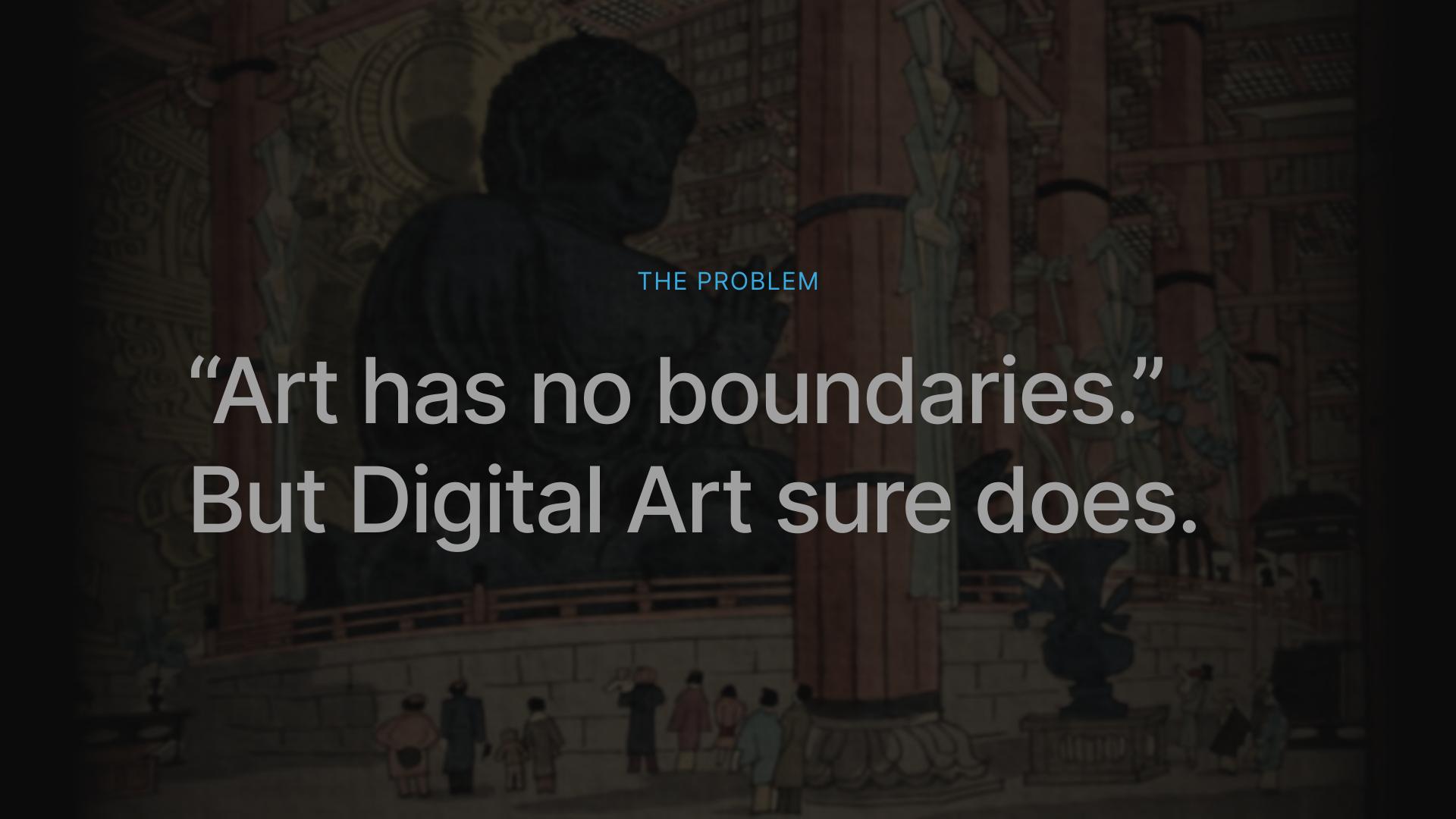
### SSOLCODES Pitch Deck

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### **CURRENT STATE**

Current NFTs assume that static content (images, videos, 3D content) could suffice & sustain a Digital Art ecosystem



### What?

• Existing NFT platforms only support JPEG, PNG, MP4, MOV, etc formats i.e. all content is static

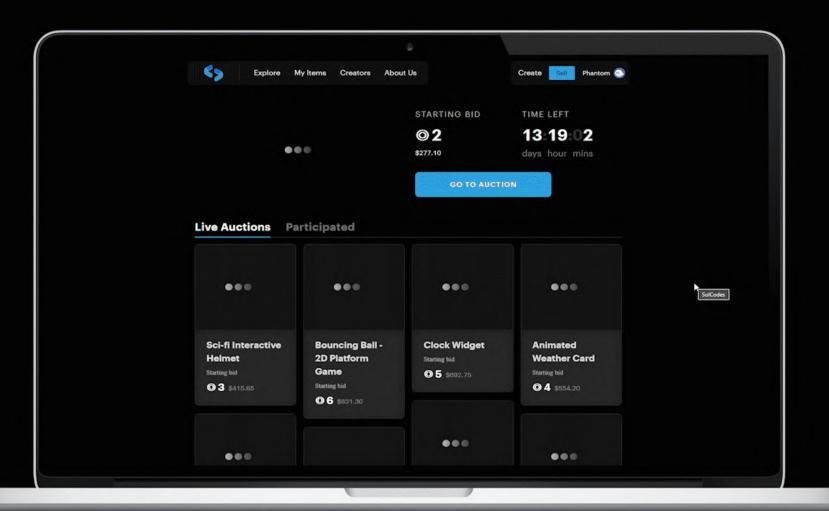


### Why?

- Pushing the Digital Art boundary is necessary to usher towards a new era of art forms
- Dynamic, Programmable
   NFTs can pave the way for next generation Digital Art



## To empower the next generation of artists and *Elevate Digital Art* with Programmable NFTs.



### Solution

A Digital Art marketplace where artists can sell Programmable HTML art and collectors can buy, share or resell the same.

### **Product Stakeholders**

**Digital Artists** 

**Software Developers** 

**Hobbyists, Art Collectors** 







- Can envision new forms of art
- Can express their life, experiences or ideas in more ways

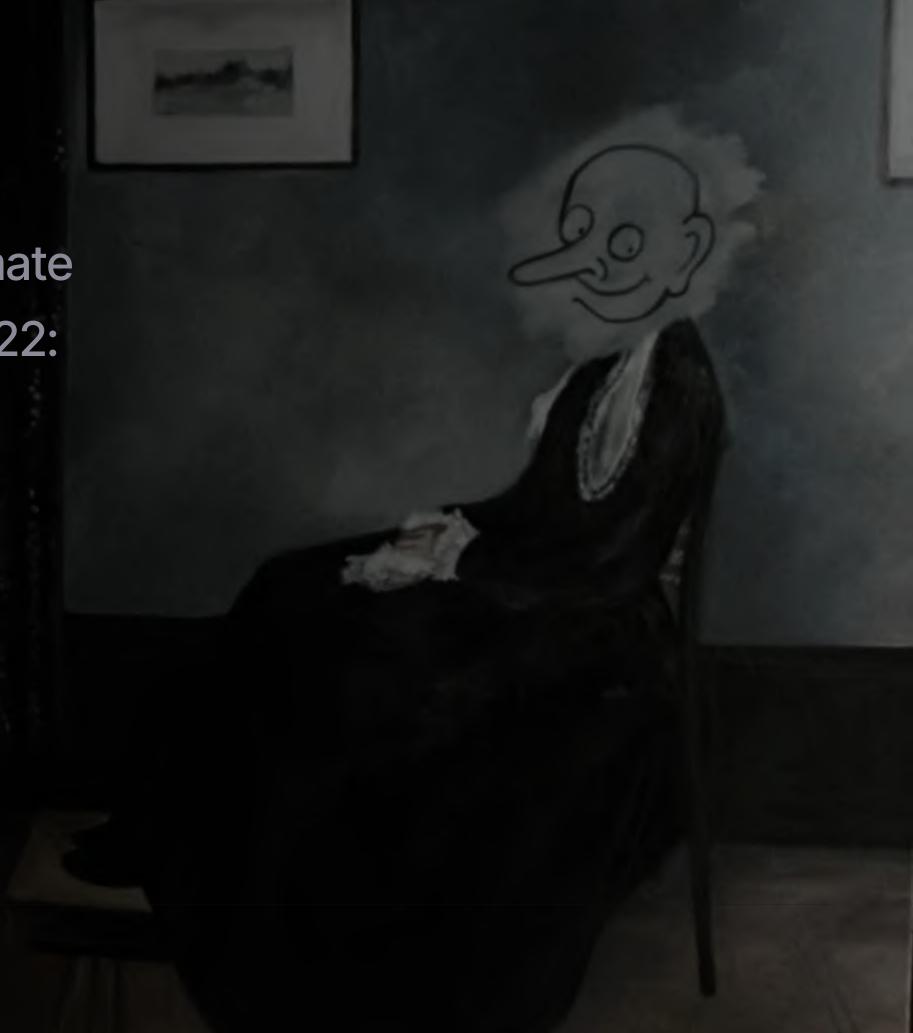
- Can express their skills in an art-form
- Can help push the boundaries of Programmable NFTs

- Can own or collect complex,
   variable and dynamic Digital
   Art
- Can resell pre-owned NFT assets

### Market Analysis —

According to our Market Analysis, we estimate and forecast the following by end of Q4 2022:

- Approx. 225 active artists
- Approx. 280 gross sales
- \$20,000 in avg. monthly revenue
- \$2800 in avg. monthly profit



### Financial Estimates & Projections —

With our projections, we also estimate that we need:

- ~100K USD as a seed fund
- With a burn rate of ~6666.67 USD a month
- And 15 months of runway
- To break-even by early Q3 2022

### **Business Model**

Platform Fees 15% Minting Charges Artist creates Digital Art 10% Sale Charges Artist sells Digital Art 5% Resale Charges Collector resells Digital Art

### Competitors



Foundation.app

Supports Images, Videos and 3D files



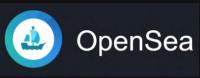
Async.art

Supports Images as Layers with change-able states



Rarible

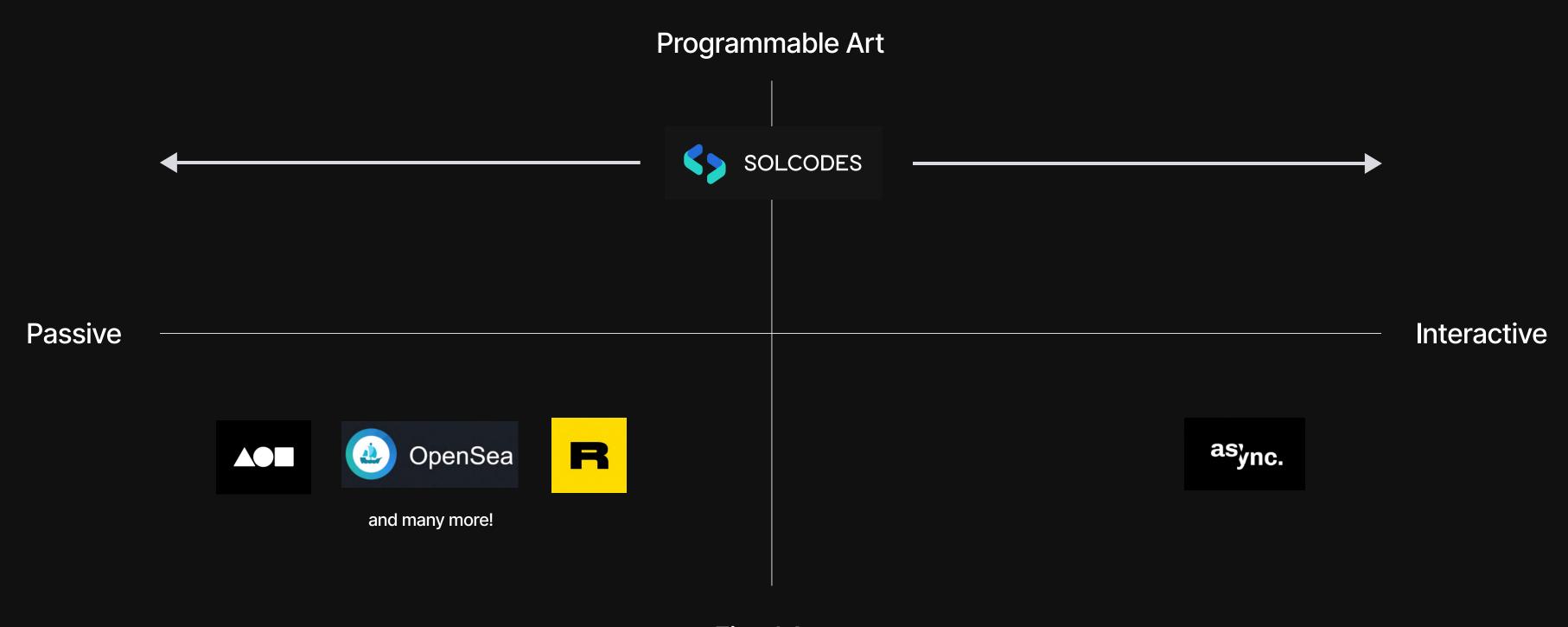
Supports Images, Videos and 3D files



OpenSea

Supports Images, Videos and 3D files

### Competitive landscape



Fixed Art

### Our team has years of experience across diverse industries



Aditya Mulgundkar

Tech Lead @ WedEasy.in;

Ex VC-Tech @ GuildCap.com



**Divij Bharadwaj**Software Dev @ Drip Capital



Pulkit Mahajan
Survey Scripting (Insights) @ Kantar.com



Marmik Thakkar

Product Dev @ GetKarma.co.uk



**Siddharth Gaba**Graphic Designer



Sandesh Gupta
SDE-1 (Infrastructure) @ OLA

### Go-to-market strategy

Q4 2021 Q2 2022 Q4 2022

### Minimum viable product

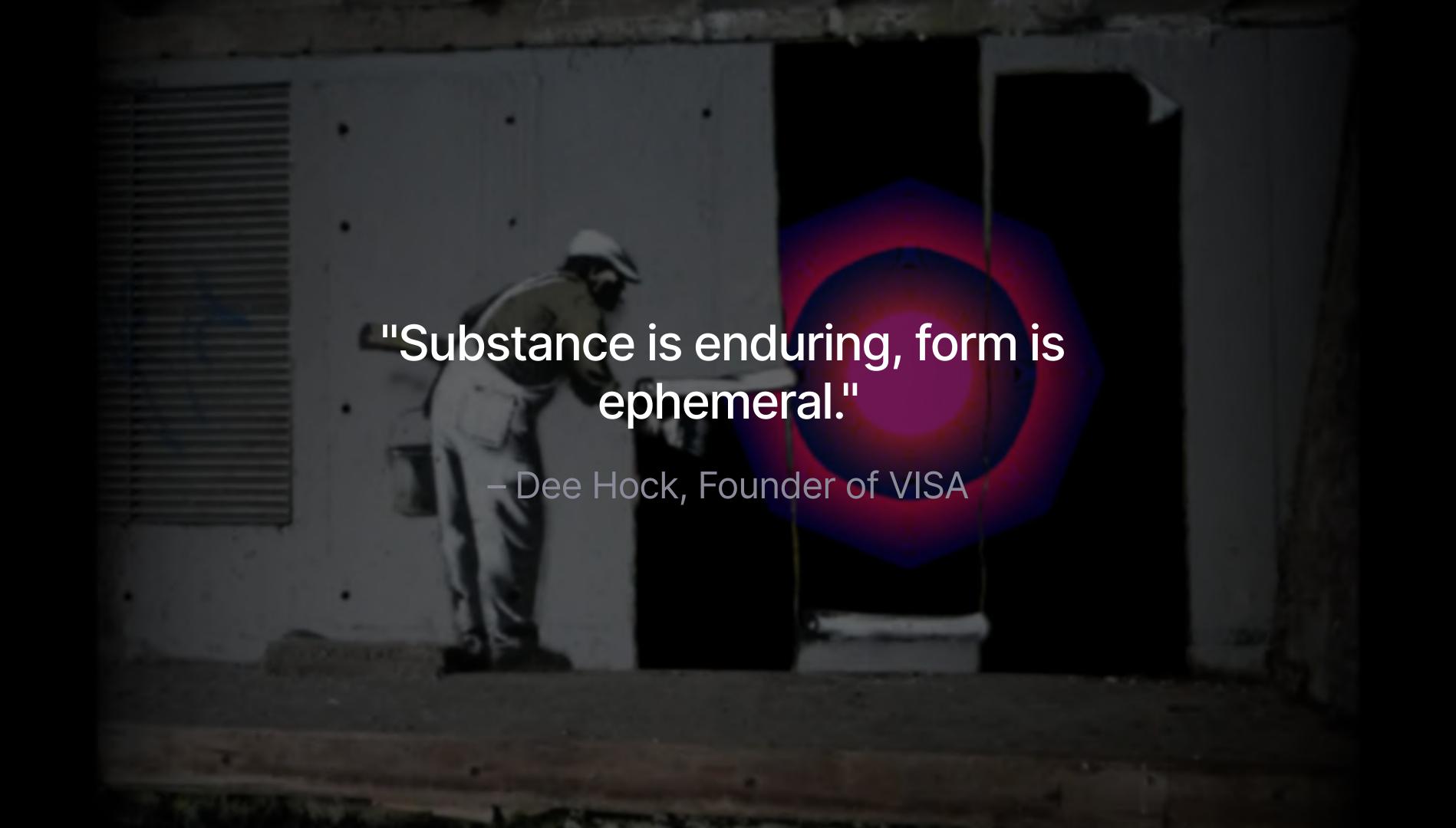
Polishing the Prototype and releasing the MVP with suitable Digital Artists on-board the platform.

### **Break-even**

As per our projections, we would breakeven around Q2-Q3 2022, and start generating profit thereafter.

### **Growth Hacking**

At the end of our seed burn, we estimate that we can start investing in (the platform's) growth.



Discord https://solcodes.com/#/discord

# Thank You



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