

3D AI Studio

Zero to \$1.7 M ARR · 600 K Creators · 1 M+ Assets Generated



Example Assets
Generated on 3D AI Studio

Summary



In less than a minute, 3DAIStudio converts any text prompt into a 3D model. Our browser-based engine makes creating 3d content as easy as typing.

The problem – why it matters

High-quality 3D still costs hundreds of dollars and hours per model, locking out indie game devs, hobbyist 3D printers, e-commerce sellers, and countless other creators from using 3D in their work.

Our solution

Type any prompt like “small coffee cup,” “space rover,” “figurine”, hit Generate, and our browser-based AI delivers a fully finished 3D model in under one minute. The file opens natively in game engines, e-commerce viewers, AR apps, or a 3D printer, no extra software or GPUs required.

Market impact

Brands like Monume.com cut modelling time -50 % and unit cost -50 %, tripling production capacity without hiring extra artists

Demo (120s) → <https://youtu.be/uNJqt4U6yt4>

Full media kit → 3daistudio.com/press

Founder Bio



Jan Hammer | Heilbronn, Germany

Jan Hammer, 23, founded 3D AI Studio in Heilbronn after delivering VFX shots for Stranger Things and Star Trek. In 12 months he's scaled the browser-only engine to 600.000 creators, one million assets and US \$1.7 million ARR, leading a small team that is democratising professional 3D creation.



Assets

1.000.000+



Users

600.000+



ARR \$

\$1.700.000+



Thank you!

Thank you for taking the time to read this summary. If you have any questions or would like to discuss our findings further, please don't hesitate to reach out to us.

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