

VISIONAIRE

Your Imagination. Amplified



Vishakh. A



Maya L. S.



Rudra B.

My name is Vishakh. I'm 14, and I live in Portland, Oregon, in the Pacific Northwest. I've drawn for as long as I can remember, whether that be on paper, or on a wall. I also have been coding AI for about 2 years now.

Hi! My name is Maya. I'm 13 and I live in Miami, FL. I started taking digital art in school in 6th grade and ever since I've loved working on my computer using different resources, such as AI, to help me create art.

Hi! My name is Rudra. I'm 13 years old and I live in Dallas, TX. I've been fascinated with Ai for a very long time, and I've been trying to use it to achieve my goal, which is to help as many people as I can.



THE PROBLEM

WHAT ARE WE TRYING TO SOLVE

Many artists around the world have trouble expressing their ideas into art, and also have trouble perfecting their thoughts. Many applications generate an artwork for an individual, not actively aiding them and improving them. The final result may not be what the artist had in mind, and may slowly diminish creativity, as this software becomes ever the more popular.

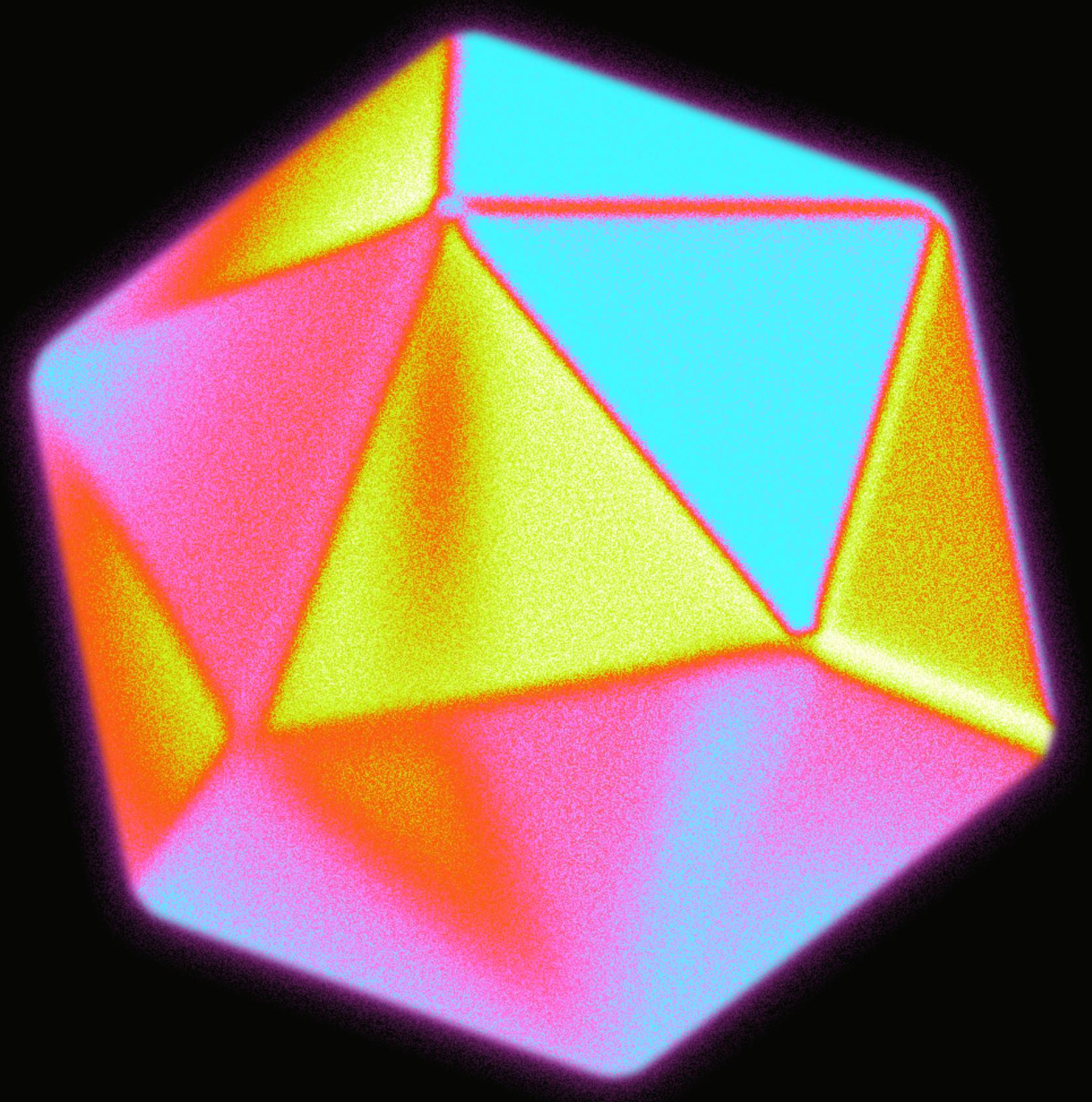
VisionAlre fixes this problem.

WHAT WE'RE DOING

OUR PRODUCT AND ITS USE

Many artists across the globe have troubles expressing their art, whether it be cognitive issues, or having artist's block. This is where VisionAlre comes into place.

VisionAlre is an AI Assistant and Co-Creator for your imagination to help you express your art. It suggests better compositions, adds lighting and texture references, generates thumbnails in your style, writes prompts for extra details, improves your cognitive abilities, and provides ideas for new pieces of art that correlate to the topics you cherish.



HOW WE USE AI

TYPE OF MODEL

- VisionAlre uses transformer-based models for text and vision, along with diffusion models for image generation. These provide high-quality, style-aware suggestions and creative outputs.
- We'll train the model using a mix of publicly available image and text data, art-focused datasets, and opt-in user contributions. Data will be sourced ethically from open platforms and partnerships, ensuring quality, diversity, and legal compliance.

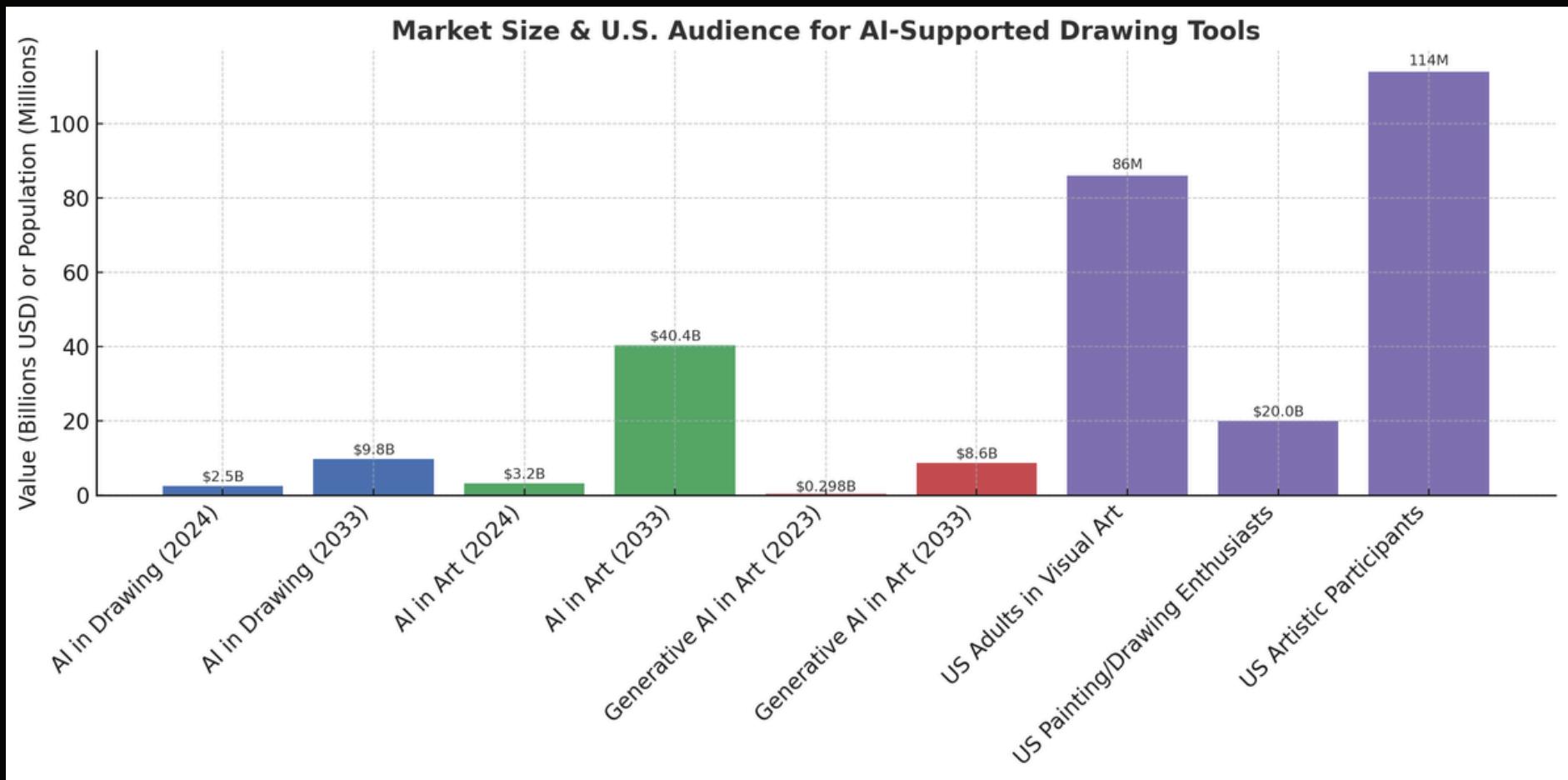
PRIVACY AND ETHICS

- We will be using customer data, but only the information provided voluntarily to enhance their artwork and be used for training purposes, with their permission, of course. The model will be studying the users' ideas and common themes in their work and suggest enhancements based on their previous data. This data will not be shared publicly for commercial purposes.



ESTIMATION OF MARKET

SIZE



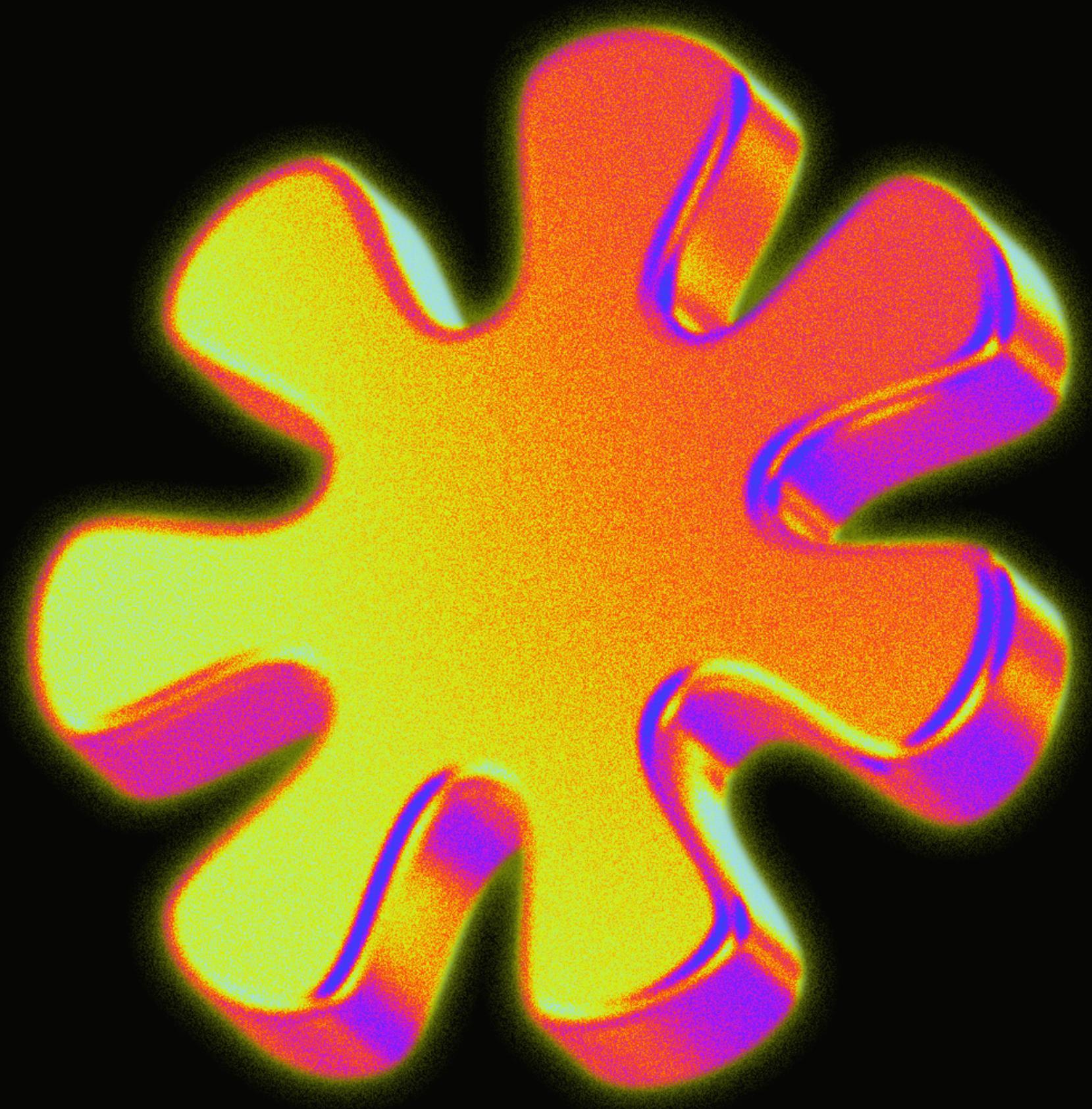
The market for AI-assisted creative tools—particularly non-generative solutions that provide drawing tips and thumbnail guidance—is expanding rapidly. According to Verified Market Reports, the AI in Drawing market was valued at \$2.5 billion in 2024 and is expected to reach \$9.8 billion by 2033, growing at a compound annual growth rate (CAGR) of 16.5%. From Market.us and ArtSmart.ai, the broader AI in Art market is projected to grow from \$3.2 billion to \$40.4 billion over the same period, with a CAGR of 28.9%. Additionally, data from WorldMetrics shows the Generative AI in Art segment could reach \$8.6 billion by 2033. On the user side, according to UptownCraftWorks, about 33% of U.S. adults—roughly 86 million people—engage in visual art as a hobby. From Start.io, around 20 million Americans are specifically interested in painting and drawing, and data from the Pew Research Center indicates over 114 million have participated in some form of artistic activity, including drawing. Together, these figures point to a substantial and growing user base for supportive, AI-driven creative tools.

BUSINESS MODEL

Freemium Model & Advertising Model:
When a user is not logged in, they can use the free resources up to a certain extent with pop-up ads. When a user is signed in but doesn't own a subscription, they can use the free resources with no limit, with pop-up ads.

Subscription Model:
When a user can decide to pay \$10.99 a month or \$90 a year, with the subscription, users have access to more tools with no ads.





COMPETITION

WHO IS ALREADY DOING THIS?

Open Art:

- Geared towards professional artists
- Many complicated tools that may confuse recreational users

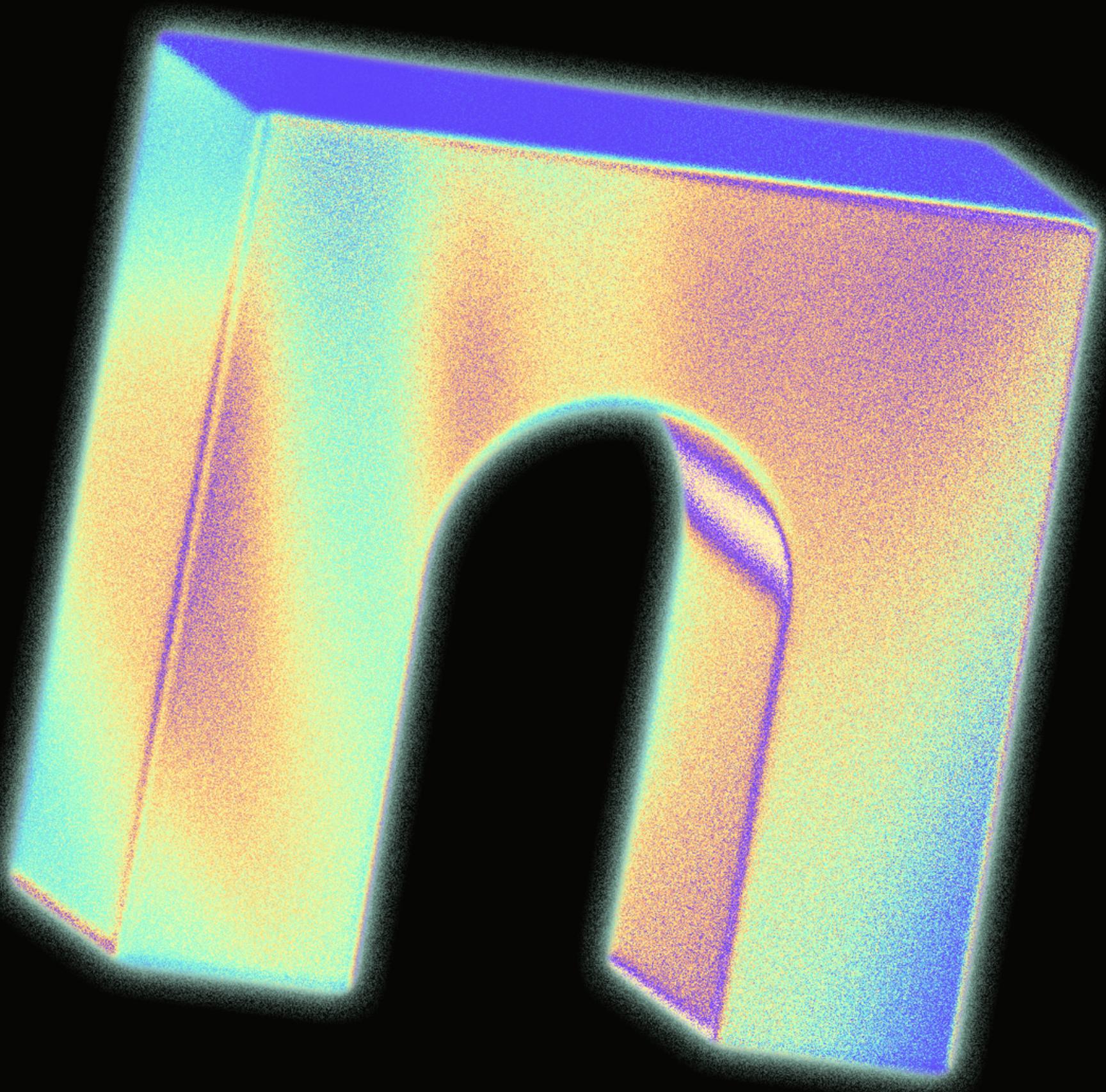
Adobe Photoshop (Firefly AI)

- Expensive
- Difficult to use
- Hard to express exact feelings
- Instead of editing

WHY WE STAND OUT

VisionAlre:

- Geared towards artists of all skill levels
- Easier to use for recreational users
- Not as expensive as competitors
- Assists artists in all ways
- Helps, doesn't take over



Purpose for funding

We're seeking \$100K for 10% equity , putting us at a 1 million dollar valuation. to speed up making VisionAlre's first version and prepare for exponential growth. About 40% will pay for powerful cloud computers/GPUs to train and run the AI, 25% to hire a smart AI/UX engineer and a part-time designer, 20% for getting and cleaning the data we need, and 15% for getting early users, testing, and making sure we follow rules. With this money, we'll have a working beta, get some digital artists interested, and be ready for the next stage of development, marketing, and the funding seed series' in the future.

THANK YOU!

