

# POLLINATIONS.AI

Compute and payments for the long tail of AI apps.

Seed Round



## PROBLEM

**Creating with AI is addictive.**

⚡ Too small for subscriptions

A calorie tracker, a storybook maker, a meme generator. Worth \$0.15/use to a user – not \$5/month.

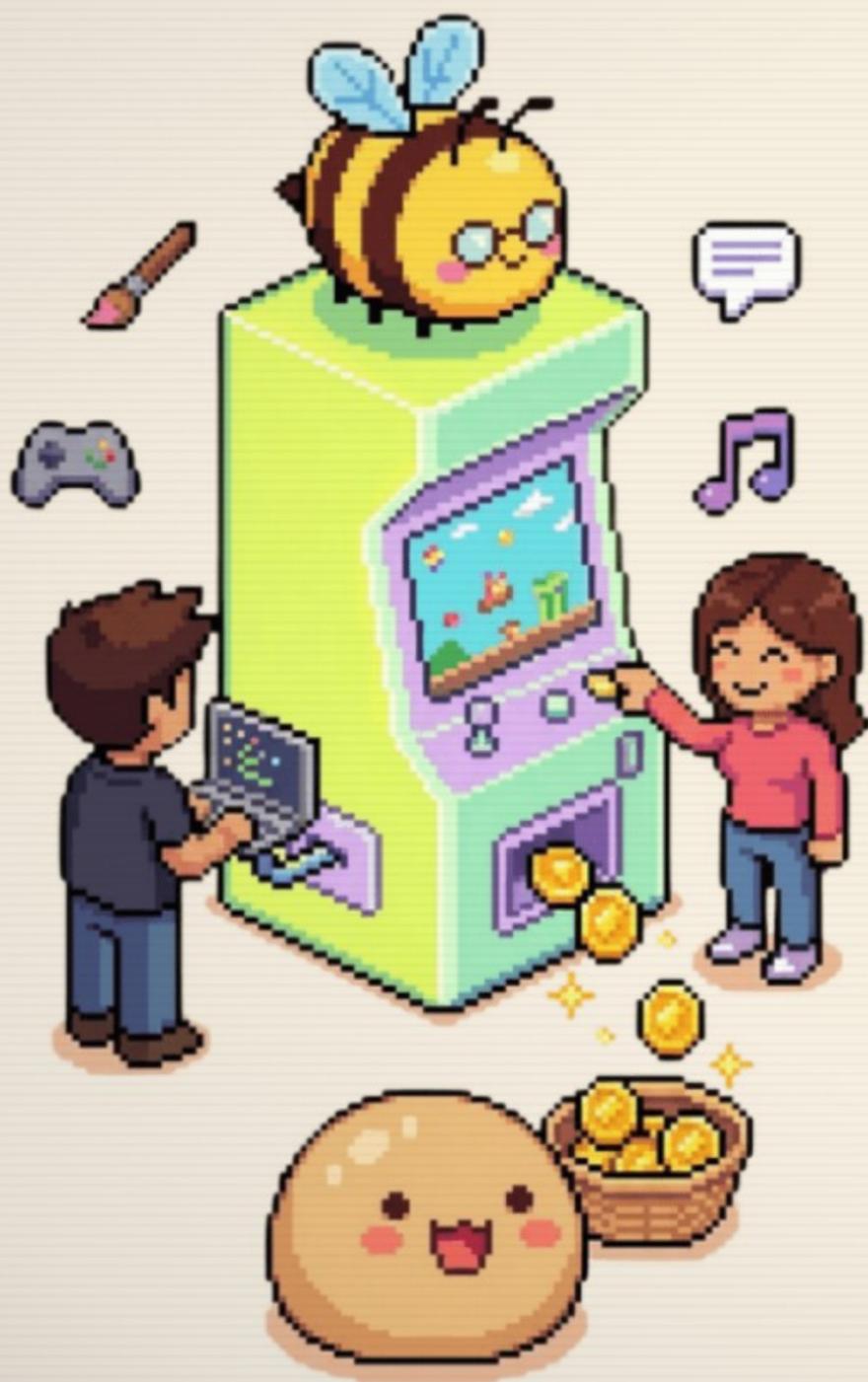
🔧 Too expensive to give away

Every interaction burns GPU. Free kills the dev. But another subscription kills the user.

No economy to sustain it.



## SOLUTION



🏛️ **We flip the model. Users pay for what they use.**

**Pollen: Universal credits for AI compute. One wallet, every app.**

📺 **Platform One API. 40+ models. Zero backend. Instant publishing.**

🌱 **Devs**

Free compute to start.  
Earn when users pay.

👤 **Users**

One wallet. Many apps.  
Pay-as-you-go.

## TRACTION

**1.5M** req / day

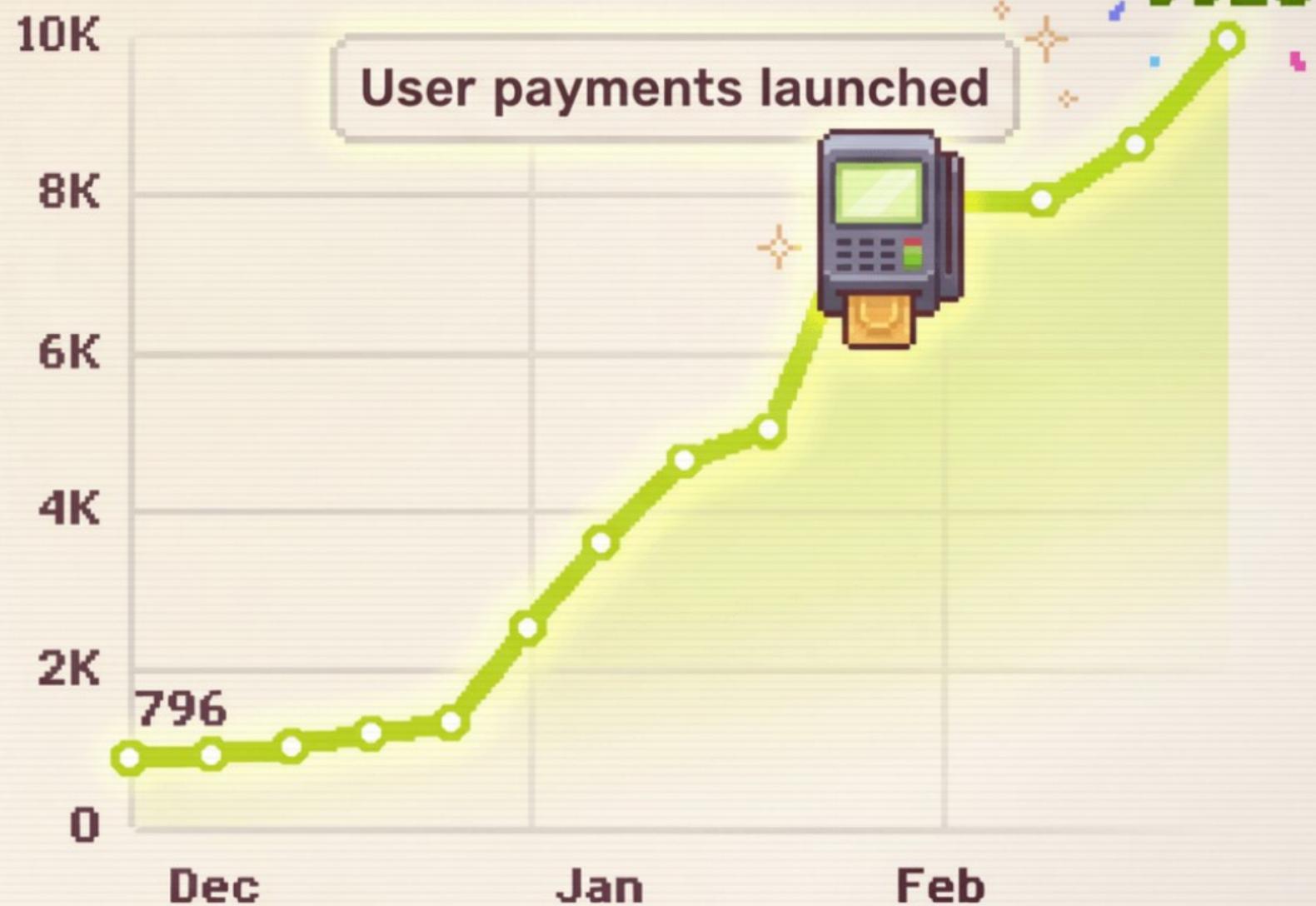
**17K** Discord · 4K GitHub

**500** new devs / day

**60%** D7 activation

\*2-month averages

✨ **All organic.**



**+50% MoM**

Weekly Active Developers

## BUSINESS MODEL

Developers bring users. Users buy Pollen.

Revenue Split



COMPUTE 50%



POLLINATIONS.AI 25%



DEV 25%

An AI game earning **€1,000/month** in Pollen

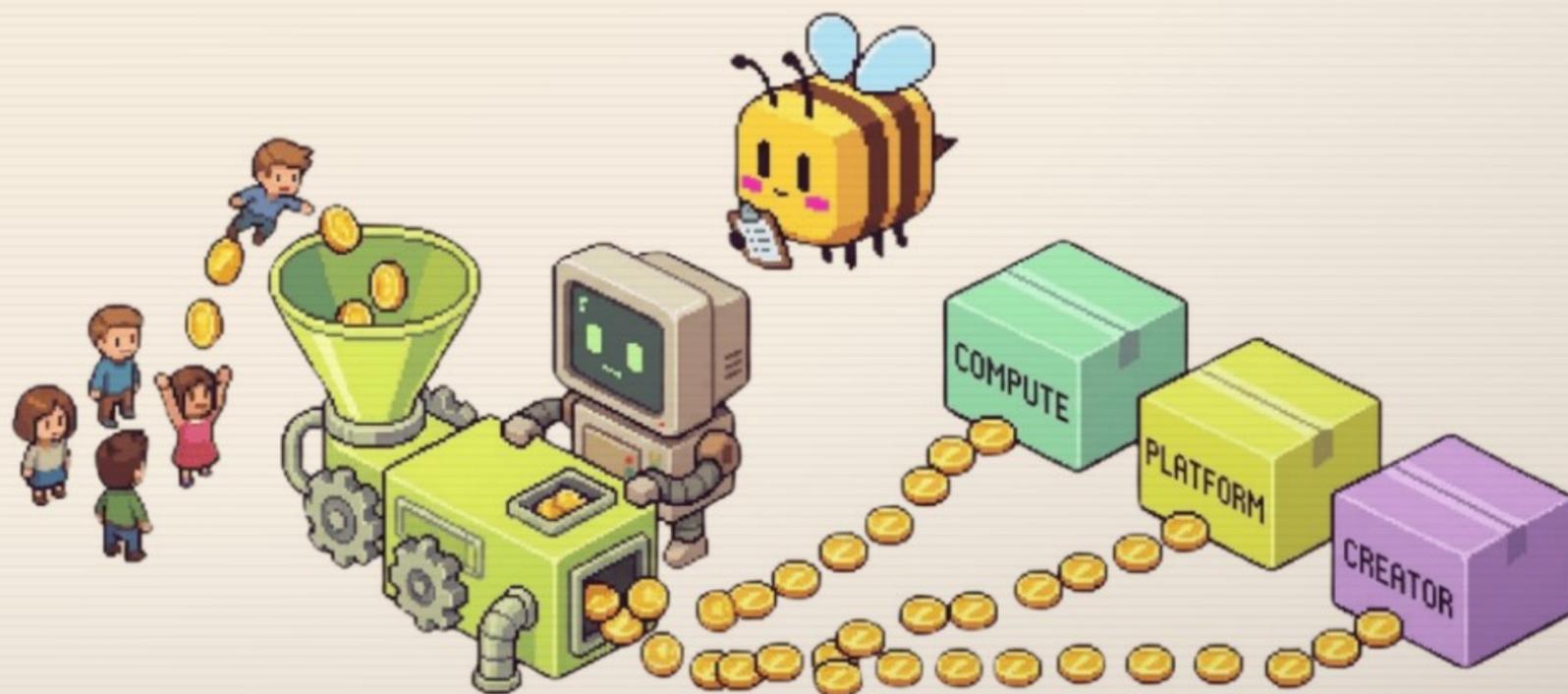
→  €500 compute

→  €250 dev share

→  **€250 Pollinations.ai margin**

Millions of apps are being  
vibe-coded.

**We unlock monetization.**



## MARKET

# Every app is a storefront.

### The multiplier

Each dev brings **~100x users.**

Shopify, Roblox – same pattern.

### Where we're going

Now: **10K devs** reaching ~1M users.

2-year target: **1M devs.**

**950M AI-native users entering the compute economy.**

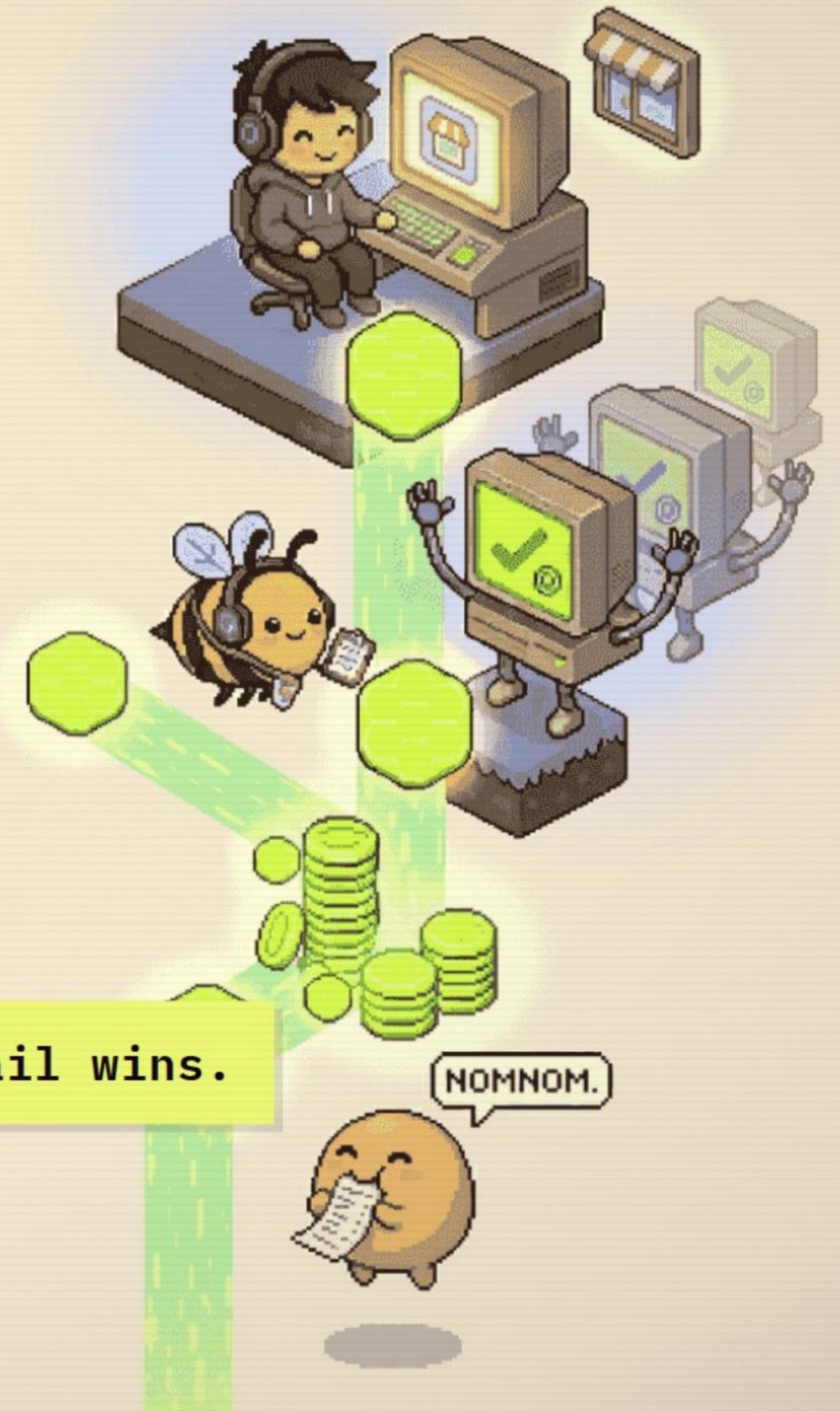


## WHY NOW

### Forces converging.

- 1** Models are commoditizing.  
Infrastructure cost dropped 90% in 18 months.
- 2** Vibe coding creates builders.  
Millions of people can now ship software.
- 3** No one owns payments for the long tail.  
No Stripe for AI-natives. **Yet.**

Whoever owns the payment and compute rails for the long tail wins.



## TEAM

# Two founders. Zero marketing.

### Thomas Haferlach CEO

AI & CS (Edinburgh). Amazon engineer. 15+ years in AI and creative tech. Built the platform from scratch.

### Elliot Fouchy CPO

8 years in AI. Led AI teams before co-founding Pollinations.ai. Pollen economy and cloud partnerships.

### **17K Discord community. Humans + bots.**

They ship features, fix bugs, onboard devs, handle support.

University students in India leading hackathons. A Brazilian teen whose game has 50M players.

**They all build on Pollinations.ai**

Backed by



# RAISING SEED ROUND

## Roadmap

✓ **PHASE 1** Infrastructure & dev community

(live)

↻ **PHASE 2** End-user pay-per-use (launched)

→ **PHASE 3** Creator rewards (Q3)

🔮 **PHASE 4** App discovery (Q4)

## Use of Funds

**PLATFORM GROWTH · 50%**

🌱 Dev & user incentives

**TEAM & PRODUCT · 35%**

👥 5-person team + agents

**INFRA · 15%**

☁️ Cloud

 **pollinations.ai** ↗

