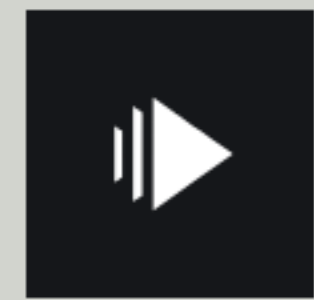


— PRE-SEED · 2026 · CONFIDENTIAL



drawcall.ai

Lovable for 3D Development.

Giving coding agents the ability to build 3D — from games to robotics simulations.

Bela Bohlender · Founder & CEO

Gelnhausen, Germany
hello@drawcall.ai

— THE PROBLEM

Building 3D is slow, scarce and expensive.

6+

separate skills in one team — design, GPU code, networking, modeling, art, story

\$1B

Meta's yearly spend acquiring 3D / XR developers

3–6 mo

to hand-build a single interactive 3D experience

— WHY NOW

What changed.

2024

AI CAN BUILD SOFTWARE

**Lovable: \$0 → \$500M
ARR in 18 months**

2026

THE WEB BECAME 3D

**WebGPU shipped in
every major browser**

Now

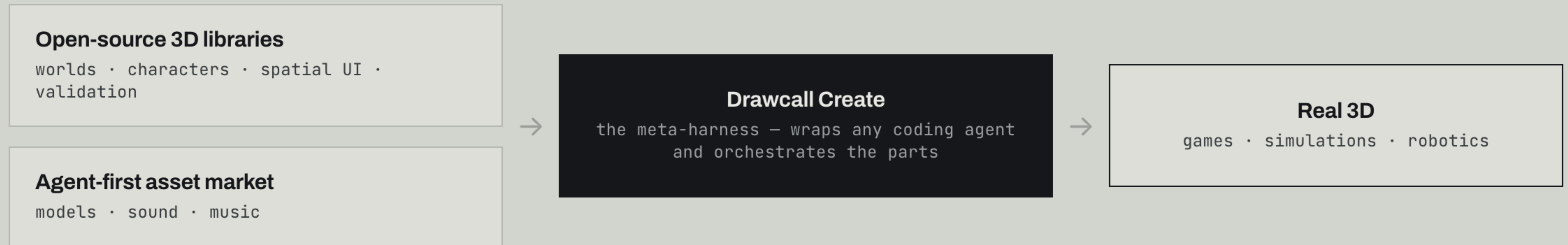
3D IS STILL UNSOLVED

**Nothing turns a prompt
into real, working 3D**

Sources: TechCrunch/Bloomberg (Lovable), VR.org & byteiota (WebGPU, 2026).

— THE SOLUTION

What makes agents build real 3D.



The parts a coding agent can't invent on its own — **our libraries** and **our asset market** — bundled into one cloud that one-shots 3D.

Already generating games people play.



Turbo Strike
Arcade combat racer



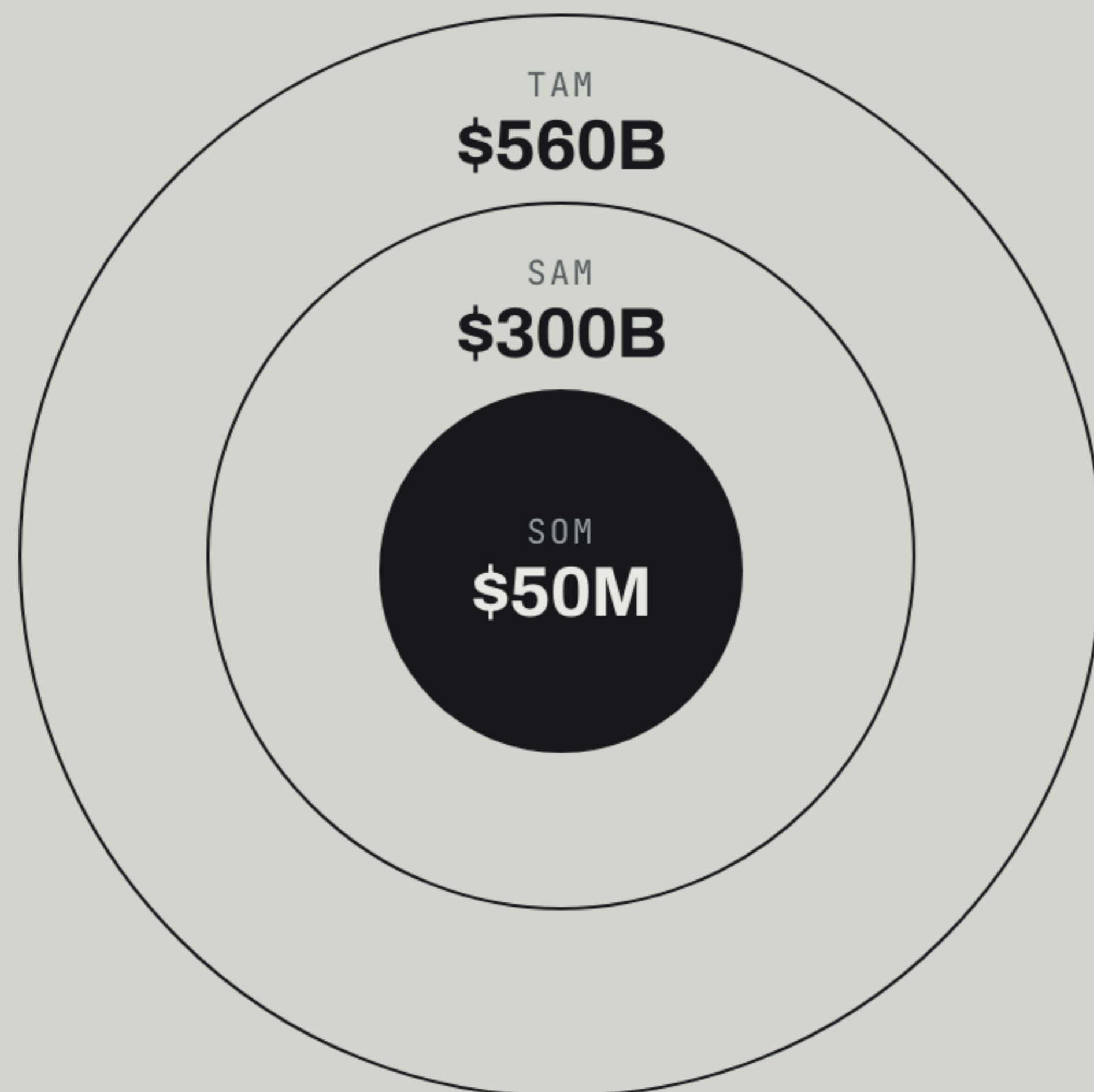
Skyvault
3D parkour platformer



Outbreak: Last Stand
Survival shooter

Playable now on HTC VIVERSE — each one one-shot in **under 10 minutes for under \$2.**

We only need a sliver of it.



TAM · \$560B

75% of global labor spend on building 3D — addressable by AI.

SAM · \$300B

Excluding console / AAA; focused on AI-friendly 3D segments.

SOM · ~\$50M ARR BY YEAR 3 — A BLENDED MIX

Subscriptions · 50k paid × ~\$35/mo	\$21M
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Enterprise · 400 teams × ~\$50k/yr	\$20M
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Drawcall Market · asset revenue	\$9M
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Blended ARR · 3 years	~\$50M
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Subscriptions now, platform licensing next.

<p>LIVE</p> <p>Create Free</p> <p>€0</p> <p>Try Create with public assets & templates.</p>	<p>AUG 2026</p> <p>Create Plus</p> <p>€19/mo</p> <p>More generation power for individual projects.</p>	<p>AUG 2026</p> <p>Create Pro</p> <p>€49/mo</p> <p>Full production workflow, private assets, cloud.</p>	<p>AUG 2026</p> <p>Enterprise</p> <p>~\$50k/yr</p> <p>Licensed 3D-generation infrastructure + support.</p>
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Priced with the market — Lovable \$20–25 · Cursor \$20–40 | **~50%+ gross margin**, improving with usage | **Plan:** \$10k → \$100k → \$1M ARR

No one else builds real 3D in one shot.

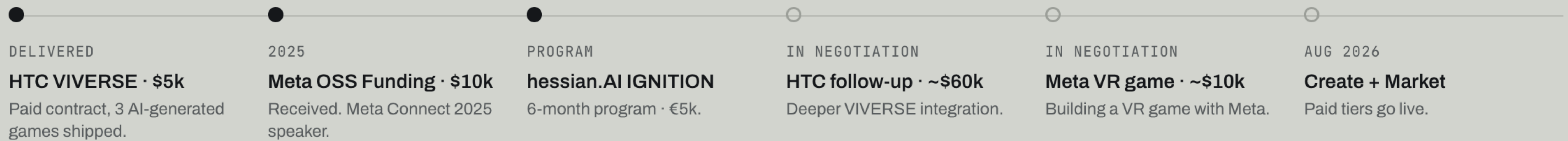


Deep in 3D and one-shot — only us.

Our own 3D libraries + an agent-first asset market, bundled into Drawcall Create — a cloud that one-shots 3D.

A playable game in **<10 min** for **<\$2**.

Real revenue and partners — before launch.



\$15k+

Revenue & grants secured — fully bootstrapped, pre-launch.

~\$70k

In active negotiation across HTC and Meta.

\$50–60k

Full value of the HTC project the first milestone opened.

Built by the person who built the tools it runs on.

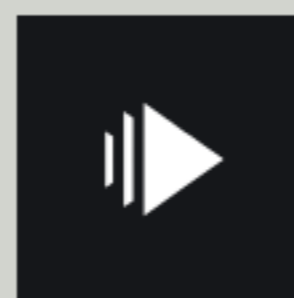


The 3D libraries Drawcall runs on are open-source projects **Bela Bohlander** already maintains. In 3D, that depth is the product.

pmndrs Core maintainer of React-Three-Fiber · author of react-three/xr & @pmndrs/uikit.

46k+/wk Downloads · ~5,500 stars · Meta Connect 2025 speaker.

USED BY Meta · Shopify · HTC · BACKED BY Meta Open Source · hessian.AI



drawcall.ai

**Let's bring 3D to
everyone.**



Book a meeting →

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