

天工智画
Alnimate

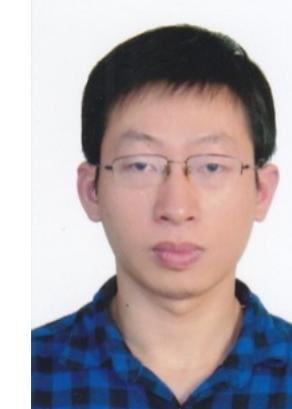
AI empowered ACG visual contents generation

Team Members



Xinrui Wang, CEO

Bachelor of Engineer, USTC
Master, PhD candidate, UTokyo
ByteDance AI Lab, ML engineer
Tencent Wechat, senior ML engineer
JCV, SoftBank Group, Deputy Director
Multiple papers accepted by Top conferences, experiences in Finance, Consulting, Medical, Digital products.



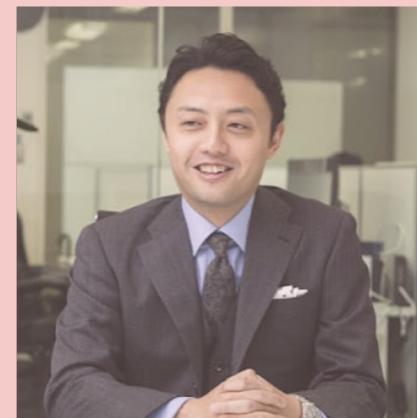
Jinze Yu, scientist

Bachelor, TsingHua University
Master, École polytechnique
PhD, The University of Tokyo
Mujin, Computer Vision scientist
Connected Robotics, AI leader
AWS, Applied Scientist



Dingkun Yan, CTO

Bachelor of Engineer, ECNU
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Shanda AI lab, Research Scientist
Multiple papers accepted by Top conferences

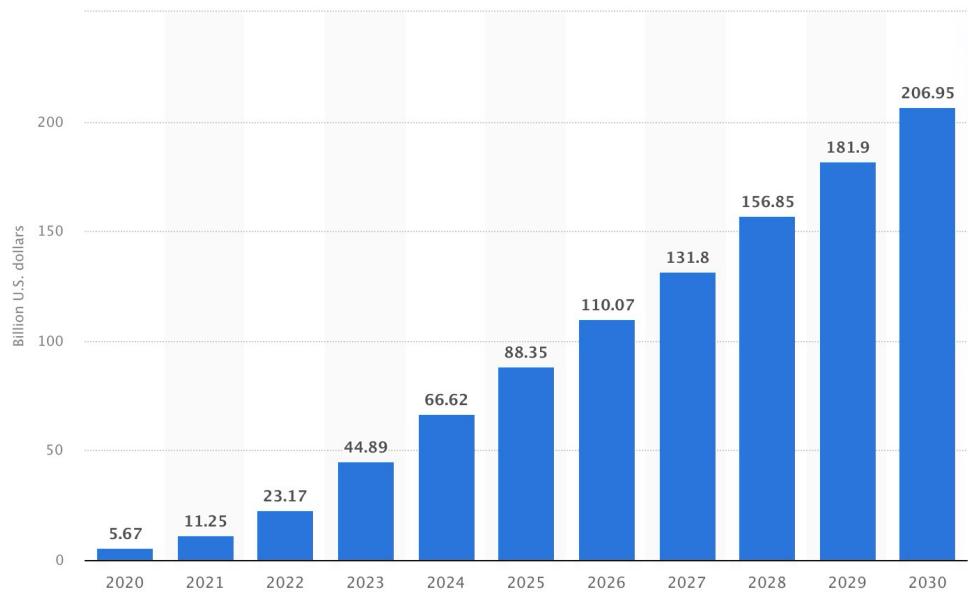


Matsuo Yutaka, consultant

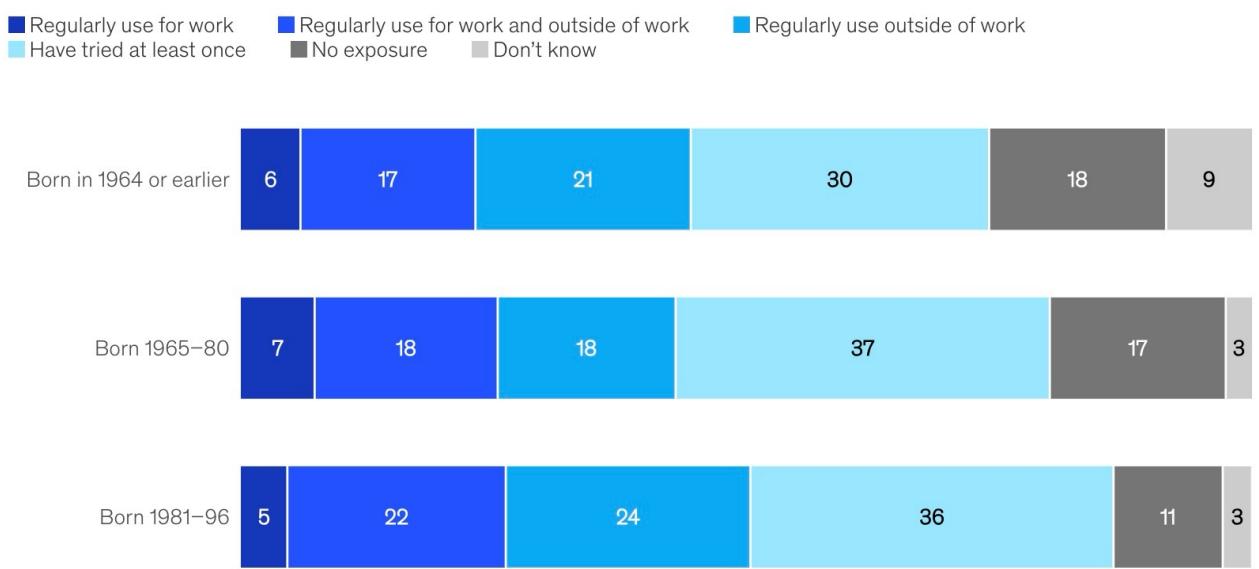
工学学士, 修士, 博士, 東京大学
TMI専攻, 工学研究科 教授, 東京大学
人工知能学会、情報処理学会理事
日本ディープラーニング協会理事長
AI戦略会議座長, AI制度研究会座長
SoftBank Group 社外取締役
Panasonic holdings 社外取締役

Generative AI is Reforming Human Society

- Generative AI has achieved remarkable advancement over the past few years.
- It is capable of generating texts, images, videos and audios with prompts from human.
- Relevant applications are boosting productivity and creating values across various sectors.
- The market size is estimated to grow from **\$45B in 2023** to **\$207B by 2030**.



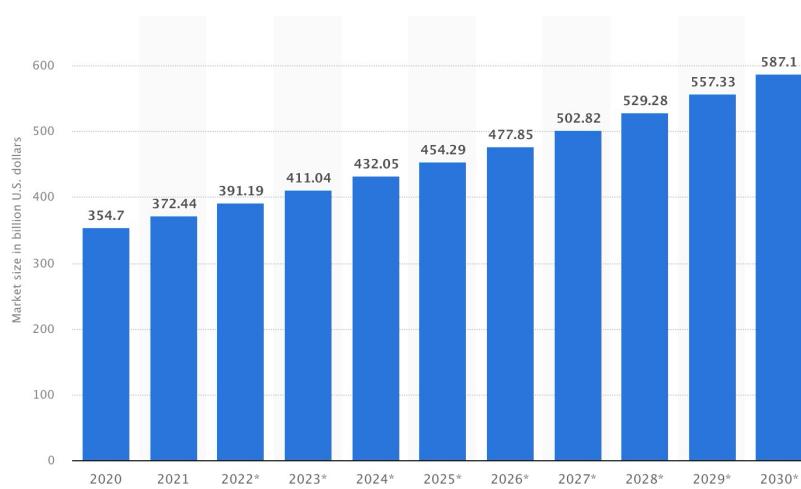
Estimated market size of generative AI 2020-2030, source: statista



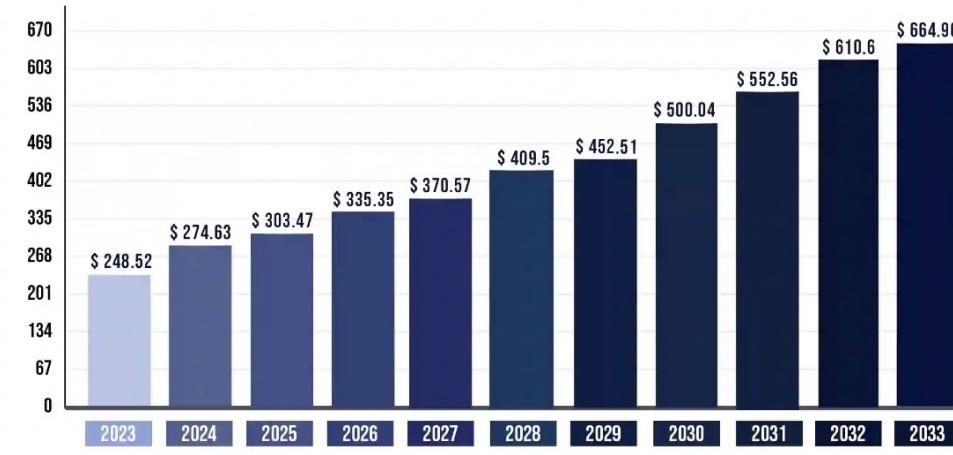
Exposure to generative AI by different age, source: McKinsey & Company

Market Opportunities for ACG Fans

- The market size and potential for ACG (animation, comics and game) are huge.
- Content creation relies on manual labor, efficiency improvement is in urgent need.
- Users not satisfies with current contents sometimes, creation of derivatives is thriving
- AI powered products already in the market, but not tailored for specific tasks.
- Great potential for AI powered interactive multimedia services supporting UGC.



Estimated Animation market size 2020-2030, source: statista



Estimated video games market size 2023-2033, source: precedenceresearch



Current Situation for Generative AI Markets

- The costs of developing of generative AI models are extremely high.
 - The majority of market shares are occupied by leading companies (OpenAI, Google, etc).
 - It is difficult for new comers to catch up with the established players.
-
- Most of the generative AI giants focus on Large Language Model (LLM) based services.
 - Multimedia interactive experience with visible and hearable results are desired.
 - Opportunities remain for segment markets, unique technologies and good business models.



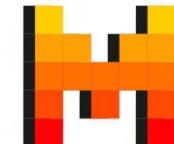
LLAMA 4



ChatGPT



deepseek



**MISTRAL
AI_**



Midjourney



NVIDIA

Gemini

stability.ai

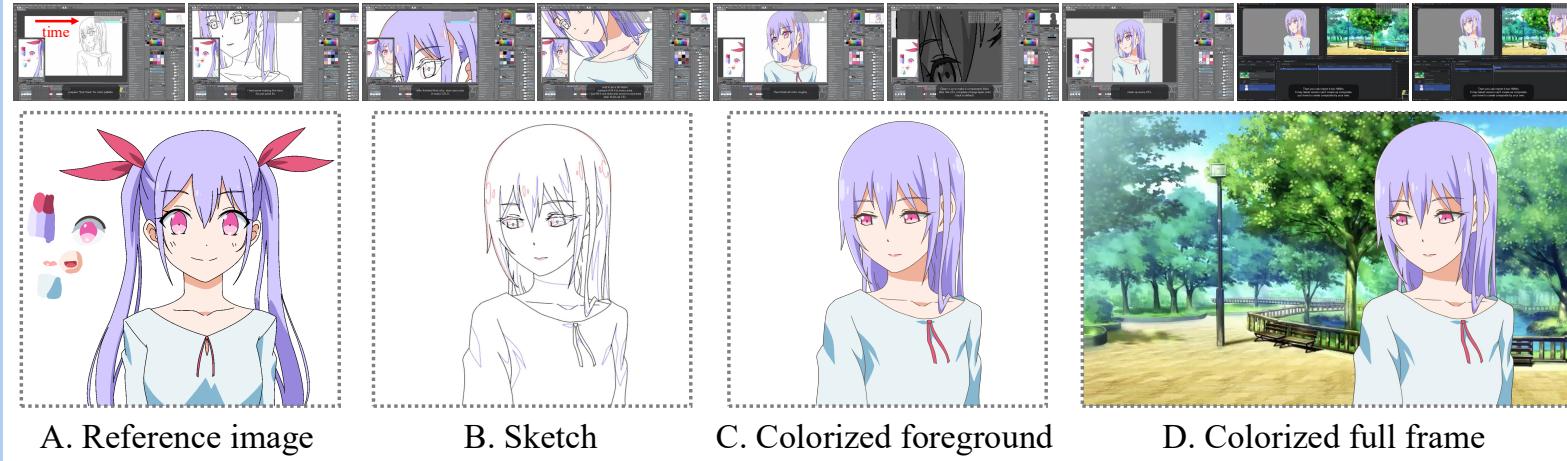


Copilot

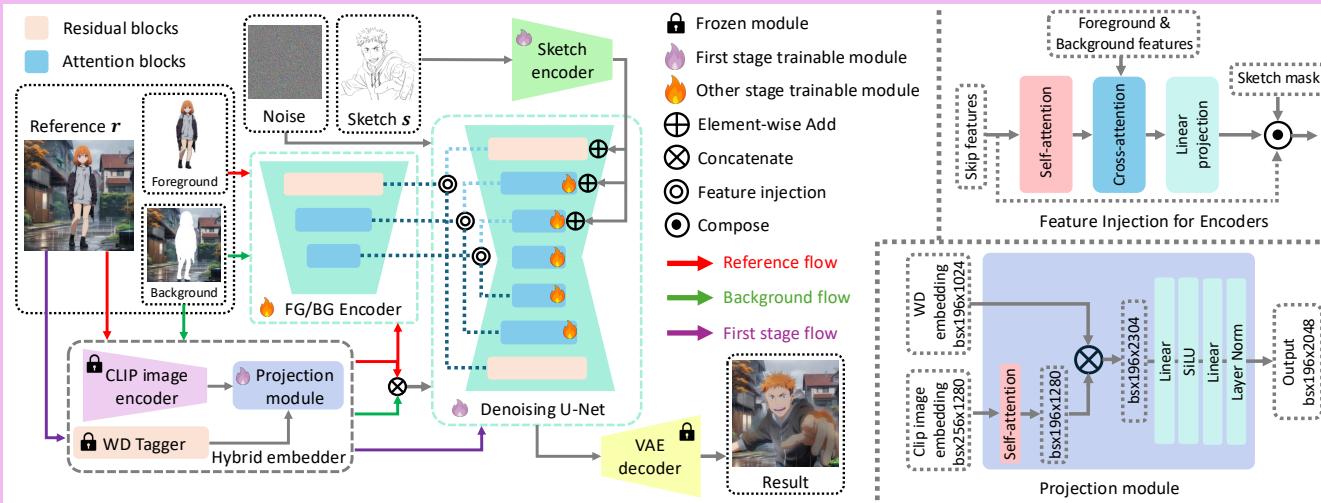


Qwen3

Our Products

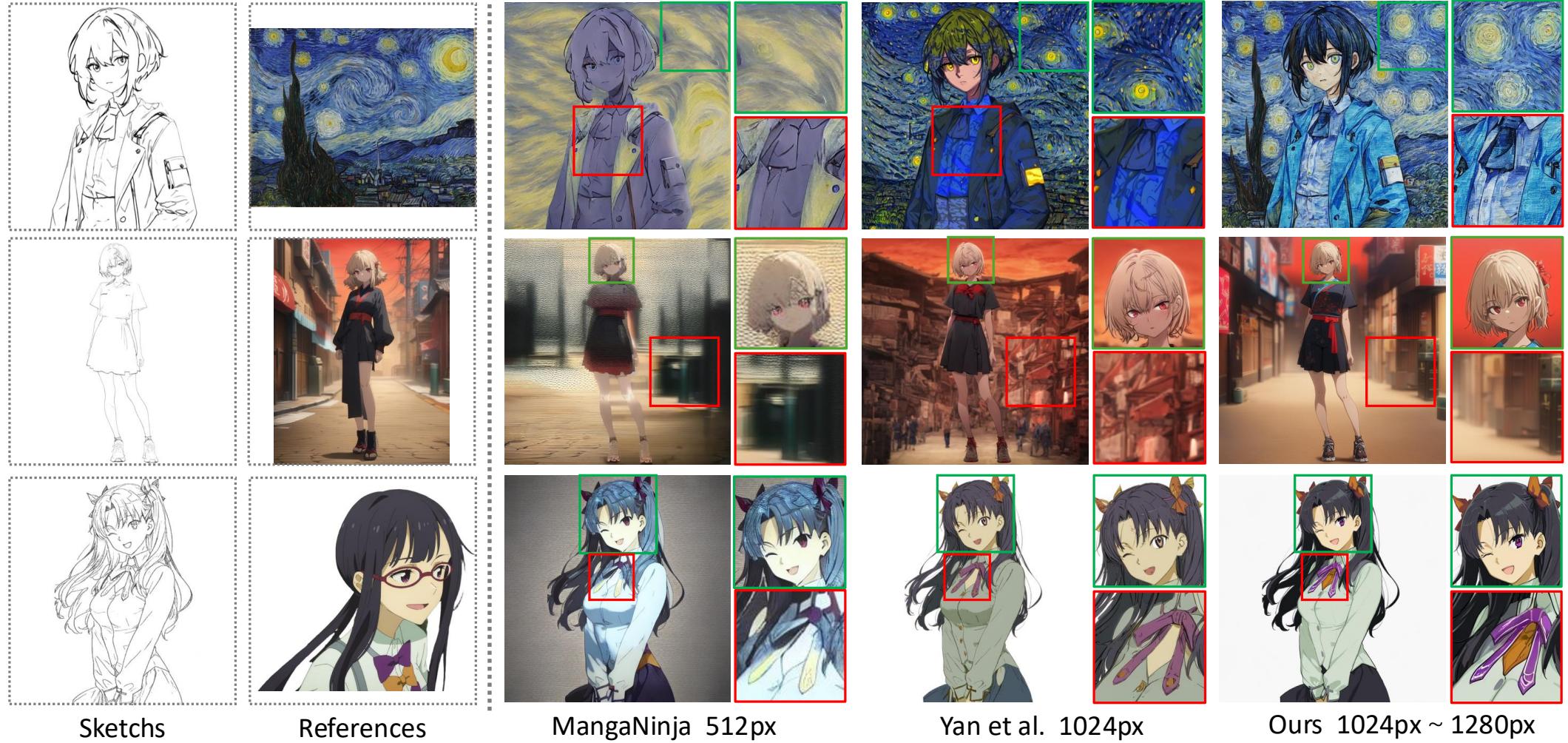


Anime and digital illustration production nowadays rely on manual sketch colorization and is time consuming. We designed an AI based sketch colorization to accelerate it.



Based on pretrained Diffusion model, we developed a data pipeline and a reference based sketch colorization method, which achieved significant better performance compared to existing works. Multiple papers accepted and submitted to top conferences and journals

Our Products



Our products can flexibly process any given sketch-reference pairs, generating high quality high-res images

Our Products

Sketch



Reference



Result



Our Advantages Match Market Opportunities

The market needs customizable visual content generation AI, here are competitors and our products :



StableDiffusion webui:
Open source, flexible ,
free, large community ;
Require computational
resources and skills

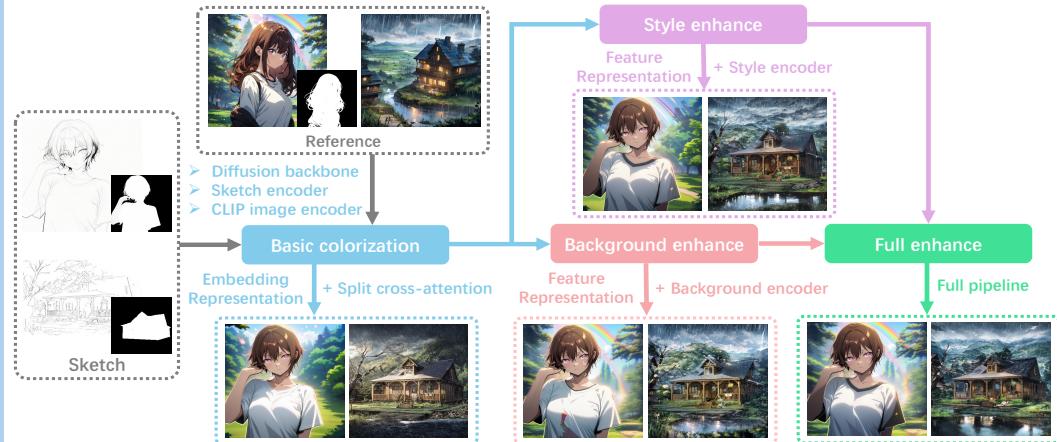


Midjourney



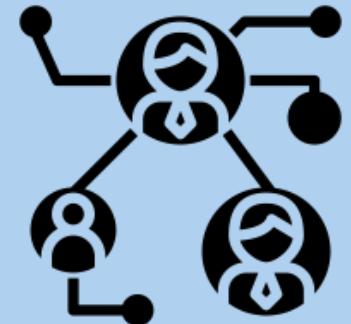
Midjourney, GPT4o, Gemini Pro :
Close source, paid service, high
quality, stable results;
Limited functionality , only T2I
and I2I generation

Our Advantages



Sketch colorization with SOTA performance

Market Opportunities



All members are ACG lovers, familiar with market need, production pipeline and key person

Our advantages over competitors

AUTOMATIC1111/stable-diffusion-webui



Stable Diffusion web UI

587
Contributors

19
Used by

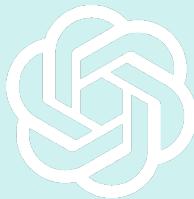
5k
Discussions

156k
Stars

29k
Forks

- Require professional skills and knowledges, high study cost;
- Open-source code, but requires computational resources;
- Generation quality and resolution are limited;

Midjourney

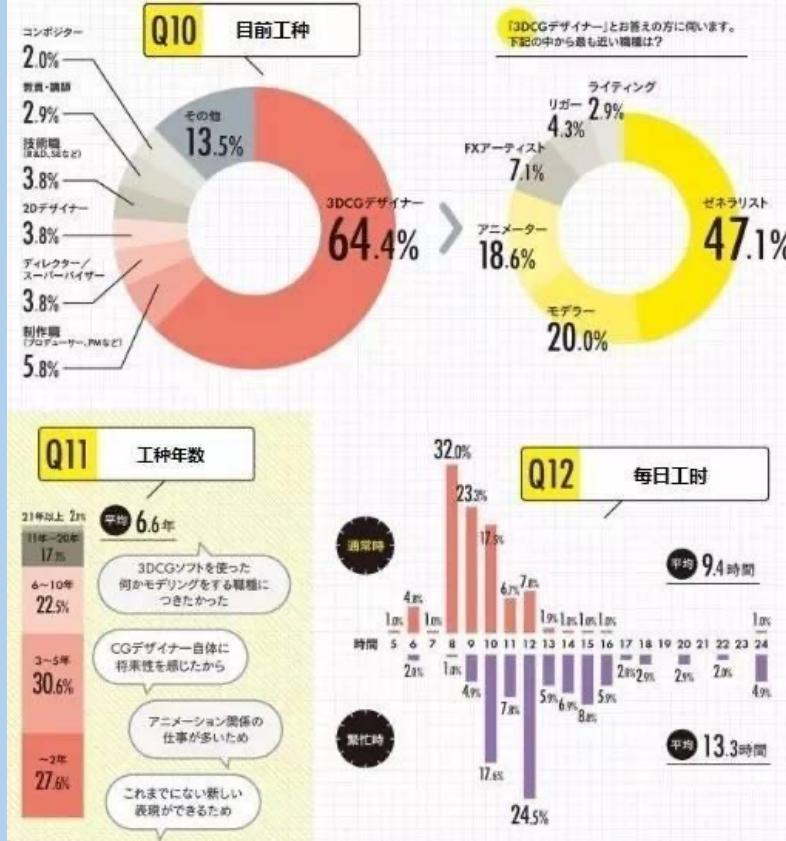


- Good quality, high resolution and stable results
- Limited functionality, not match with industrial production;
- Development cost for base models are extremely high;



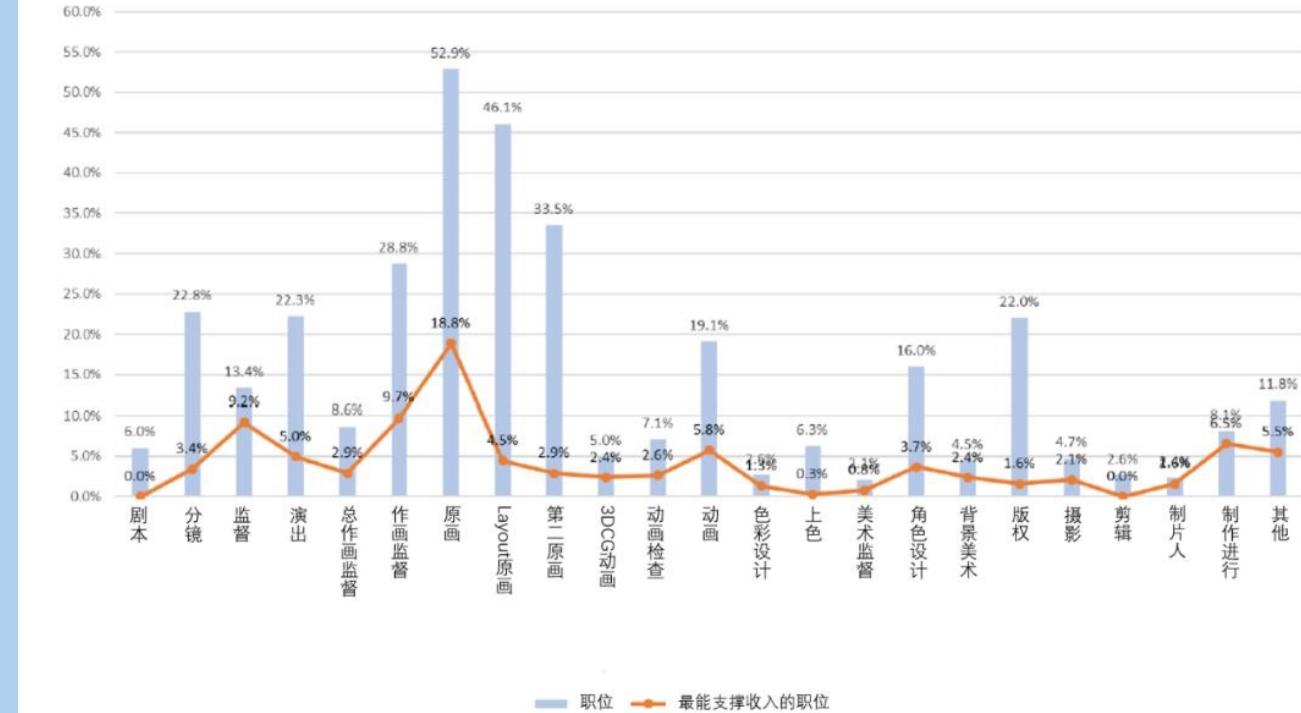
- Compared to community model, our framework generates higher quality, higher resolution results
- Compared to base models of large companies, our framework is customized for anime production pipeline and more controllable.

Business model: improve efficiency of animation production



3.1 2017年に携わった職

图 3-1-1 从事过的职位和最能支撑收入的职位



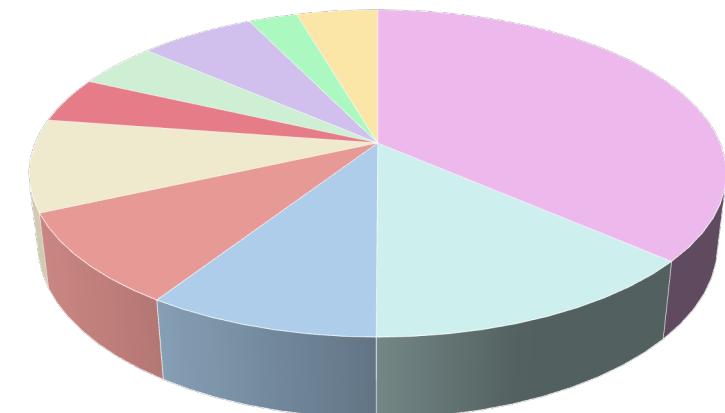
Current animation production heavily relies on repetitive manual sketch colorization and is time consuming. Our technology can greatly accelerate production and reduce the cost.

Business model: improve efficiency of animation production

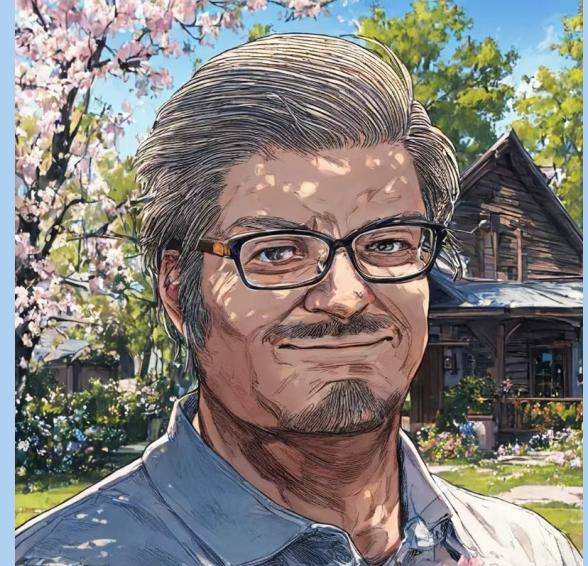
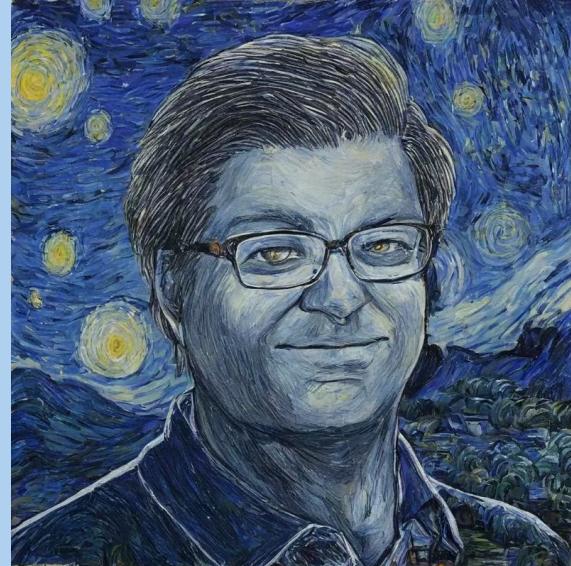
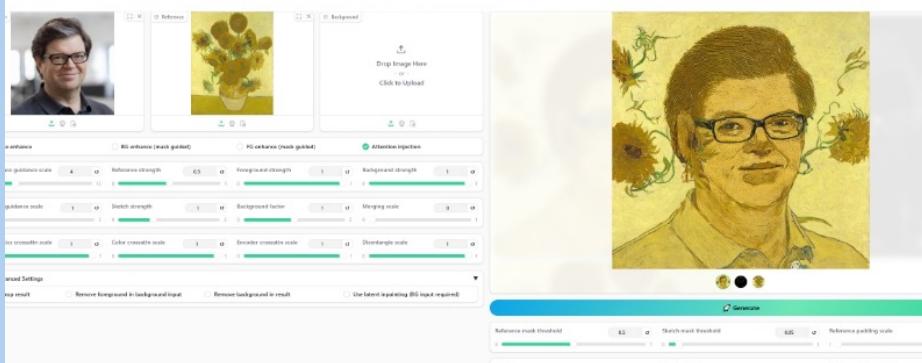
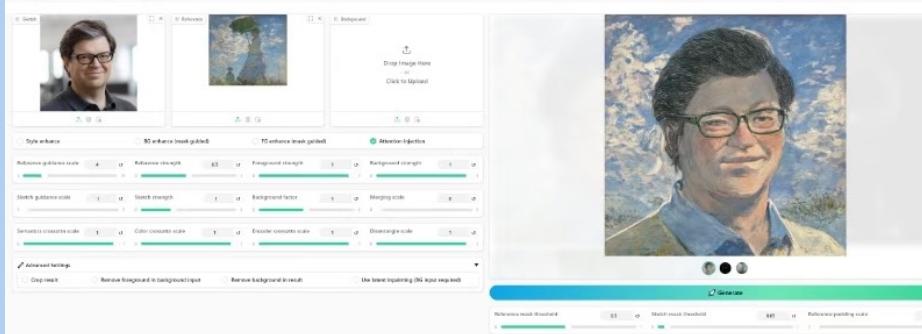
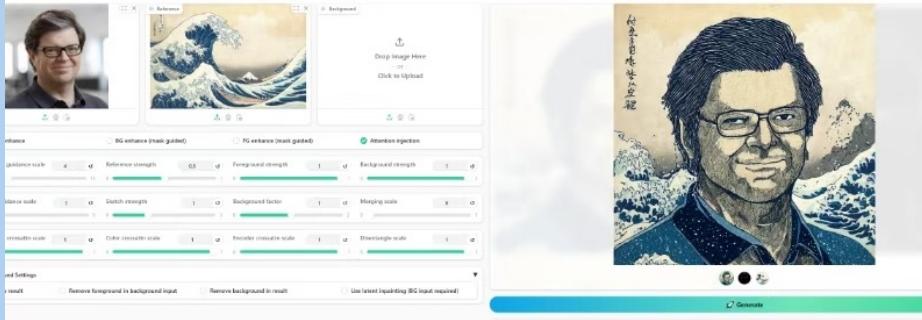
- The cost for an episode of 24 min TV anime is ~25M JPY to ~40M JPY
- Every episode has 300 cuts and ~3000-6000 中割 and 仕上げ, total labor cost ~8-10 JPY
- 中割 requires 8-13 person/month, 仕上げ requires 5-10 person/month (40 hours/week)

- Cost of single H100 GPU is ~ 500JPY/hour, enough to generate ~1000 frames
- Suppose 2/3 of AI generated images need refine, total labor cost become 1/3
- Ignore the R&D cost, we can net ~ 1-2M JPY every episode while reduce labor cost to 1/2

■ Labor costs:36.4%	■ Outsource painting:13.6%
■ Art direction:9.1%	■ 3D Computer Graphics:9.1%
■ Coloring & after effects:9.1%	■ Music & sound effects:4.5%
■ Voice actors:4.5%	■ Production management:6.4%
■ Equipments & softwares:2.7%	■ Emergency & others:4.5%



Business model: bring pleasure to individual users



We provide API, web service and mobile APPs to individual users, with limited free amount and flexible subscription plans. Users can use our services for assisted painting, image generation, image editing, image stylization, etc.

Business model: bring pleasure to individual users

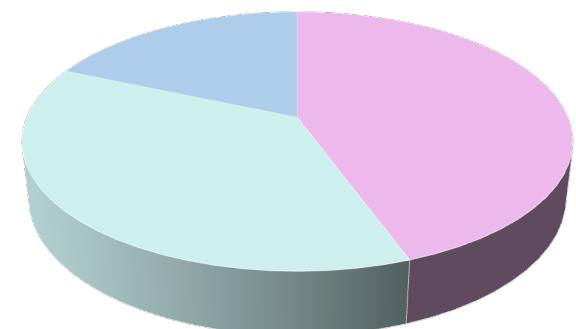
- Midjourney has 21M registrations, ~1.5M-2.5M DAU, ~3M-4M MAU
- Paid users 30K-1M, income of 2023 200M USD, Estimated income of 2025 300-500M USD
- The traffic of Niji journey is about 2% of Midjourney (~ 300K/month)

- Attract users with free trial, provide flexible and cheaper plan to increase traffic and income
- Develop WebUI, Android, IOS and Wechat micro APP, target both chinese and global mkt
- If we have 10% of the traffic of Midjourney , the annual AD income would be ~ 300K USD

■ To B: 8 animations, 12 episodes each, 100K USD every episode, total \$1.2M/Y

■ Ro C: 50K paid users, 30K with points, 20K subscription, total \$800K/Y

■ ADs: 30% from China, 50% from OECD, 20% from other regions, total \$300K/Y



Funding and financial plan

