BOUNCE

remix any song on your phone

Creative tools blur the lines between a creator and a consumer

TEXT	PHOTOS	VIDEO	MUSIC
anybody can share their thoughts	anybody can create a photo	anybody can create a video	anybody can create a song

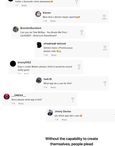
Similar to text, photo, and video - music is a participatory medium that enables self-expression.
But music creation is still not easy.

Current music creation tools are not accessible

takes 6 months to learn and costs between $300-$800

Yet, so many are interested.

Many resort to using non music apps to make remixes of songs because they're easier.



Without the capability to create themselves, people plead professionals to do so for them

it takes less than 5 minutes to make a song on Bounce

IMPORT

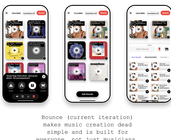
Bounce isn't pre-upload any sound from anywhere. From trending songs to 90s throwbacks, or even your own voice, you can access it all.

REMIX

Layer sounds and effects, isolate vocals, create loops, jam and manipulate audio like never before.

SHARE

Your creation is immediately saved as a video that can be shared anywere.



Bounce (current iteration) makes music creation dead simple and is built for everyone, not just musicians.

Complex workflows turned into single-tap template effects.

Bounce takes a lot of complex workflows that musicians spend months learning and simplifies them down to easy templates that can be used with the tap of a button.

Challenges that originate new trends

#DondaLoFiRemix #freestyle #TaylorSwiftHipHop
#FunnyVoiceMails #SadboiChallenge
#HawaiiVibes #BTSmashup #LAVibes

By creating time-based challenges within the app, Bounce becomes a source of originating new trends that can spread to other platforms as well. Users can build social capital by participating in these trends.

Bounce gets better everytime a new song is made

Every sound uploaded to Bounce gets added to a global sound library that can be accessed by other creators (w their permission) - this creates a unique content catalogue of sounds that can't be found anywhere else. Resulting in strong content based network effects.

People are already begging us to release this.

We want to become default tool for the next generation of audio and music creators

Milestones

	FALL 2021	SPRING 2022	SUMMER 2022
MILESTONES	**Public Beta Launch**	**Public Launch**	**Paid/Social Launch**

Ask

We are raising $2.5million seed round at a pre-money valuation of $10 million to finance development and marketing. Runway estimated 2 years.

Thank You