

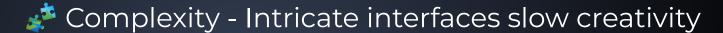
3D Workflow Automation with AI Models



>> Problem - Building 3D Models









Resource Limits - Budget & hardware restrict advanced tools



Time-Consuming - Lengthy workflows hinder rapid iteration



Hardware Strain - Complex software impacts hardware performance

>> Solution

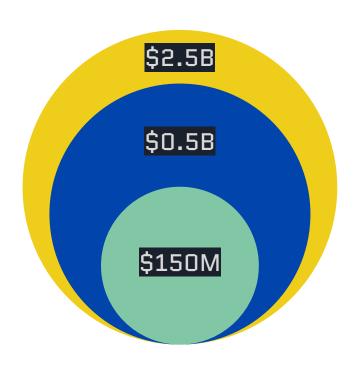


Cost Effective

Faster Iterations

Efficient Collaboration

>> Market



TAM 2.5B (Total Addressable Market)

Professionals, hobbyists, students, and enterprises across various industries such as gaming, architecture, film, product design, and more.

SAM 0.5B (Serviceable Addressable..)

Designers, artists, developers, and teams seeking an accessible, efficient, and collaborative 3D modeling solution.

SOM 150M (Serviceable Obtainable ..)

Individual freelance designers, small design studios, independent game developers, educational institutions, and emerging tech startups.

>> Team











Andrea De Cosmo

<u>Technical Product</u> <u>Manager</u>

Kshitij Parashar Muhammad Shehata

Tech Founder, Edukai

Tech Founder, Tin.network

>> Team - cont.



Tayyab Zain

Senior Backend Engineer



Aqsa Ashfaq

Software Engineer



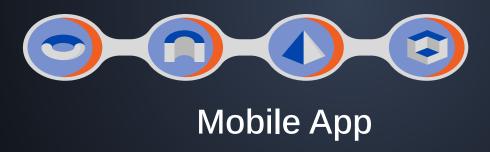
Avi Nav Rao

Founder, 5-Dee Studios

>> Product Roadmap

AI-Driven Textures

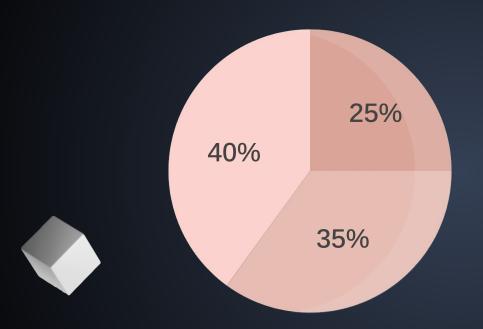
AR/VR Integration



Real-time Annotations



>> Revenue Streams





\$10/m for individuals \$150/m for studios

Enterprise Solutions

\$800/m avg for Enterprises

Asset Marketplace

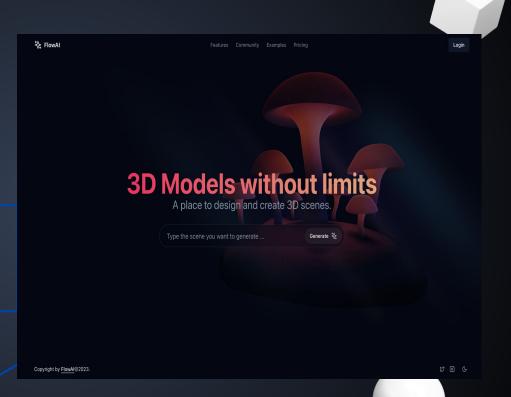
15% platform fee per transaction

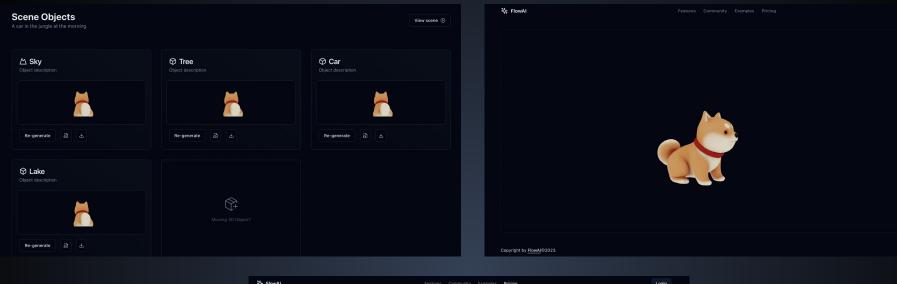


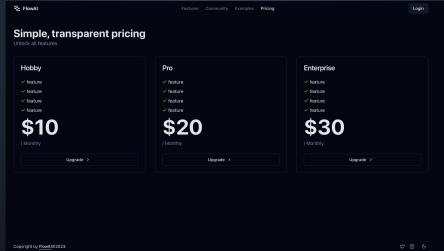


>> Working Demo

See Flow AI in Action: Unleash Your Creative Vision





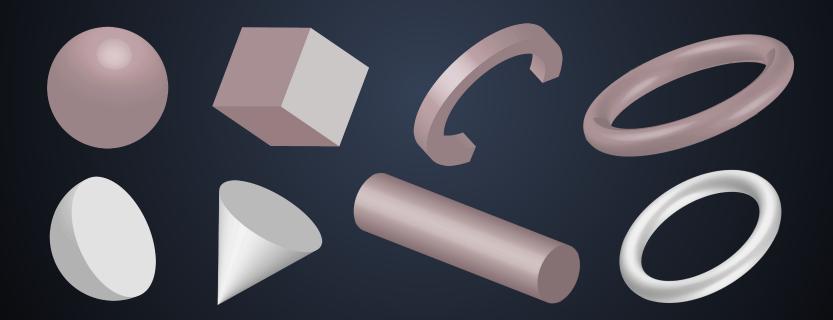


>> Thank you

We are just getting started 🖋 🌟

>>> Appendix

Let's Go Already 🤲 🎉



>> Personas & Pain Points

anna smith

moe james

emily brea liam doe

Freelance Game
Developer

Architecture

Student

Small Design
Studio Owner

Product
Visualization Artist

Complexity
Overwhelm: Intricate
interfaces of 3D
software bewilder her

Learning Hurdles:
he grapples with
complex 3D software,
impacting academics.

Cost Constraints High software costs strain Emily's small design studio. Time-Consuming
Iterations: lengthy
visualizations
iterations stifle him

Resource
Constraints: hardware
limits her access to
high-end solutions

Limited Access:
Lab hours & licenses
restrict his practice &
experimentation.

Remote Collab:
She struggles to
collaborate on 3D
models in real time.

Language Complex software hampers Liam's hardware, affecting efficiency.