

CRONOCROMA

TEMPO, COLORE, FORMA

AI-NATIVE VIDEO EDITING · RUNS ON YOUR MACHINE

The video editor that watches your footage, understands it, and cuts the edit for you.

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Founders

THE PROBLEM

Editing steals the hours creators should spend creating.

It hits **freelance videomakers and social creators** hardest — people whose income depends on output. They shoot far more than they can cut, so great footage never gets published and deadlines slip.

Manual

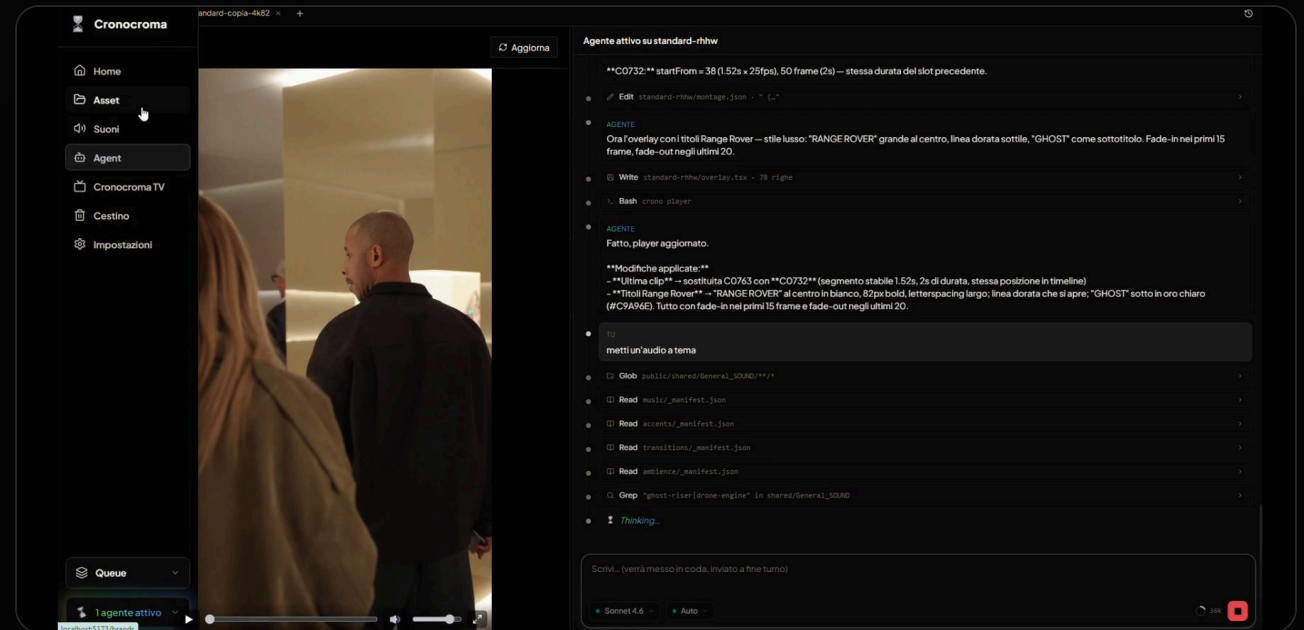
Every existing editor still assumes a human will drag each clip onto a timeline — the workload scales with your footage, not your tools.

THE SOLUTION

You describe it. The AI edits it.

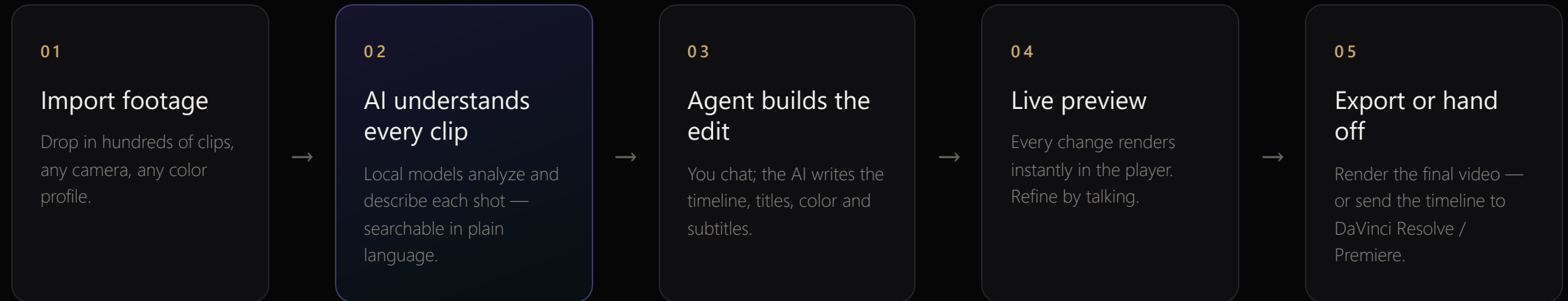
You tell Cronocroma the video you want — it already understands your footage — and it builds the whole thing live. In one place:

- Video editing
- Titles & subtitles
- Animations
- Music & SFX



The agent builds the edit and updates the live player in real time — here it swaps a clip, writes the on-screen titles, and drops in a music track, all from a chat request.

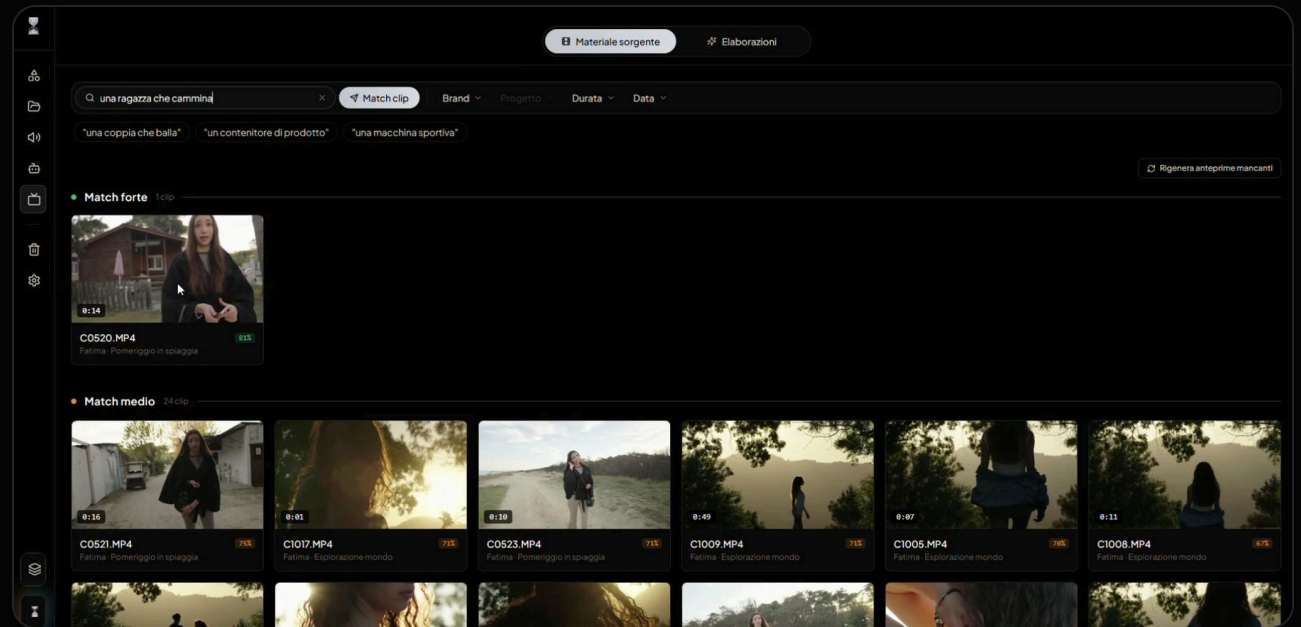
One pipeline, from raw footage to finished video.



WHY IT'S DIFFERENT · 01

It has actually watched your footage.

Cronocroma doesn't apply templates or auto-clip a long video. Its AI understands the content of every shot, so you can search your entire library in any plain language — and the agent picks the right clip on purpose, the way a real editor would.

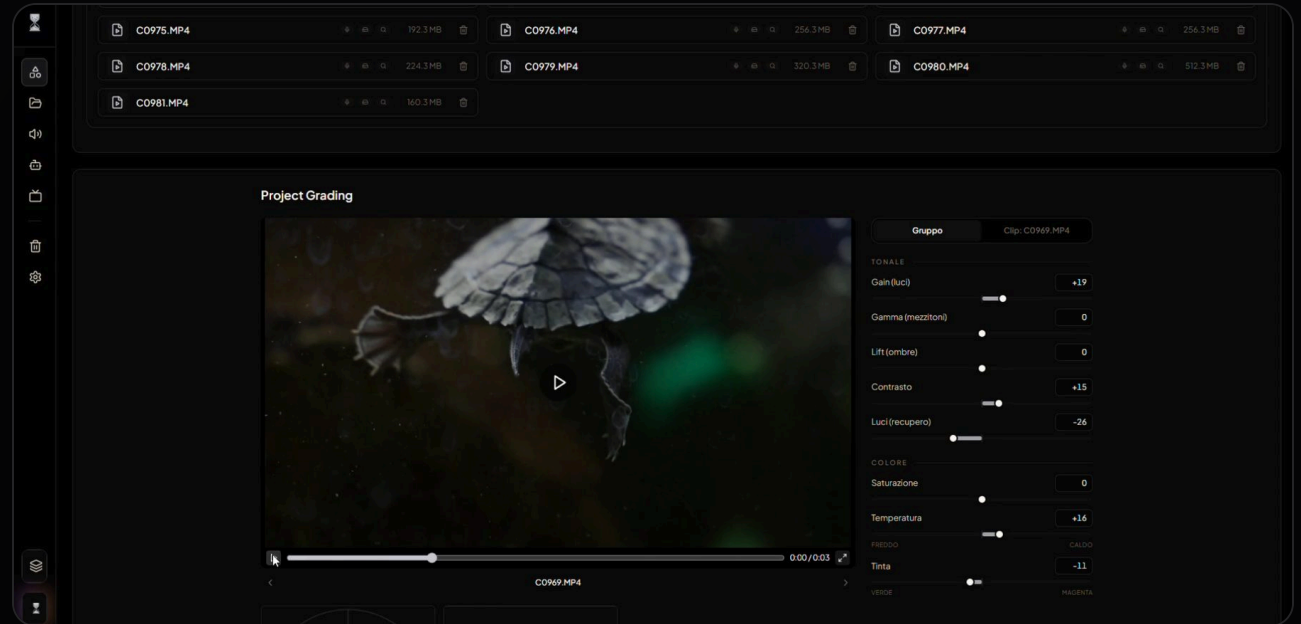


Search in any language — here, in Italian, “a girl walking” — and the AI ranks your own footage by how well each clip matches, strong to weak.

WHY IT'S DIFFERENT · 02

Studio-grade color. On your own machine.

All the AI runs **100% locally on your GPU** — no uploading hours of footage, no per-minute cloud fees, full privacy and ownership. And it ships with a professional log-first color pipeline, so the result looks graded, not filtered.



Real-time project grading with pro controls and scopes — applied at export, non-destructively.

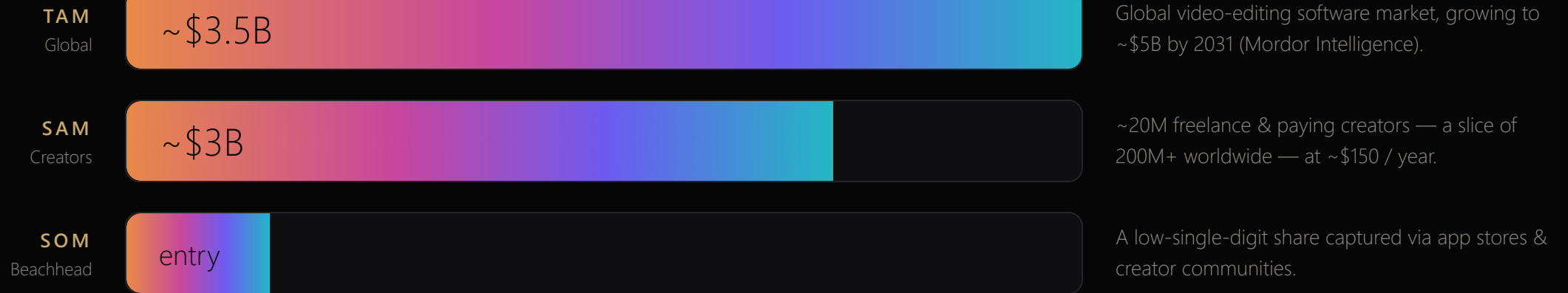
COMPETITION

The only editor that understands footage
— and runs locally.

	CRONOCROMA	CAPCUT / DESCRIPT	OPUS CLIP	ADOBE AI
Understands your footage & decides the edit	✓	Templates	Auto-clips	Assists
Runs 100% locally — no cloud upload	✓	Cloud	Cloud	Cloud
Pro color pipeline + NLE export	✓	—	—	Partial

MARKET

A \$3.5B market, pulled by a 200M-creator economy.



Sources: Mordor Intelligence — video-editing software market (\$3.54B in 2025 → \$4.99B by 2031, 5.9% CAGR); creator-economy scale (200M+ creators) per Grand View Research / market.us. SAM is a bottom-up estimate.

The product is its own best demo.

BUSINESS MODEL

- Desktop app on **tiered subscriptions**.
- **Free trial** → **self-serve paid** plans for individual creators.
- Higher tiers for **agencies & pro** volume use.

GO-TO-MARKET

- **Product-led & creator-native.** Before/after edit demos on TikTok, YouTube, Instagram.
- Free trial drives self-serve signups; **videography communities** (Reddit, Discord) amplify.
- **Referrals** turn users into distribution.

A working product — not a prototype.

- The **full pipeline runs end-to-end** on consumer hardware today: AI footage analysis → agent-driven edit → color → render / NLE export.
- **Pre-revenue**, dogfooded daily by the team on real production work.
- **Next 6–12 months:** external pilots, then first paying users.

End-to-end

Complete pipeline shipping, from ingest to export.

100% local

Runs on a consumer GPU — no cloud dependency.

Resolve / Premiere

Timeline export verified into a professional NLE.

TEAM

Built by videomakers who lived the problem.



Federico Cadamuro

FOUNDER · PRODUCT & VISION

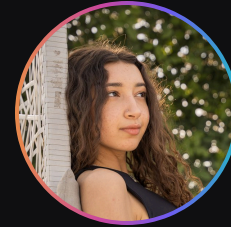
Videomaker who built Cronocroma to kill his own post-production grind. Owns product direction and the creative logic behind the editing agent.



Mauro Cadamuro

CO-FOUNDER · ENGINEERING

Software developer behind Cronocroma's local AI pipeline and rendering engine — the system that runs multiple models end-to-end on consumer hardware.



Fatima Ezzahraa

CO-FOUNDER · DESIGN & BRAND

UI designer and brand lead — shapes the product experience and Cronocroma's visual identity, turning a powerful engine into something creators love to use.

WITH TAQADAM

From a tool we built for ourselves to the way creators edit.

~50%

Marketing & creator acquisition — the product is already built.

~30%

An Apple-specialized hire to bring Cronocroma to **macOS**, where most creators work.

~20%

Incorporation, test hardware & buffer.

TEMPO, COLORE, FORMA

Goal in 6–12 months: public beta · first 500 creators · 50+ paying users · company incorporated.



C R O N O C R O M A

Federico & Mauro Cadamuro · Fatima Ezzahraa