# Collaborative Design for the Modern Web

#### **Series A Funding Round**

\$14M

2015

Series A Raised

**Funding Year** 

#### **Led by Greylock Partners**

Index Ventures, ICONIQ Capital, OATV

#### **Founding Team**

А

CEO • Thiel Fellow

В

CTO • Ex-Pixar, Microsoft



"The future of design is collaborative, realtime, and browser-native"

— Company Vision



**Real-Time** 

Collaboration



**Browser** 

Native



High

Performance



Version

Control

**Disrupting the \$12B+ Design Tools Market** 

First real-time collaborative design platform

# Design Collaboration is Broken

Current workflows create silos, waste time, and stifle innovation

#### **Current State**



#### File-Based Chaos

Designers work in isolation with complex file management and version conflicts

"final\_design\_v23\_FINAL\_USE\_THIS.sketch"



#### Collaboration **Friction**

Feedback happens through screenshots, emails, and endless meetings

→ 3-day feedback cycles for simple changes



#### **Platform Lock-in**

Desktop-only tools exclude stakeholders and limit accessibility

→ Mac-only, expensive licenses, installation barriers

## **Daily Pain Points**

**Time Waste** 

40%

Of design time spent on file management, not actual design

**Version Conflicts** 

**Daily** 

Teams lose work due to conflicting file versions

#### Stakeholder Exclusion

**75%** 

Of feedback comes too late in the process

#### Handoff Friction

3-5x

Longer development cycles due to design-dev gaps

#### **Tool Fragmentation**

5+

Different tools for design, prototype, feedback, handoff

## **Business Impact**

#### **Hidden Costs**

Wasted Designer Time

\$50K/year

Delayed Product Launches \$200K/month

Rework & Iterations

\$75K/project

**Total Annual Cost** 

\$1M+

#### **Market Research**

89% of design teams report collaboration

Average 2.5 hours/day on non-design tasks

Remote work amplifies collaboration challenges

Growing demand for browser-based tools

#### **The Opportunity**

Design teams are desperate for a solution that enables true real-time collaboration without sacrificing performance or functionality.

## Real-Time Design in the Browser

Revolutionary collaboration meets desktop-class performance

#### **Our Solution**



#### **Real-Time Collaboration**

Multiple designers work simultaneously on the same file with live cursors and instant updates

→ No more file conflicts or version confusion



#### **Browser-Native Platform**

Access from any device, any OS, with no installation required

→ Universal accessibility for all stakeholders



#### **Desktop-Class Performance**

WebGL-powered rendering engine delivers 60fps performance in the browser

→ No compromise on speed or functionality

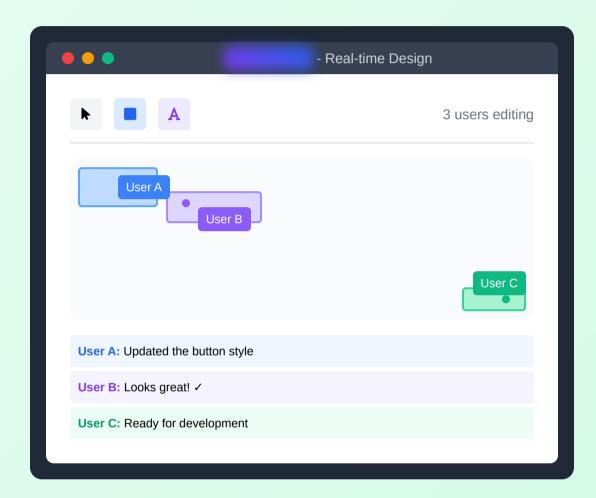


#### **Automatic Version Control**

Every change is automatically saved with full version history and branching

→ Never lose work, easy rollbacks and comparisons

#### **Live Product Demo**







# Massive Market Opportunity in Design Tools

Design is shifting from afterthought to core business strategy



\$12B+

**Design Tools Market** 

Adobe dominates with Creative Cloud, but collaboration is fragmented

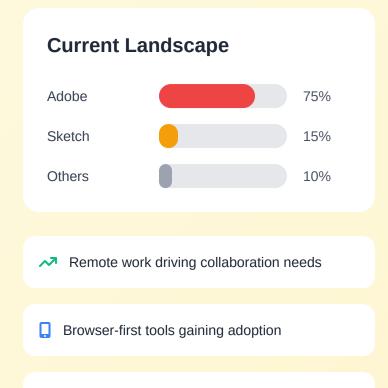


Global creative workforce growing 13% annually

#### **Enterprise Shift**

Companies investing heavily in designdriven growth

### **Market Dynamics**



Design-led companies outperforming

#### **Our Opportunity**



#### Perfect Timing

Remote work creates urgent need for real-time collaboration

#### Defensible Moat

Network effects and switching costs protect market position

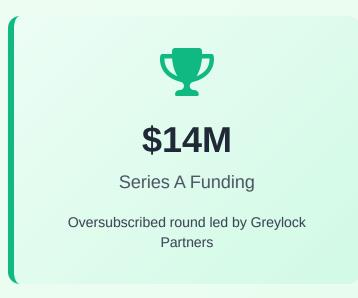
#### **Expansion Potential**

Platform for broader design and collaboration tools

## **Strong Early Traction & Validation**

Emerging from stealth with significant momentum and investor confidence

#### **Investor Validation**



GL

#### **Greylock Partners**

Lead Investor

#### John Lilly, Partner:

"This represents the future of design collaboration. The team's technical execution is exceptional."

#### **Notable Investors**

Index Ventures

**ICONIQ** Capital

OA OATV

JW Jeff Weiner

#### **Product Traction**



#### </> 3+ Years R&D

Built from ground up with cuttingedge WebGL technology

→ Significant technical moat and IP development

#### **World-Class Team**

15 engineers including Pixar, Microsoft, and Google veterans

→ Proven execution capability at scale

#### **Growing Waitlist**

Design teams signing up for preview access before public launch

→ Strong market demand validation

#### **Performance** Breakthrough

First browser-based design tool to match desktop performance

→ Technical validation of core thesis

#### **Key Milestones**

Q4 2015

Public launch & user onboarding

Q1 2016

Real-time collaboration features

Q2 2016

Team subscriptions launch

Q3 2016

Enterprise sales motion

#### **12-Month Targets**

Registered Users: 10,000+

Paying Teams: 500+

Monthly Revenue: \$50K+

Team Size: 25 people

#### **Risk Mitigation**

Strong technical moat

Network effects defensibility

First-mover advantage

Strong investor support