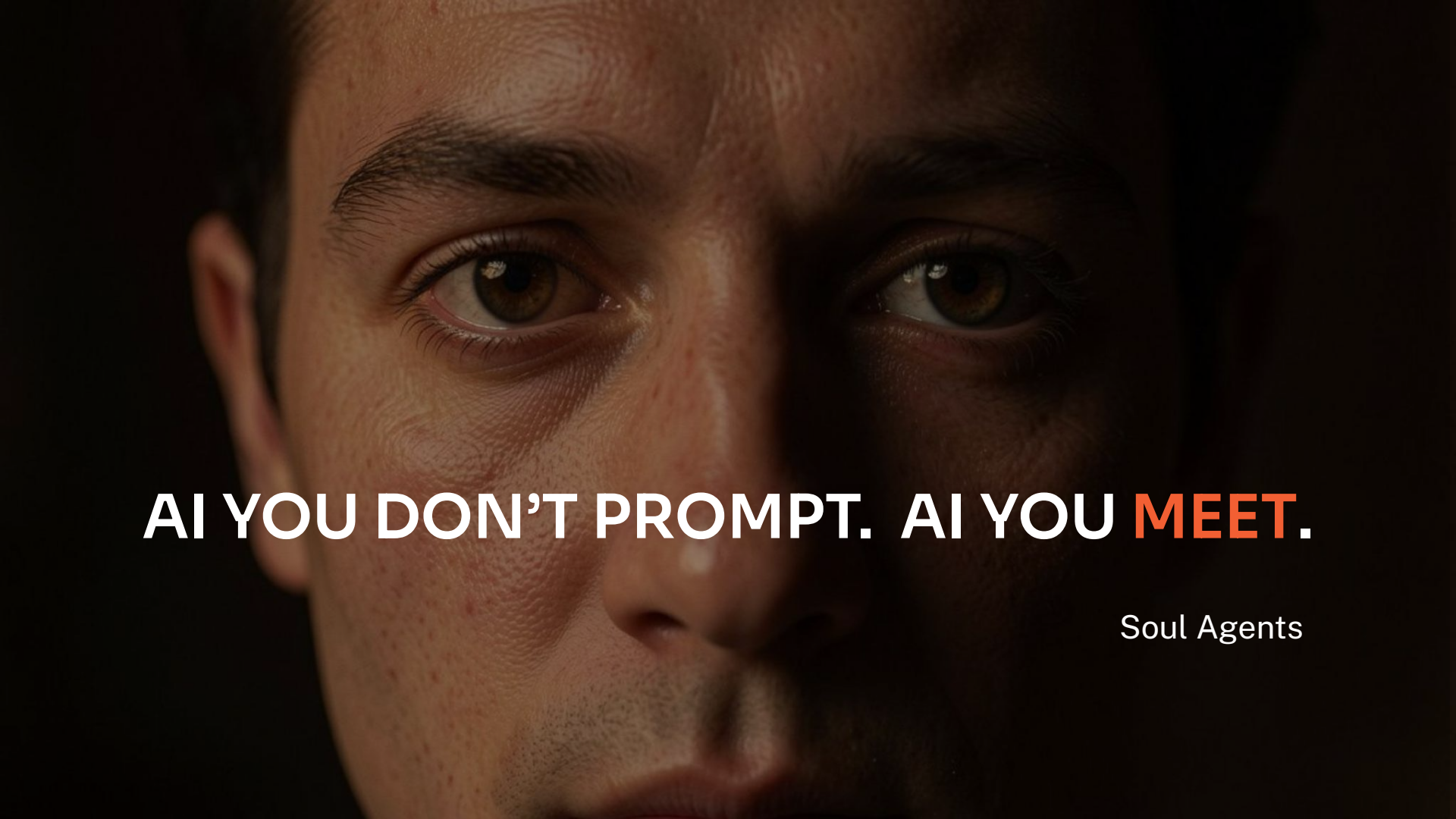
Associate Professor at the Faculty of Dramatic Arts, Belgrade. Authorized Unreal Engine instructor with 13+ years in CG. Works with Epic's 3Lateral/MetaHuman team.



TAMARA JOVANOVIĆ
PROFESSOR OF PSYCHOLOGY

Author of over 70 published scientific papers, 4 monographs, and a practicing REBT therapist. Ensures Soul Agents communicate and connect in ways that feel genuinely human.

Collaborators in place: visual art experts, behavioral scientists, programmers. Team expansion next.


AI YOU DON’T PROMPT. AI YOU MEET.
Soul Agents