SUBCULT

Tools, media, and infrastructure for the counterculture.

subcult.tv — February 2026

WHAT WE DO

SUBCULT builds open-source developer tools, self-hosted software, and media production pipelines. Everything we ship is privacy-first, community-funded, and built in the open. We serve developers, creators, and anyone who refuses to be optimized by surveillance-economy defaults.

PROBLEM

- Creator and dev tools are surveillance machines that monetize your workflow data

- Infrastructure is consolidated under a few corporations — lock-in is the default

- Open source powers the internet but is underfunded and running on burnout

SOLUTION

+ Privacy-first, open-source tools — no telemetry, no tracking, no ads

+ Community-funded via Patreon and commercial tiers — not VC extraction

+ Ship weekly with public roadmap — trust is earned through transparent execution

ACTIVE PROJECTS

subcult.tv Portfolio + zine hub	clpr Clipboard manager for devs
Cutroom Media production pipeline	SUBCULT OPS Self-hosted infra toolkit

TRACTION

5+ Public Repos	**Weekly** Ship Cadence
[TBD] Newsletter	**[TBD]** Patreon

BUSINESS MODEL

ACTIVE   Patreon community funding

PLANNED   Commercial tool tiers

PLANNED   Implementation consulting

PLANNED   Project sponsorships

ROADMAP 2026

Q1 Public launch + Zine series   Q2 Commercial tool beta   Q3 Media suite v1
Q4 Platform expansion

THE ASK
60% Engineering / 20% Infrastructure / 10% Community / 10% Ops

EMAIL US   SCHEDULE A CALL (HTTPS://CAL.COM/SUBCULT/INTRO)

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