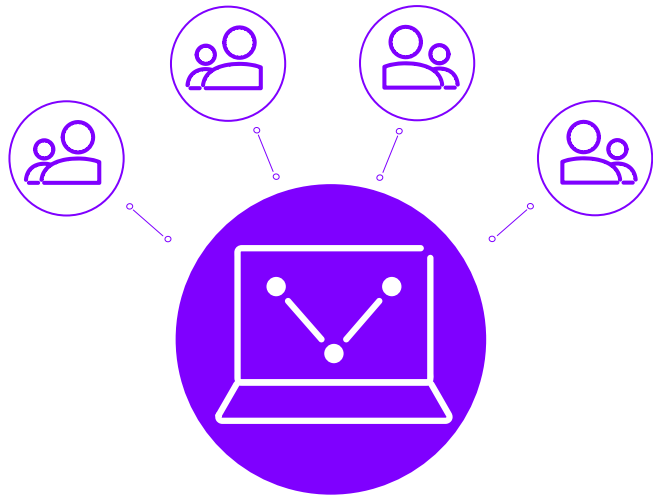


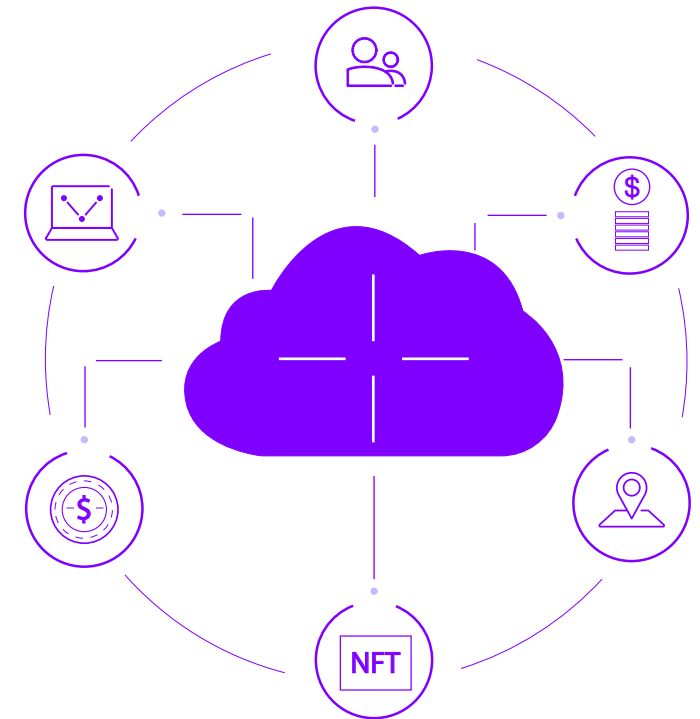
PITCH DECK

The **community** that supports the **art world**.



- > We gather:
curators, institutions, artists, corporates.
- > We support:
tools to engage with audience.

- > We create:
a **Digital ecosystem** to **fundraise** with educational contents & **NFTs**.



Curators are the **heart** of our platform.
They are the maestros behind the scene who **collaborate**
with **artists & institutions** to bring exhibitions to the public eye.

160K
Artists



10K
Curators



50K
Institutions



Exhibitions

3-5/year

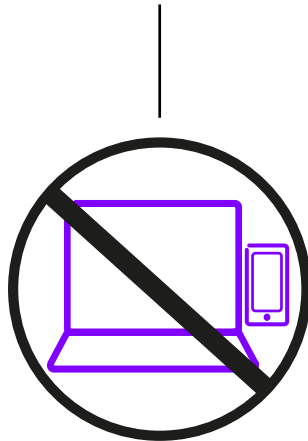
Average of 15000 visitors

3.9M
Visitors



From the **community** of curators, artist & insitutions, we are provinding
a **digital ecosystem** with a potential **reach of 4 millions art lovers**.

ART WORLD HAVE A LACK OF DIGITAL KNOWLEDGE & DOESN'T KNOW HOW TO FINANCIALLY LEVERAGE ITS CONTENT



Lack of staff training & expertise on the digital realm



Struggling of institutions

80% requires addition support with digital tools.*



Lack of resources & knowledge to explore new ways of funding



Preoccupying financial situation

70% of museums expect budget cuts in the coming years.*



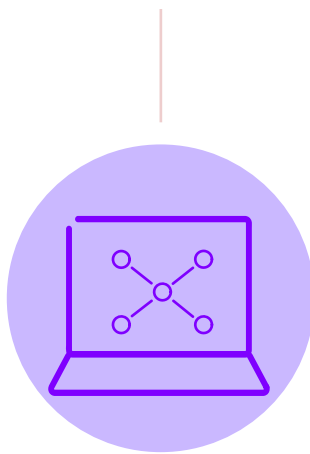
No social network adapted



Social media engagement

75% Facebook*
21.4% Instagram*

A COMMUNITY PLATFORM THAT ENABLES
FUNDRAISING FOR ART PROJECTS THROUGHOUT A SIMPLE WAY
TO SHARE & MONETIZE DIGITAL CONTENT



Intuitive software



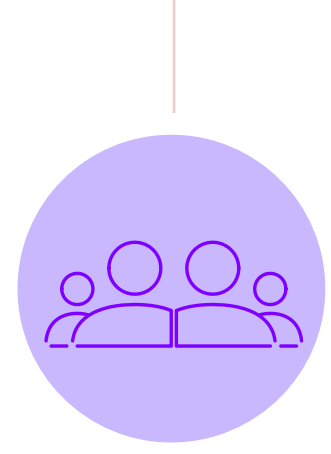
Creates digital exhibitions & engaging events.



Marketplace & fundraising



Sale of educational contents and digital collectibles via NFTs technology.



Community of the art world



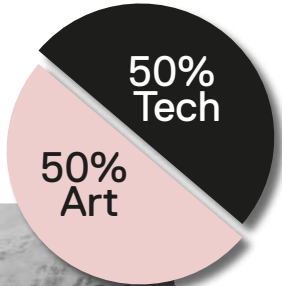
Curators, Artists, Institutions & Audiences.

Our **Beta Version** focused on **creating the community** of curators & venues. Allowing more than **2500 connections**, **1500 posts created**, & **50 digital exhibitions**.

The screenshot displays the 'Art Curator Grid Beta' interface. At the top, there is a navigation bar with a logo on the left and several icons on the right: 'Create Post', 'Exhibitions', 'Venues', 'Network', and 'My profile'. Below the navigation bar is a horizontal menu with categories: 'All', 'Exhibition Archive', 'Exhibition', 'Art Project', 'Publication', 'Studio Visit', 'Interview', and 'Other'. A search bar and a 'Current' dropdown menu are also present. The main content area features a grid of three posts:

- Post 1:** 'Capital Project' by Riccardo Bellelli (Italy). The image shows a person working on a sound installation with a large metal structure and a green laser beam. The post is labeled 'Studio Visit' and has 3 likes and 9 views.
- Post 2:** 'DEO Projects' by Paulo Nimer Pjota (Greece). The image shows a large, abstract painting with a central figure. The post is labeled 'Art Project' and has 3 likes and 6 views.
- Post 3:** 'Kupfer' by Anderson Borba and Alexandre Canonico (United Kingdom). The image shows a gallery space with a tall wooden sculpture and a colorful abstract painting. The post is labeled 'Exhibition' and has 4 likes and 64 views.

A young and experienced Team from 5 different countries



Rui Alves
Software Developer

Pedro Mata
Graphic designer

Sonia Mata
Software Developer

Christina Sanchez-Korzyreva
Chief Editor / Curtain Magazine

Julia Flamingo
Communication Associate

Pauline Foessel
Director / Founder

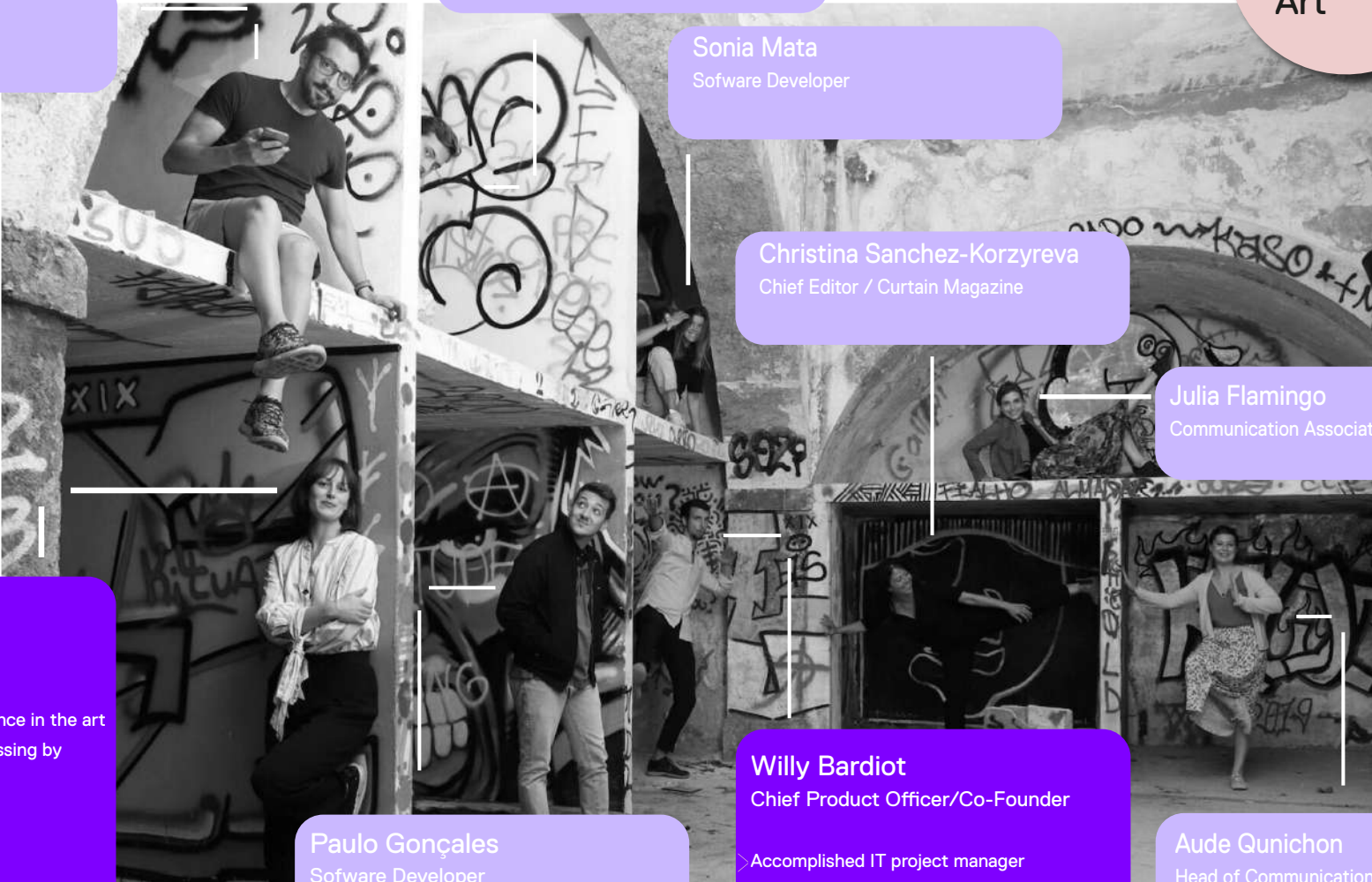
- > More than a decade of experience in the art
From Shanghai to Portugal, passing by
Hong Kong
- > Held positions
 - Gallery Direction
 - Artist Studio Director
 - Institution Director of development
- > Experience as a curator for several
international projects

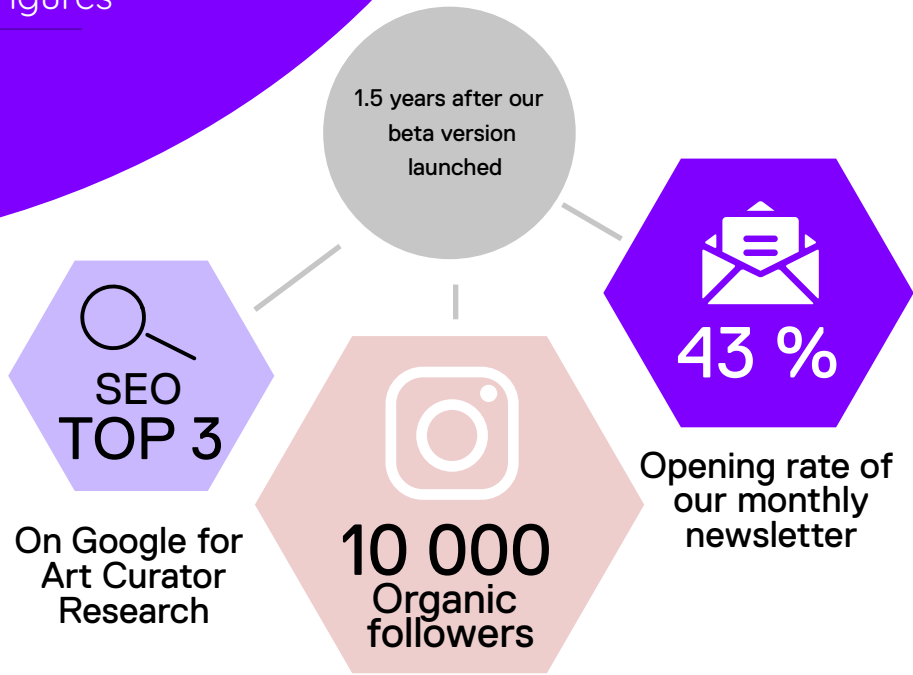
Paulo Gonçalves
Software Developer

Willy Bardiot
Chief Product Officer/Co-Founder

- > Accomplished IT project manager
- > Business analyst in financial software industry
- > Worked in France & Thailand for years
- > Worked on his own start-up
- > Worked in large corporations: BNP Paribas,
BRED-IT.

Aude Qunichon
Head of Communication

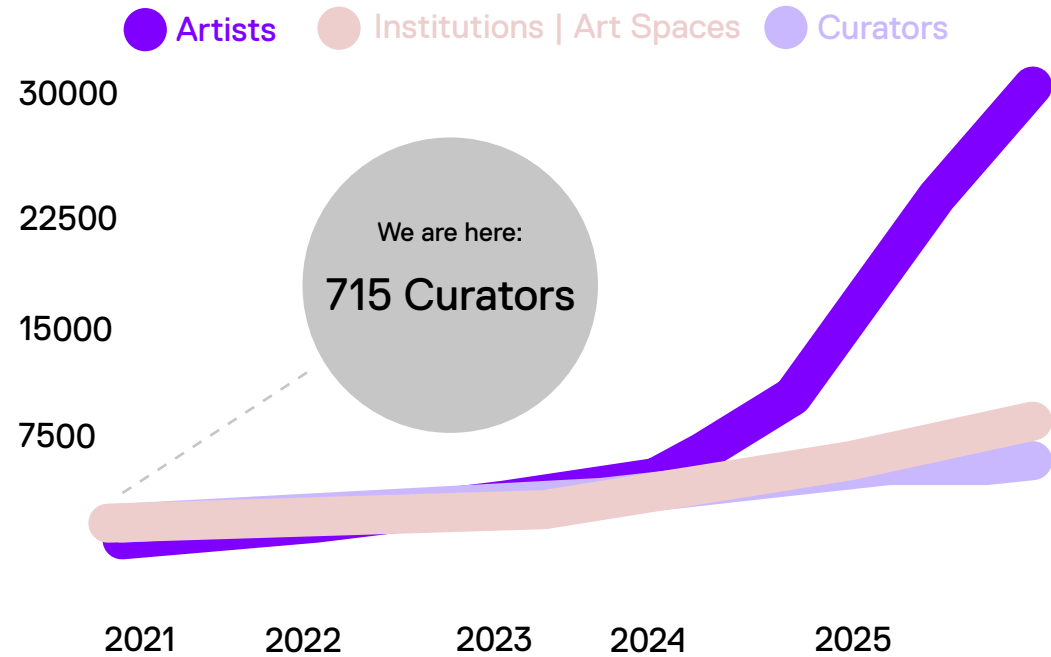
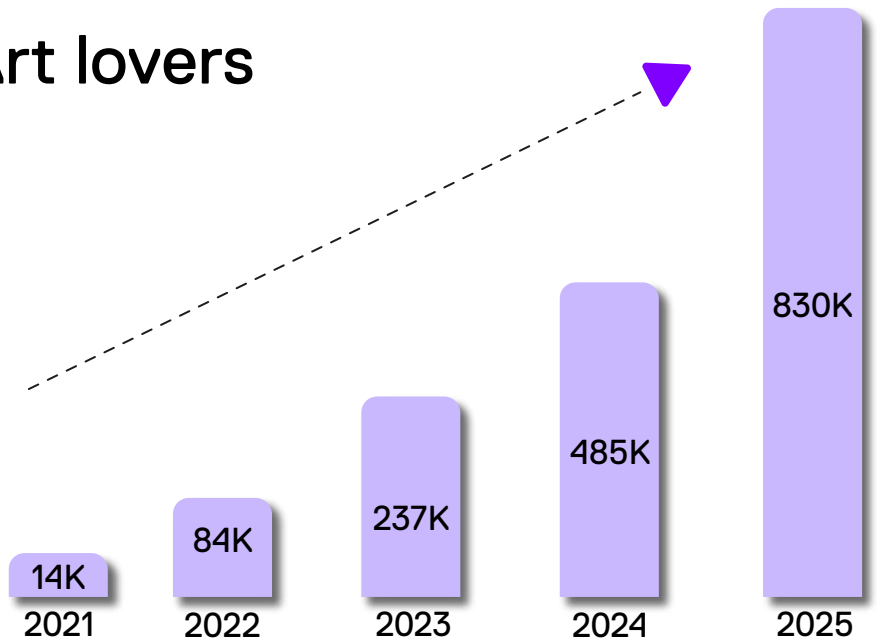




74% countries represented



Art lovers



Large amount of key-players
of the global Art Community



Facebook



Instagram



Artsy

(Market place dedicated
mainly to galleries & collectors)



Superare

(Curated platform of
NFTs)



Collecteurs

(Social network dedicated to collectors
& the visibility of their collection)

Platform that
creates
more growth
to the Art sector



LinkedIn



Club House

Platform that
creates
less growth
to the Art sector



Artlogic

(Database of artworks and CRM software
for galleries, artists & museums)



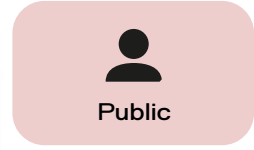
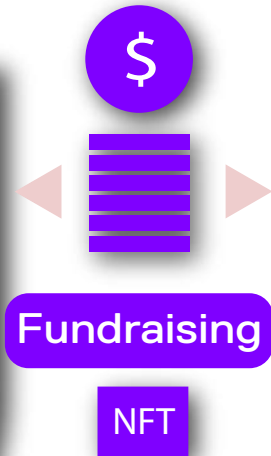
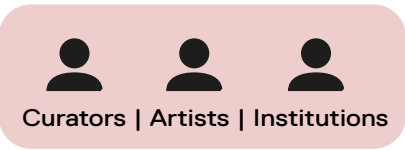
(Crowdfunding in the arts,
UK centered)

Low amount of key-players
of the global Art Community



Content Creation
Artworks/Editions
Digital contents

Sell
Artworks/Editions
& Digital contents

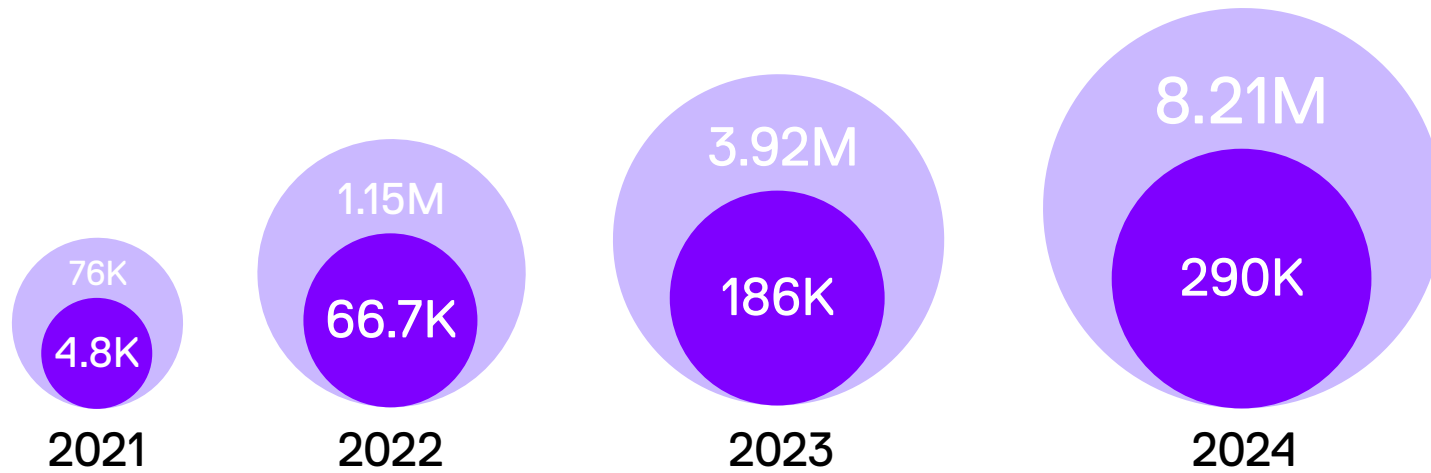


15%
Commissions
on sale

3%
Transaction
Fees

Global sales

● VOLUME ● REVENUES (€)



FUNDING GOALS

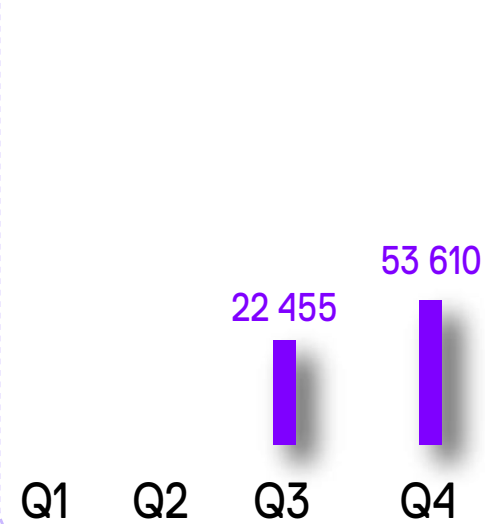
- 70% Humans Ressources
- 13% Marketing & communication
- 9% Legal fees, Interests & Taxes
- 6% Office expenses
- 2% Sofwares



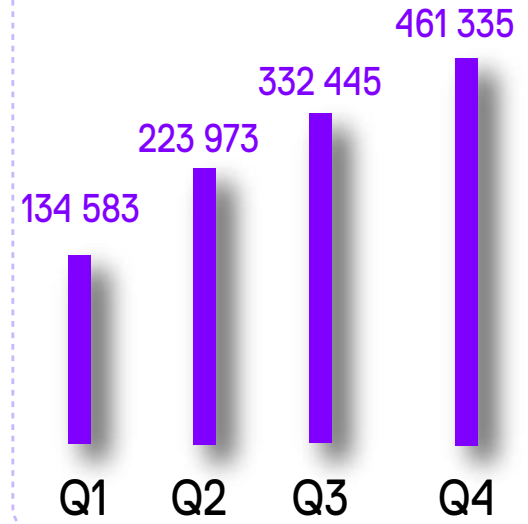
VALUATION PRE-MONEY: €4.3M

REVENUE GROWTH (€)

2021

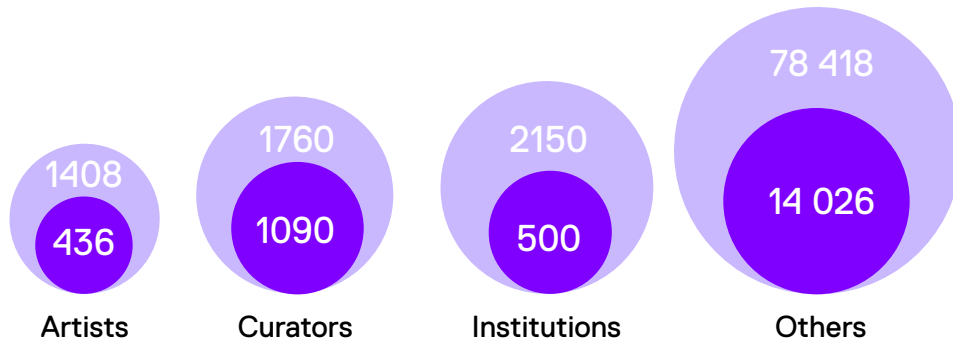


2022

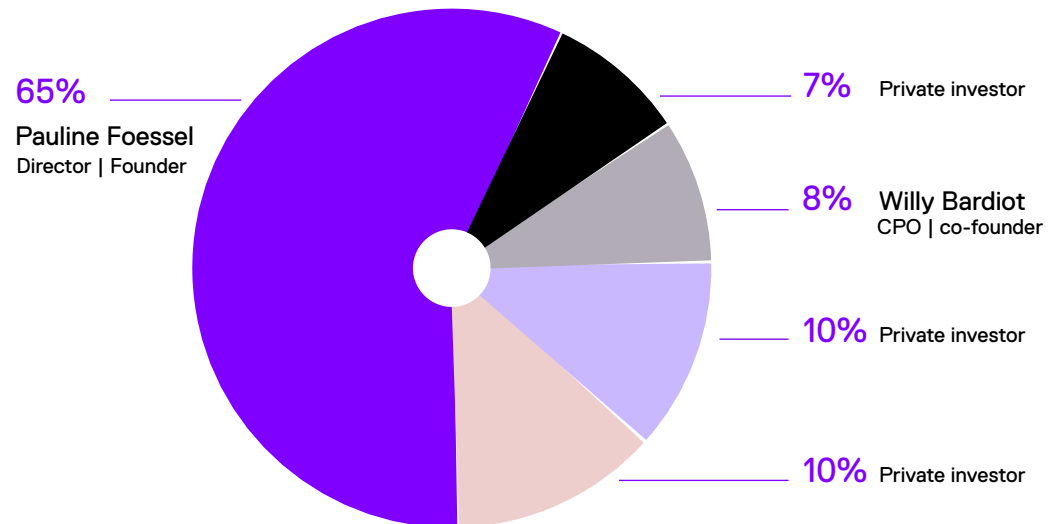


USERS GROWTH

2021 2022



STAKEHOLDERS - REPARTITION OF EQUITY



“The total economic contribution of museums in 2016 in the USA amounted to more than \$50 billion in GDP, 726,200 jobs, and \$12 billion in taxes to local, state, and federal governments.”

Definition:

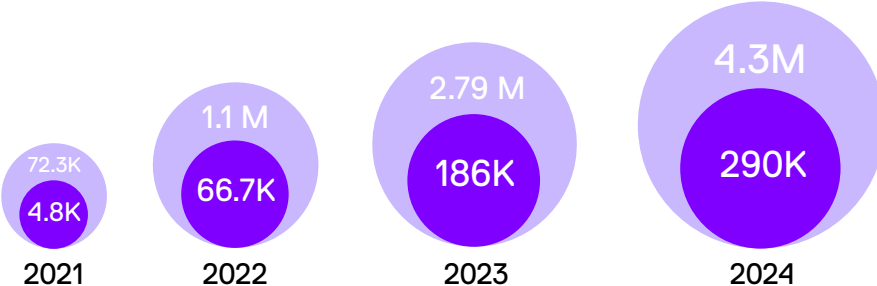
NFT

A non-fungible token (NFT) is a unit of data stored on a digital ledger, called a blockchain, that certifies a digital asset to be unique and therefore not interchangeable.

NFTs can be used to represent items such as photos, videos, audio and other types of digital files. NFTs are tracked on blockchains to provide the owner with a proof of ownership that is separate from copyright.

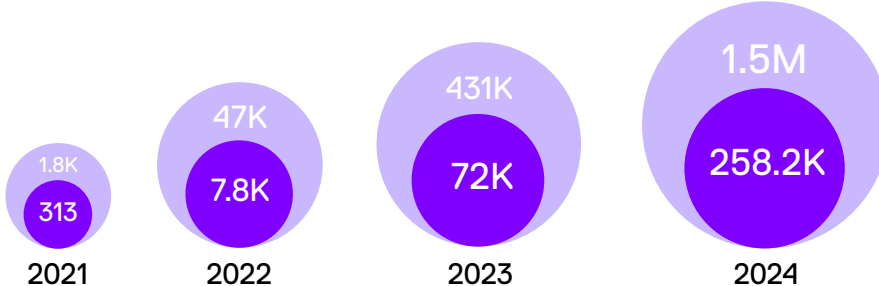
NFTs Sale - 1st time

● VOLUME ● REVENUES (€)



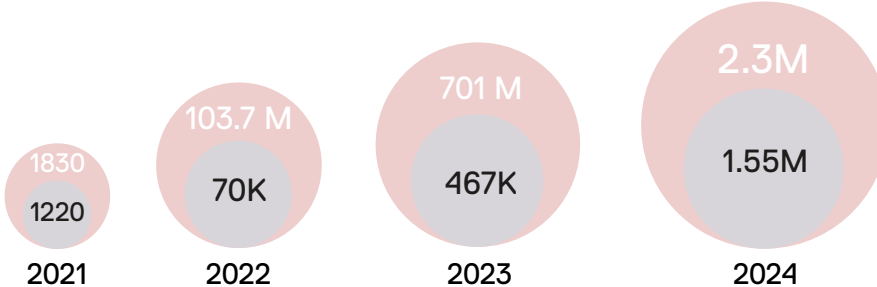
NFTs Resale

● VOLUME ● REVENUES (€)



Educational content sale

● VOLUME ● REVENUES (€)



They are ready to partner with us:



espaciodeón

