

# MIKAGE

Controlled visual production system

- Same object. Controlled variation. Production-ready direction.
- Business-facing AI production, not random image demos.

# Problem

- Current GenAI visual workflows are fast but unpredictable.
- Teams re-run prompts to chase consistency.
- Inconsistent output increases rework cost and review time.
- Production teams need reliability, not lucky generations.

# Solution

- MIKAGE keeps object/system context stable.
- One visual variable changes intentionally.
- Outputs become repeatable and review-friendly.
- Designed for commercial visual production workflows.

# Proof



Metal (specular surface)



Ceramic (glazed surface)



Stone (mineral / fine-grain surface)

Same system. Same object. Only one visual variable changed.

- Human-visible difference PASS.
- Same object, controlled material variation.
- Proof pack and public PDF are ready.

# Why Current Tools Fail for Production

- Most tools optimize novelty instead of control.
- No clear variable boundaries in many outputs.
- QA loops become expensive at scale.
- Business teams need consistent delivery states.

# Commercial Use Case

- Product marketing visual variants.
- Campaign asset sets for agencies.
- Brand-consistent content for in-house teams.
- Small paid pilot: one product, multiple material variants.

# Market / Buyer

- Creative agencies.
- Product marketing teams.
- In-house content and growth teams.
- Pilot-ready enterprise marketing units.

# Current Status

- Human-visible difference: PASS.
- Business packaging: in progress.
- Legal entity incorporation: in progress.
- Next: operator control -> automation -> pilot.

# Ask

- Cloud credits and infrastructure support.
- Founder/startup program support.
- Pilot introductions and partner conversations.
- Grant/funding support for productization.

# Closing

- MIKAGE converts random generation into controlled production.
- Proof is complete for core visual control claim.
- Now moving from proof to pilot and rollout.