

VANTEMIO

From content creation
to business automation

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A software engine connecting neural models, tools and project memory. The central core connects Studio as the production module, containing graphics, editing, audio and narration. Social, Marketing, CRM and Market follow.

CONTEXT	TOOLS	RESULT
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1. An idea shaped by daily production

Vantemio began with a practical challenge: running YouTube channels and producing content every day. According to the founder, several channels reached monetization within six months. Behind that outcome were constant editing, scripts, narration, images and footage, with almost no days off and around ten separate subscriptions.

The experience exposed a recurring problem: creators manually connect tools, transfer material, repeat prompts and pay multiple services for one result. Vantemio brings that work into one system to reduce manual effort and dependence on recurring subscriptions.

Studio is the first production module connected to the central core. Social, Marketing, CRM and Market will follow.

2. The engine

Vantemio consists of a **central core and connected application modules**. The core manages tasks, shared context, memory, registries and compute resources. Each module receives its task and returns results to the system.

Vantemio Studio is the content production module currently being connected to the core. Scripts, footage, graphics, editing, audio and narration live inside it. Audio and visual models connect through Studio tools; software prepares assets, manages model calls, processes outputs and links production stages.

We are designing separate modules for the same core: **Social, Marketing, CRM and Market**. Studio creates content, Social distributes it, Marketing manages campaigns and CRM connects enquiries with deals. Shared context enables the modules to work together.

3. System structure

Level	Component	Contents
Central	Vantemio core	Tasks, context, memory, registries, routing and result history
Application	Studio - production module	Scripts, graphics, footage, editing, audio pipeline and narration
Next module	Social	Cross-channel brand operations, API publishing, calendars and analytics
Next module	Marketing	Ad campaigns, creative assets, budgets and performance
Next module	CRM	Vantemio CRM, client CRM adapters and data migration
Commerce module	Market	Provider profiles, services and orders on Base / Boson Protocol

The relationship is **core** → **application module** → **its tools** → **result** → **core**. Inside Studio, scenes, visual assets and audio tracks form a production workflow. Social, Marketing and CRM connect to the central core separately.

The coordinating core on Station assigns bounded work to registered compute resources. Additional computers and services connect through a shared registry. This compute infrastructure supports all application modules.

4. The first module: Vantemio Studio

Studio connects topic research, scripts, assets, graphics, narration, editing and sound. Initial scenarios include videos, Shorts, advertising content and project presentations.

Remotion supports code-driven graphics, Blender handles 3D and composition, FFmpeg processes media, and editing tools assemble scenes. Graphic events and sound accents are bound to the timeline. A scene revision retains its relationship to the original brief and assets.

We start here because the founder understands the production task and can judge the result. Studio tests the first module's economics while developing tools shared by the wider engine.

5. A dedicated audio pipeline

The audio pipeline lives inside the Studio production module. It consists of distinct tasks served by specialists.

Task	Components	Surrounding software
Local narration	Qwen3-TTS Base	Text, voice parameters, segments and scene relationships
Speech and timing	Whisper turbo, Silero VAD	Words, pauses and time intervals
Audio analysis	LAION CLAP, AST, PANNs	Description matching, event classes and segment scores
Voice processing	FFmpeg EQ and compression	Track preparation for mixing
Movement sound	8 proprietary Sound Recipes	Scene events, effect onset and tail, separate A1-A4 layers
Music module	ACE-Step 1.5	Brief, duration and musical alternatives - module development
Generative effects	MMAudio, AudioLDM 48k	Video context and exact sound segments - research pipeline

Mixing combines voice, music, ambience and effects. Code manages levels, ducking and synchronization. The voice direction aims at expressive local narration, authorized voices, multiple characters, interviews and podcasts, reducing recurring expenditure on separate voice services.

6. Practical benefit and measurement

Producing a complex five-minute video manually can involve scripts, graphics, repeated cloud-AI requests, editing and mixing. Our comparison scenario considers a 12-18-hour cycle. Vantemio targets a reduction to several hours and a 50-80% reduction in cloud-AI expense through local models, reusable context and software tools.

These figures are testing targets. We measure time to an accepted result, compute cost, manual revisions and finished-video quality. This allows the value of each scenario to be evaluated and the next automation stage to be selected.

7. Brand, platforms, advertising and CRM

Social is a planned independent module of the central core. It will maintain brand profiles, style, audiences and a consistent publishing strategy, manage calendars, connect platform accounts through APIs and collect analytics. It can request posts, images, videos and presentations from Studio.

Marketing is a separate module for advertising campaigns. We plan campaign creation and configuration through Google Ads, Meta and other supported advertising APIs: Studio creative assets, approved budgets, placement settings and performance analysis.

CRM is the next independent module. We plan Vantemio's own CRM, adapters for a company's existing CRM and migration of contacts, enquiries and deals. An implementation can use the company's current system, connect it to Vantemio or migrate agreed data.

Target sequence: **core task** → **Studio assets** → **Social publication** → **Marketing campaign** → **CRM enquiry and deal**. Every module uses shared context and returns its results to the central core. Platform capabilities and requirements are listed in the [integration catalogue](#).

TikTok publishing is designed for creators with individual account connection, previews and consent to transfer. Users choose available publishing settings. The workflow is developed against the [TikTok Content Posting API guidelines](#).

8. Live media and virtual presenters

A future module will support sustained broadcasts with AI avatars, voice, programming and audience responses. The goal is reliable operation without a permanent operator, with moderation, controls and a stop mechanism.

Each platform connects through its available live and chat interfaces; a streaming executor transmits the media. Supported scenarios come first, followed by wider integration as API access permits. Round-the-clock broadcasting is part of the roadmap.

9. Vantemio Market

Market will connect providers, customers and AI agents. Sellers create profiles, service passports, examples and terms. Buyers select an offer or request a result from the Vantemio cloud service.

Boson Protocol provides the basis for researching tokenized exchange commitments: an offer is linked to the right to receive an agreed product or service. The passport records deliverables, timing, price, material rights, acceptance and dispute terms. Agents will help discover offers and execute orders within assigned permissions.

The proposed Vantemio fee is 1.5%, with a 1% volume option. In a \$100 exchange using a 0.5% protocol rate, the total fee is \$2: \$1.50 to Vantemio and \$0.50 to the protocol, leaving \$98 for the seller before other expenses. Seller registration is discussed as a one-time \$10-20 payment. This is a proposed model; terms will be fixed before Market opens. See [Packages and delivery](#).

10. Delivery and economics

Cloud delivery targets creators and teams. Start, Pro, Pro Plus, Agency and Enterprise separate workload scope, project capacity and support.

Client deployment targets companies and agencies: a licence to the agreed version, installation and data/service integration. Working estimates are approximately \$20,000 for the licence and \$5,000-20,000 for implementation, depending on complexity. Hybrid delivery combines client infrastructure with permitted cloud tasks.

A turnover-based model is also under consideration: initial setup and an agreed 1-2% usage commission. A contract must define eligible transactions, refunds, reporting and payment arrangements. Automated commission settlement is a commerce-module development direction.

The first-stage strategy is to build a useful product quickly, earn revenue from content and implementation, and reinvest it in the system. Investment and grants can accelerate core reliability, quality and additional modules.

11. Current stage and the next result

The core and Studio are under development. The established audio pipeline has real narration, transcription and specialist-analysis results. Music and additional generative modules are undergoing integration and testing. The next product milestone is external pilots with a clear task, a finished result and measurable economics.

Social integrations, advertising, CRM, live media and commercial Market follow in later stages. The [roadmap](#) describes that sequence; the [technical documentation](#) explains the architecture.

Join through the [testing application](#). Implementation, investment and partnership enquiries: support@vantemio.com.