Easier to make. Lower to start.

Pick one reuse-allowed video that is taking off now, and it comes back re-created as shorts with captions and a hook title. No footage of your own needed.

SwitchClip | Shorts | Formats | Your video | Dubbing

Shorts have to go up every day. Making something to post is the blockage.

01

Editing takes days

Editors say one 10-minute video takes 2–3 days to edit (a survey of 285 editors in Korea, 2023).

02

Material runs out

A shorts channel grows by posting every day, but there is not something new to film every day, nor the time.

03

Cutting as it is gets stuck

Cut someone else’s video and post it as it is, and it is reused content: hard to monetise, hard to be seen.

One thing in. Everything out.

01 — SHORTS

Shorts

Trending CC BY video → Up to 6 shorts

Pick a video, press once: up to six shorts with captions and a hook title.

02 — FORMATS

Formats

One video → Re-created formats

Ranked compilations, quizzes, AI narration, myth-busts, a ten-minute long-form. Made again, not cut.

03 — YOUR VIDEO

Your video

Your upload → Captioned shorts

Upload your own footage: captioned, and re-made in the same formats.

04 — DUBBING

Dubbing

One short → Other languages

Captions in 14 languages and AI dubbing: one video becomes shorts for many countries.

Money already changes hands for this.

822K

Streamers who joined Eklipse

A stream-clipping tool · company-stated, July 2026

Source: Eklipse, 2026-07 (company-stated)

₩100M

EasyCut revenue in its first 7 weeks

A Korean auto-shorts editor · 15,000 members · stated by its operator, Sept 2026

Source: StartupN, 2026-09 (company-stated)

$215M

Valuation of this category's leader

OpusClip, $20M led by SoftBank Vision Fund 2 · reported March 2025

Source: Business Insider, 2025-03

> **The demand is proven. Money already changes hands, in Korea and abroad, for turning video into shorts. The open question is not whether the demand exists but which way in is still empty, and every tool today starts from your own video.**

More people make shorts; Shorts are watched 200 billion times a day.

34,806

Solo media creators in Korea (income filers)

For 2024 · up from 9,449 for 2020 · National Tax Service data

Source: National Tax Service via ZDNet Korea, 2026-02

3M+

Creators in the YouTube Partner Program

August 2026 · stated by YouTube

Source: YouTube Official Blog, 2026-08

200B

YouTube Shorts daily views

June 2025 · stated by YouTube

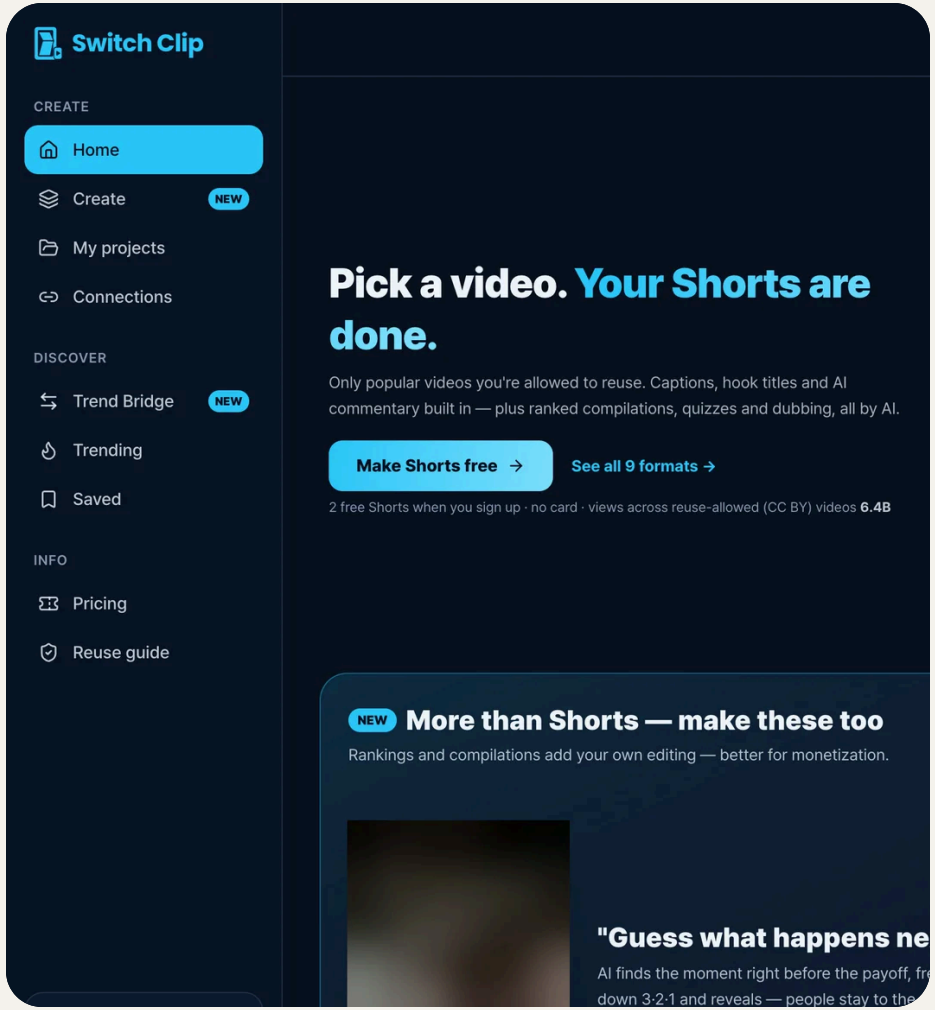
Source: YouTube Blog, 2025-06

> More and more people want to grow a channel and earn with shorts. Solo creators in Korea more than tripled in four years. Finding something to post every day is a job every one of them has.

16 paying customers. No paid ads.

> **A shorts tool usually starts when you bring your own video or a link. SwitchClip starts by finding a video you are allowed to use, and makes it again rather than cutting it, so a channel can begin with no footage of its own.**

- 16 outside customers have paid (counted Nov 18). Promotion is AI-automated posting and replies on social media, nothing else.
- Pick a video: Shorts, and re-created formats from ranked compilations, quizzes and AI narration to localisation and a ten-minute long-form.
- No footage of your own needed. Reuse permission is checked at three points.



It finds reuse-allowed videos across 31 countries and translates captions into 14 languages. One press makes up to six shorts with hook titles; previews are free, and only the shorts you keep are paid for.

Everyone starts from your video. We find one.

From finding a video you may use to making it again, captioned and titled. All in one place.

- Nothing to bring: it finds reuse-allowed videos, and your own video works too.
- Previews are free; only the shorts you keep are paid for.
- Made again, not cut: ranked compilations, quizzes, narration, long-form.

Service	What goes in	Starts without your video	Long-form
SwitchClip Korea	**Just pick · finds reuse-allowed videos · your own video too**	**Yes**	**Yes**
EasyCut Korea	YouTube link · file upload	Needs your video	—
AlphaCut Korea	YouTube link · file upload	Needs your video	—
OpusClip Abroad · US	Video link · file upload	Needs your video	—
Eklipse Abroad	Twitch, YouTube and other streams	Needs your video	—
StreamLadder Abroad · Netherlands	Clips imported from Twitch, YouTube, Kick	Needs your video	—

From each company's own pages, October 2026. Per hour is a plan's price divided by its hours, rounded. A dash means not confirmed.

Not cut. Made again.

Reuse-safe

Only videos you are allowed to use.

Reuse permission (CC BY) is checked at three points (the list, job creation, processing), and a certificate of the check and a credit for every scene are kept.

Re-creation

Not cut. Made again.

A video is not cut as it is: it is rebuilt as a ranked compilation, a quiz, an AI narration, a myth-bust, a what-if, a mystery or a verdict. Where narration does not suit a video, the key moments are picked and given a comment.

Global

One video, many languages.

It finds reuse-allowed videos across 31 countries, translates captions into 14 languages and gives a short a voice in another language with AI dubbing.

01
Trending video
Reuse-allowed videos taking off now, in 31 countries

02
Permission
Checked at the list, the job and processing

03
Reading
What is said is transcribed and every moment scored

04
Format
Three formats suggested for that video

05
Re-creation
Narration · comment · captions · hook title

06
Shorts
Previews free; take out only the ones you like

Why REWYND.

01

Proven with real customers

16 outside customers have paid on SwitchClip, 2 of them more than once, reached without paid advertising. We are now widening, from usage, the reasons to pay again. The real figures update once a day on the growth page.

02

A small team that ships

Two people who have worked together at three companies plan, build, ship and run everything. The CEO has spent about six years on backend and AWS cloud infrastructure: running a global service, cutting infrastructure cost and migrating databases.

03

Run lean

Heavy video work runs on our own servers, and AI suppliers are swapped in rather than tied to one. Keeping infrastructure and AI cost low is where the design starts.

04

We check demand ourselves

Posting and replies on social media run every day on AI automation, and visits, sign-ups and payments are counted apart. Not a marketing tool for sale: an in-house way to grow our products with a small team.

From what we wanted to make to what people pay for.

01 · REWYND game	**We built what we wanted first**
02 · Shouting Mamot	**We were paid for the first time**
03 · Mamot Store	**We make and sell physical goods too**
04 · Promotion automation	**We made bringing customers in a system**
05 · SwitchClip	**Outside customers paid**
06 · Re-creation	**From cutting to making again**

At first we built what we wanted to build. Now we build by checking why people pay, and why they come back.

The risks, and how we handle them.

Platform policies change.

OUR ANSWER

Only reuse-allowed videos are used, the permission is checked at three points, and a certificate and a credit for every scene are kept. Since November 2026 a video is not cut as it is but made again, so what comes out is a new video. When a policy changes, the formats and editing rules change with it.

AI models and their prices keep changing.

OUR ANSWER

We are not tied to one AI supplier: suppliers are used in turn, and a failed call is retried on another. A better model is swapped in when it arrives; as models improve, so does the product.

Others started first, in Korea and abroad.

OUR ANSWER

Every tool in Korea and abroad starts from your own video. We start by finding a video you may use, and built the re-created formats, Korean caption quality and payments at home and abroad first. Your own video can come in too, and on that shared ground we compete with free previews and paying per short.

Demand can arrive all at once.

OUR ANSWER

Throughput grows with each server of our own that we add, by design, and a new server comes up in the same state with one command. If the main server stops, a standby server takes over the work.

What comes next.

As demand arrives we add throughput and reliability, and widen the formats and languages that work. What goes in and what it changes are specific.

01

Our own GPU servers

More servers of our own, with an i7-class or better CPU and RTX graphics.

→ More shorts, made faster

02

Power redundancy

An uninterruptible power supply keeps jobs running.

→ Processing around the clock

03

Line redundancy

A satellite internet line as backup.

→ A service that is always reachable

04

More formats and languages

More of the formats that were actually watched, and more languages to dub into.

→ One video, shorts for more countries

A few people. This much shipped.

A backend lead and a frontend lead who have worked together at three companies keep planning, payments, releases and operations in-house. Promotion, replies and metrics run by themselves every day.

CEO	Builds it fast and ships it: engineering, servers, payments, automation, and the outside conversations.
CXO	Finishes the prototype into a product: planning, UI/UX, the mood of the brand, product planning.

SwitchClip ● **Shouting Mamot** ● **Mamot Store** ○ **REWYND** ●

4
products we built ourselves

3
products live today

3
platforms: Web · iOS · Android

5
languages at launch

Who we are looking for.

Investment

We are looking for investment so the core team can focus on the product and on customers, and widen early validation.

Pilot partners

Creators, shorts-channel owners and MCNs to use SwitchClip first and shape it with us.

Global BD

Someone to take it to creators and agencies abroad, and to shorts channels localising viral videos.

Investment and partnership inquiries **rewyndkr@gmail.com** www.rewynd.me/investors