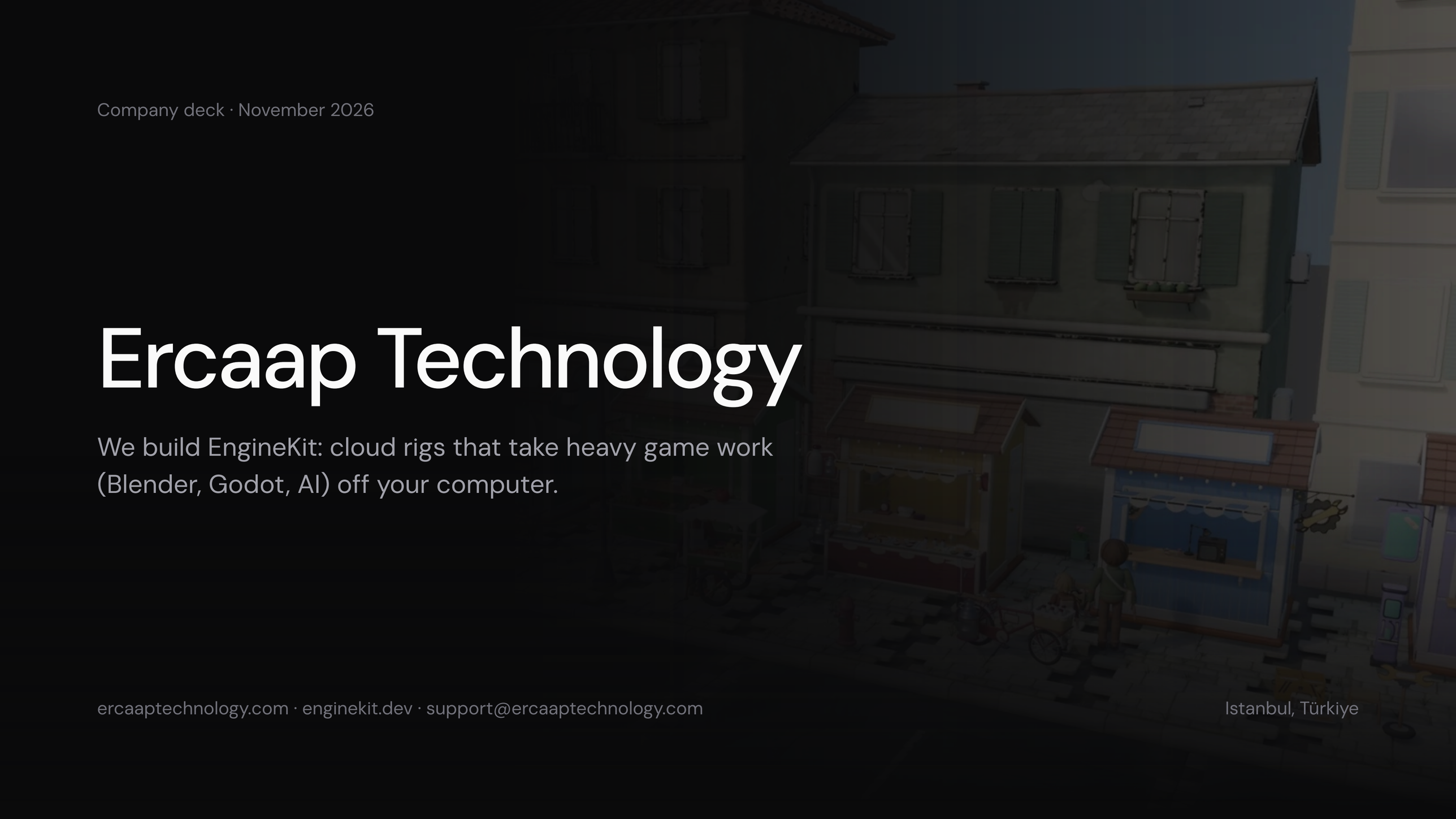
Company deck · November 2026

Ercaap Technology

We build EngineKit: cloud rigs that take heavy game work (Blender, Godot, AI) off your computer.



ercaaptechnology.com · enginekit.dev · support@ercaaptechnology.com

Istanbul, Türkiye

Making games still needs a powerful computer.

Blender, Godot and an AI model fill a 16 GB computer.

It overheats and throttles.

Many creators only have a phone, a tablet or an old computer.

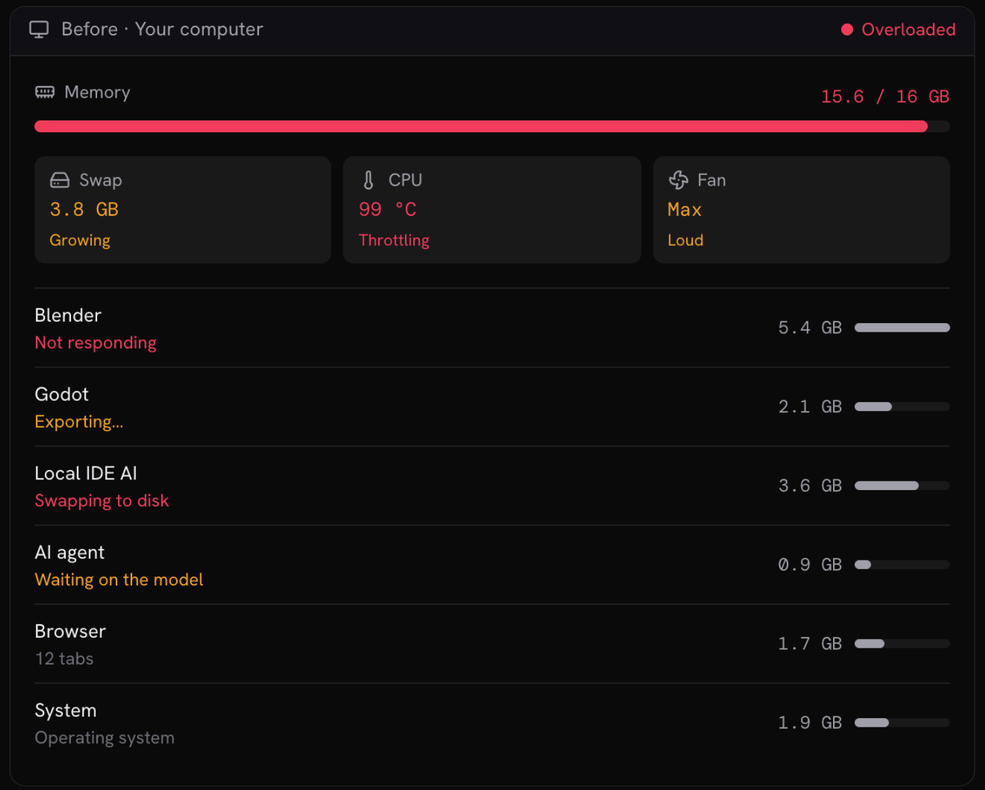


Illustration · a typical 16 GB computer

Take the load off your computer.

The heavy work runs on cloud rigs;
your device only shows the stream.

Keep your AI agent; give its heavy work to a rig.

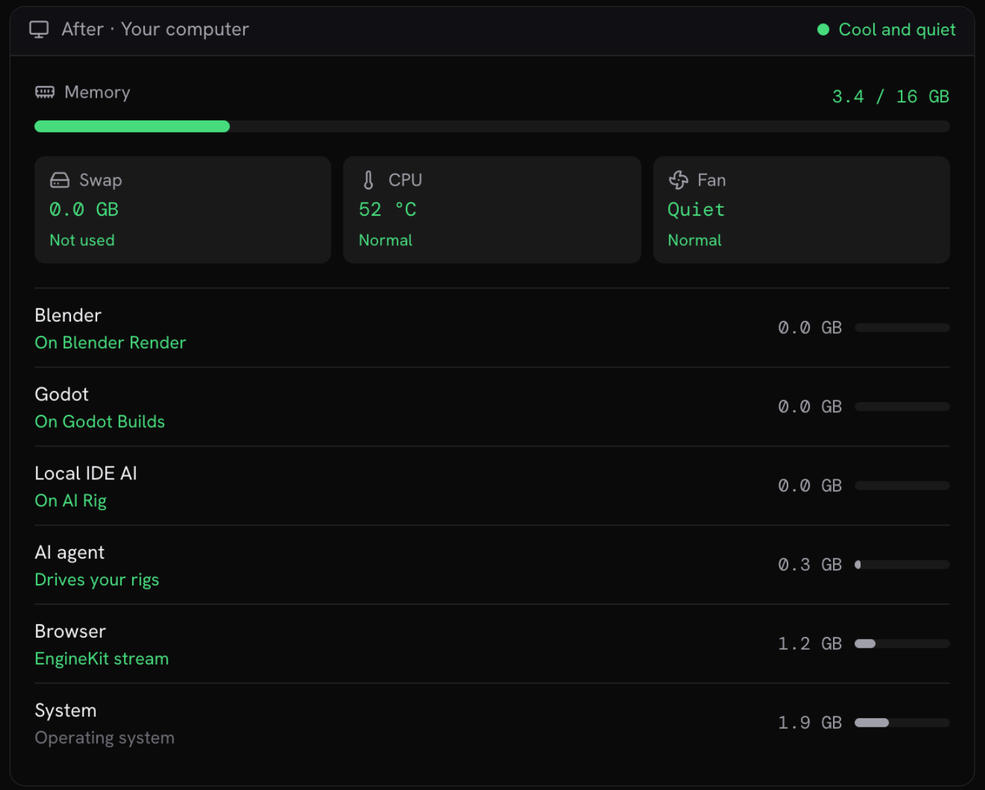
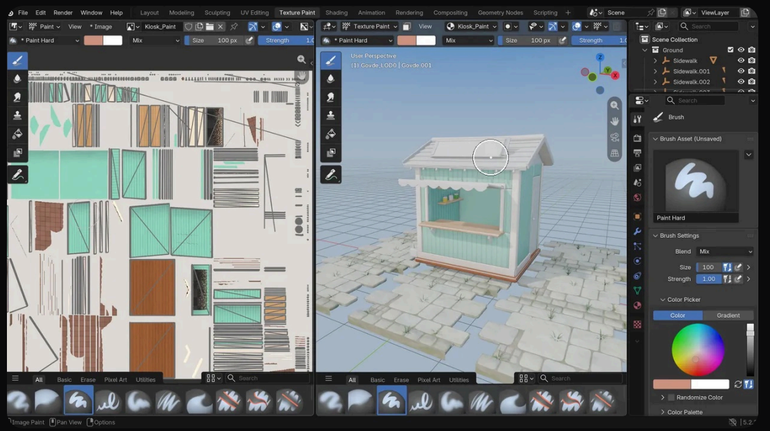


Illustration · the same computer with EngineKit

EngineKit in action



Building the street



Painting the kiosk

Illustration: recorded in Blender 5.2 and Godot 4.7 with assets from Rise of Business, our game. Live GPU streaming is being validated (Gate 0).



Playtest in Godot



Final render

Two founders who grew up shipping games

Ömer Ercan

Co-founder · Founding engineer

Nurbanu Ercan

Co-founder · Product and growth

100M+

combined downloads of mobile games we worked on, 2019–2024

50+

products shipped across games, AI and mobile

6+ years

building and shipping products

Our 2025 portfolio

Real users and real revenue from nine self-published apps.

$110K+

revenue in 2025, studio total

500K+

app installs on iOS and Android

$106K

in App Store sales

1.8M+

organic visitors to one web product

95% organic acquisition · 1.56M+ App Store impressions from organic sources. Self-published before Ercaap was incorporated in October 2025; app metrics are public on AppMagic.

We make games too



Blender render · the Rise of Business street



In game · the town square

Rise of Business: The Card Game

Our upcoming Steam game. Its assets power our EngineKit demos in Blender and Godot.

What is built today

Console and CLI	Built
Godot and Blender tasks	Built · real-rig tests next
Billing on Polar, signed payments only	Built · sandbox tests next
Security layer	Built · GPU validation next
enginekit.dev and early access	Live

Nothing has run on real GPU rigs yet; that is Gate 0, our next milestone.

AI Lab on the same rigs

Fine-tune open models

Apache-2.0 and MIT models, tuned with LoRA on one GPU.

Private coding models

They run in your own rig, so your code never leaves it.

AI Studio

Images, video and 3D, every output marked with C2PA.

Designed and approved; the build starts after GPU validation.

Monthly hour plans, billed per second

Starter

$10

$10 of usage a month

≈ 3 h 23 m on an RTX 4090 rig

Pro

$20

$22 of usage a month (+10%)

≈ 7 h 27 m on an RTX 4090 rig

Creator

$40

$48 of usage a month (+20%)

≈ 16 h 16 m on an RTX 4090 rig

Studio

$80

$100 of usage a month (+25%)

≈ 33 h 53 m on an RTX 4090 rig

Extra hours $10, $20 or $40, valid 12 months · Team plans by agreement · Rig price ≈ 2× infrastructure cost (RTX 4090 rig $2.95/h, CPU rig $0.35/h) · Polar is the merchant of record.

One compute layer, safe by design

Provider-agnostic

An isolated rig per user and project

Daytona first, more GPU partners next

Signed, expiring desktop links

Trust and safety

Default-deny egress and mining detection

No credentials inside rigs

Credit only from signed payments

Built and covered by about 460 automated tests; validation on GPU partners is next.

What’s live and what comes next

Now

November 2026

Website and early access

Live

Console, CLI and billing

Built and tested

Next

Targets

Gate 0: GPU desktop

Q4 2026

Private beta

Q1 2027

AI Lab beta

Q1 2027

Hours billing

Q2 2027

Later

After the beta

Render farm

Target H2 2027

AI Studio

Target H2 2027

Unity and Unreal Engine

We will work to obtain licences from Unity and Epic Games

Quarters are targets, not promises: each step starts when the one before passes its checks.

Unity is a trademark of Unity Technologies; Unreal Engine is a trademark of Epic Games, Inc. We are not affiliated with either.

GPU credits to validate and launch EngineKit

Compute credits for Gate 0 and our private beta

Graphics-capable GPUs: RTX, L4, L40S or A10

Quota for 4–8 concurrent desktops in the EU

Guidance on GPU desktop streaming

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