造物志

Zolplay®
Craftbook
2026.03

佐玩®
造物志
2026.03

You can always tell
when someone cared.

TASTE
知味

CRAFT
琢物

OG.
SHENZHEN

SERVING
WORLDWIDE

惜心
CARE

灵韵
SOUL

Craftbook

造物志

A Zolplay Publication
First Edition, 2026

佐玩出品
2026 年初版

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Taste

知味

Foreword

开篇

A design studio for people with good taste.

一家承包品味的设计工作室。

AI made "getting it done" easy. The hard part now is making it matter.
When everyone can ship, the difference isn't speed.

It's taste. Craft. Soul.

The human judgment that no model can replicate. That's what we do. That's all we do.

Here's what nobody says out loud yet: the technology is converging. The capabilities are leveling out. Two products can now do the same thing. So the question every founder faces isn't "can we build this?" It's "why would anyone choose us?"

The answer is never features. It's the brand that earns trust before the demo loads.
The interface that makes complexity feel simple.
The onboarding that feels like someone actually thought about your first five minutes.
Design decisions. They compound in ways that code alone never will.

We started Zolplay with one conviction: in an era flooded with AI-generated everything, the things that actually resonate are the ones with a human behind them. Someone who sweated the kerning.
Someone who questioned the flow.
Someone who said "this isn't good enough" when everyone else was ready to ship.
That's us.

AI 让「做出来」变容易了。难的是让它有意义。

所有人都能轻松上线产品的时候，拉开差距的不是速度，是品味、工艺、灵魂，是模型替代不了的人的判断力。

我们做的就是这个，一直专注着。

有一件事还没多少人说出口：技术在趋同，能力在拉平。两个产品现在能做一模一样的事，每个创始人面对的问题不再是「能不能做出来」，而是「凭什么选你」。

答案也许不是功能，而是品牌在演示 demo 之前就赢得了信任，是界面让复杂的东西用起来不累，是注册后的前五分钟让人觉得有人替自己着想过，是设计的决策。它们的复利，代码给不了。

佐玩从第一天就相信一件事：在 AI 生成一切的时代，真正让人记住的，是背后有人在较真。有人为了字距调了三遍，有人在所有人都说「可以了」的时候说「还不够」。

那个人就是我们。

We're small by choice. Every project gets our full attention. Every client gets our honest perspective.
We don't scale by adding headcount.
We scale by going deeper.

团队不大，我们想保持这样。每个项目都有我们所有人的投入，每个客户都能听到我们真实的想法。
不靠加人，靠把每件事做得更深。

If you're holding this book, you care about the same things we do. You know the difference between something that was designed and something that was just assembled. You've felt it. The product that makes you stop and think: "these people get it."

You want to build that. So do we.

This book exists because we believe in the weight of a physical object. In a world of portfolios lost in browser tabs, we wanted something you could hold. Something that couldn't be swiped past.

What follows is not a catalog of services. It's a record of partnerships. Every project in these pages started with a founder who cared about getting it right, and a team that fought alongside them until it was.

Not a portfolio. A proof of partnership.

如果你在翻这本书，那我们在乎的东西大概是一样的。你分得清一个产品是「被设计过的」还是「被拼出来的」。
你体验过那种让你停下来想「他们懂我」的产品。
你想做出那样的东西，我们也想。

之所以我们做了这本书，是因为在作品集都活在浏览器标签页里的今天，我们想做一个你能拿在手上的东西，有重量的东西。翻过就翻过了，没法被一个拇指轻易刷走。

后面的内容不是服务清单，是合作的记录。
每一个项目的背后，都是一个在乎把事做对的创始人，和一支陪他磨到底的团队。

这本书不是作品集，是我们和每一个合作者之间，那些较真的痕迹。

Craft

琢物

Studio

工作室

Journey

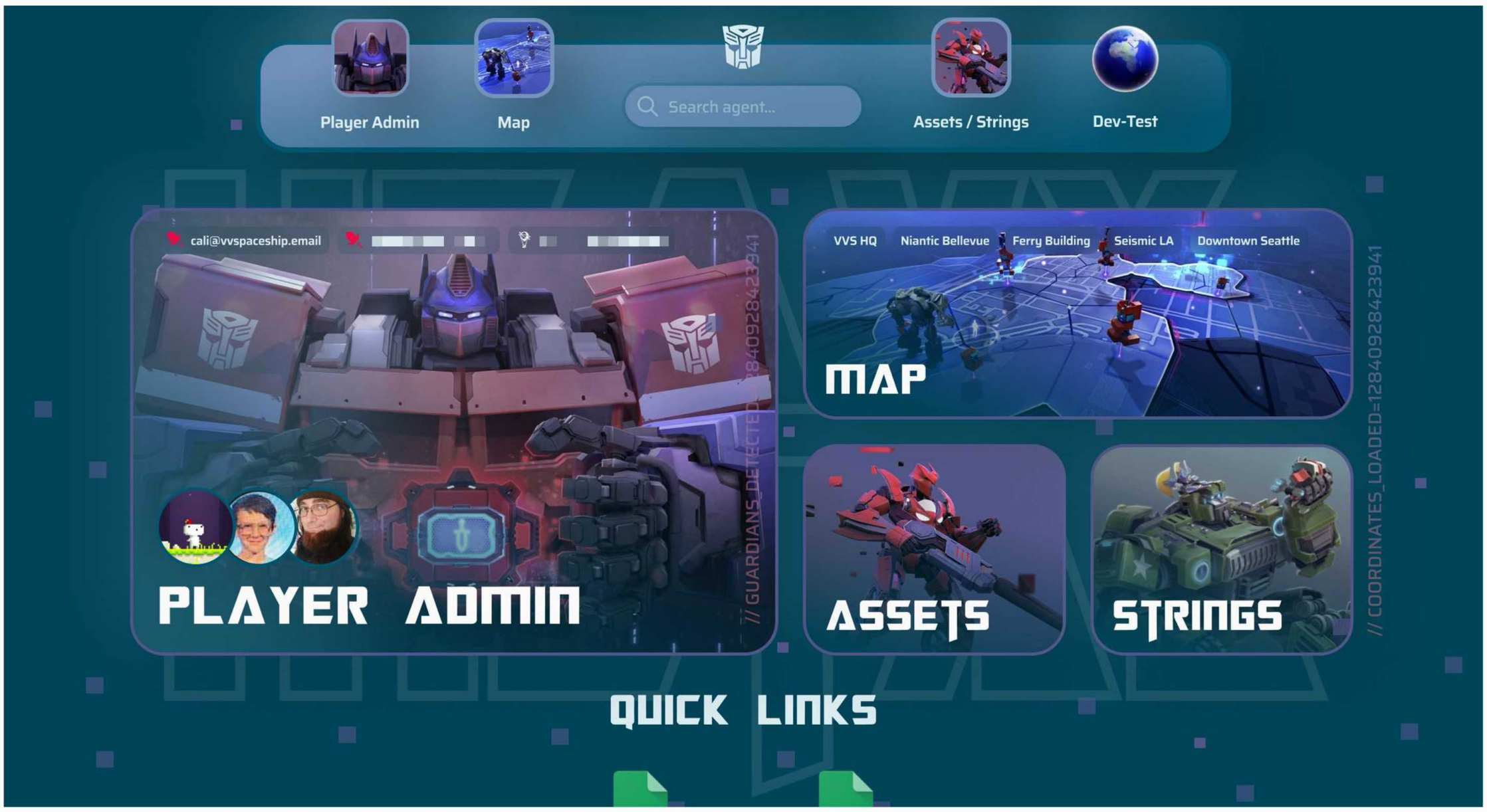
来路

It started with an itch.

起点是一个管不住的习惯。

Before Zolplay, I was in Seattle. A full-stack engineer at very very spaceship, a game studio led by Sean. I was writing gameplay systems, shipping features, doing what engineers do. But I kept gravitating toward the edges. The UI. The feel. The moments where a user touches something and it just *works*.

创办佐玩之前，我在西雅图。very very spaceship，一家游戏工作室，老板叫 Sean。我写系统、做功能、上线、修 bug，标准工程师的活，但我总忍不住往旁边看。别人在写逻辑，我在看按钮的圆角对不对。别人在联调接口，我在纠结列表滑动的手感。



One of those moments defined what came next. We were working with Niantic on an AR game called Heavymetal, and the project needed an admin dashboard. I built it: easy to use, great to look at, treated with the same care as the product itself.

It sparked something. Upstream conversations started. Higher-ups at Niantic pushed other projects to deliver similar results. That was the first time I saw what happens when engineering and design taste meet in the same person. It changes the standard.

有一件事把这个习惯彻底暴露了。我们跟 Niantic 合作一款 AR 游戏 Heavymetal，需要一个后台管理面板，这种东西一般没人在意长什么样，能用就行。我没忍住，把它做好用了，也做好看了。
Niantic 领导层看到之后开始问：其他项目能不能也做成这样？

一个后台面板，改变了上游的审美标准。

那次之后我开始意识到，懂设计和懂工程是两回事，但同时懂这两件事，看问题的方式会不一样。

Sean saw it too. When he decided to build Mission Control (now Live Aware), he asked me to build it with him. That trust became Zolplay.

In 2020, I left Seattle. Sean and Nathan at Live Aware Labs believed in the vision. We built early prototypes, and game studios loved what they saw.

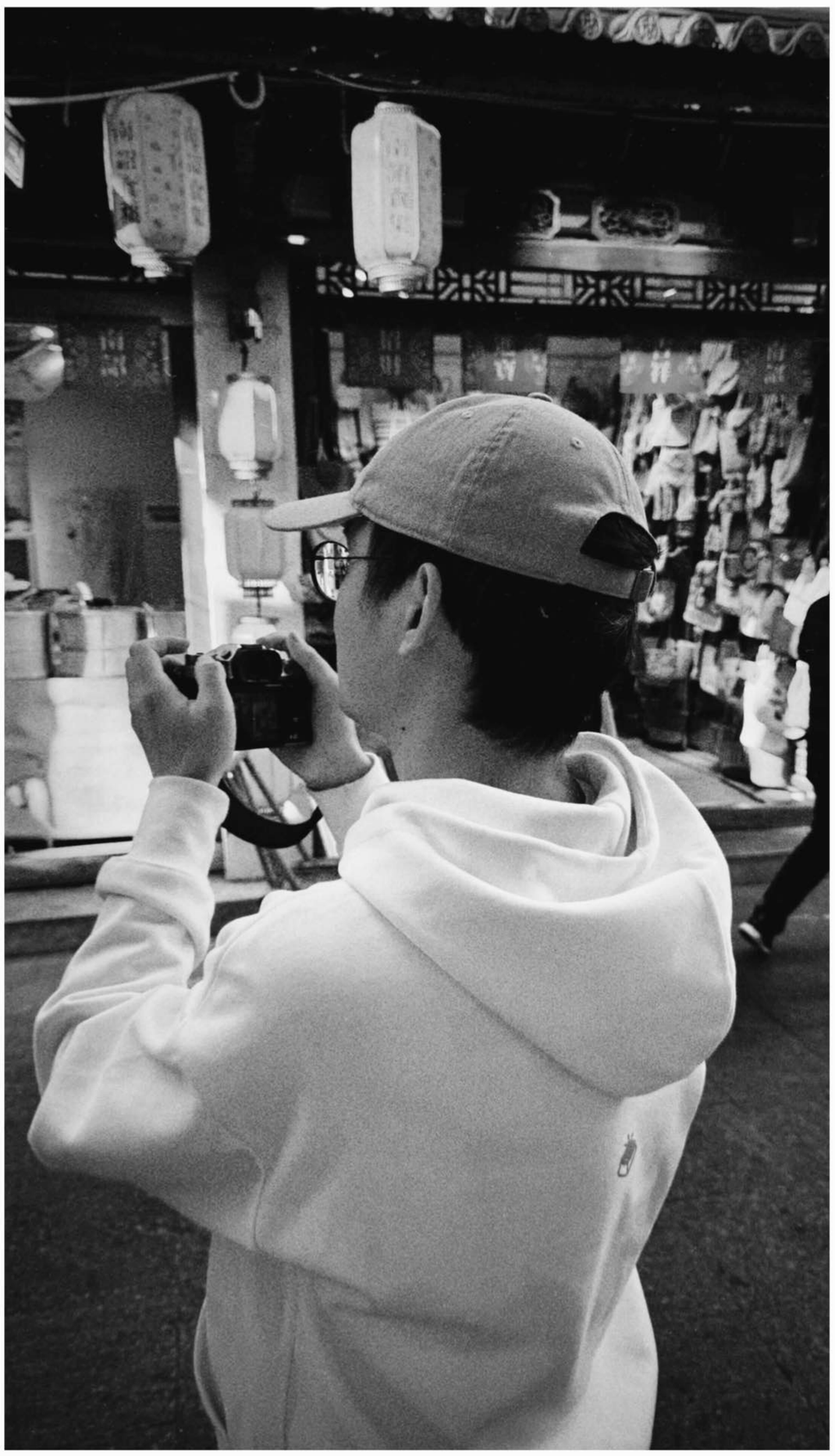
I started building a team from Shenzhen, and quickly learned that the "where" mattered less than the "how." So we designed how we work together the same way we design products: every workflow refined, every tool chosen with care. We only use software we genuinely believe in, built by teams whose values mirror our own.

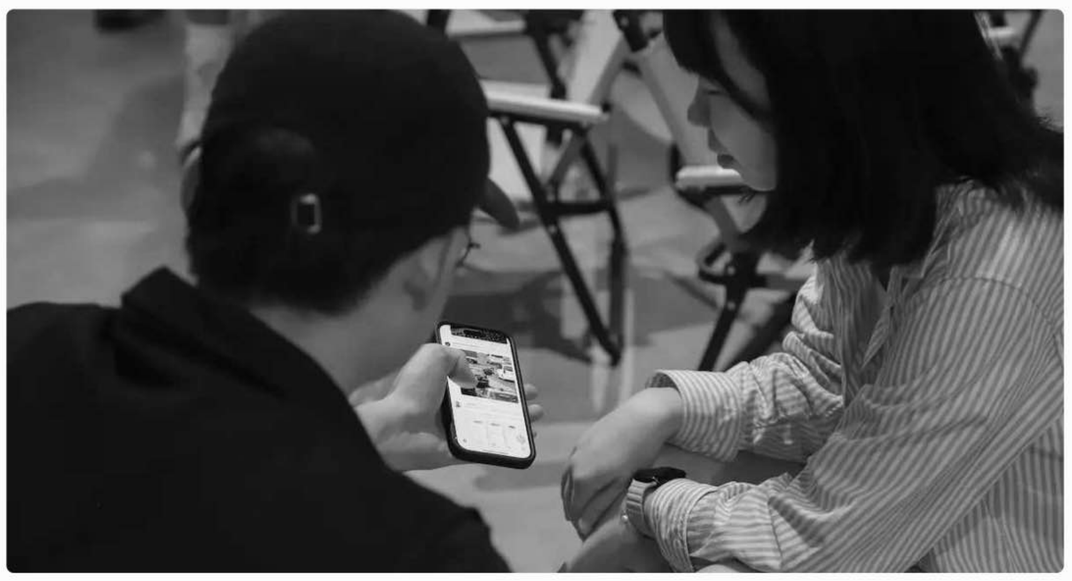
Sean 大概也想明白了。他后来做 Mission Control（就是现在的 Live Aware），直接喊我一起。
没有商业计划书，没有融资 deck，只有信任。
2020 年我离开西雅图，Nathan 加入，Live Aware 正式开始。早期原型扔出去，本地游戏公司很买账。
然后我做了一个决定：在深圳开始组团队。

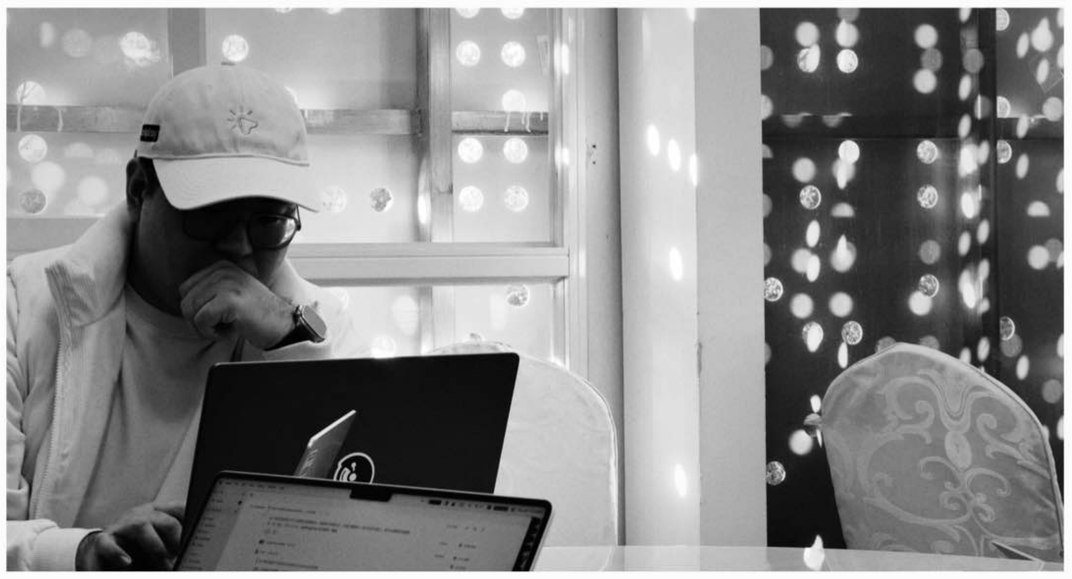
现在回看这是对的。远程逼着我们把工作方式想清楚了，你没办法靠走过去拍肩膀来推进度，只能把每个流程设计好，每个工具选对。我们像做产品一样做内部协作。不好用的工具直接换，没意义的会直接砍。

By 2023, we were eleven people. That year, we hosted our first retreat in Dali. The first time many of us had been in the same room. No agenda, no sprints. Just the team, together. Building a company is one thing. Seeing the people in it happy is another.

2023 年，十一个人。那年去大理做了第一次线下团建，大部分人第一次见面，没有议程，没有复盘，没有破冰游戏，就是一起吃饭、散步、发呆。做公司做久了你会发现，看到自己的团队在一起笑，比看到任何数据都踏实。







Then AI changed the game.

Not gradually. Overnight. The things that used to set a software team apart (clean architecture, elegant code, disciplined infrastructure) were converging.

The gap between good and great was closing fast. The new differentiator wasn't how you built. It was how it looked, how it felt, how it made people care.

It was design.

I saw the shift clearly, and I made a call: Zolplay would become a design studio.

It wasn't a light decision. But it was the right one. Engineers who had been with us from the start moved on. Others evolved: software engineers became design engineers, project managers picked up Figma. We brought in three new designers, and the center of gravity shifted from code to craft. Today we're nine people, and design runs through everything we do.

然后 AI 来了。

不是渐进的，是突然的。有一天你还在为自己的代码架构骄傲，第二天 AI 就能写出差不多的东西了。代码干不干净，AI 不在乎。架构优不优雅，用户看不出来。两个产品做一样的事，技术水平差三个档次，用户打开的时候分不出来。

分得出来的是什么？

是你打开一个产品，三秒钟之内觉得「这个东西是认真做的」。是用了五分钟觉得「他们想到我了」。是关掉之后还想打开。

这些全是设计。

所以我做了一个决定。可能是创业以来最清醒的一个：佐玩不再做软件工作室，转设计工作室。

不是没有代价的，跟了很久的工程师离开了，但留下的人在变。写代码的开始学 Figma，做项目管理的开始画界面。招了三个设计师进来，十一个人变九个，重心从代码移到了工艺。

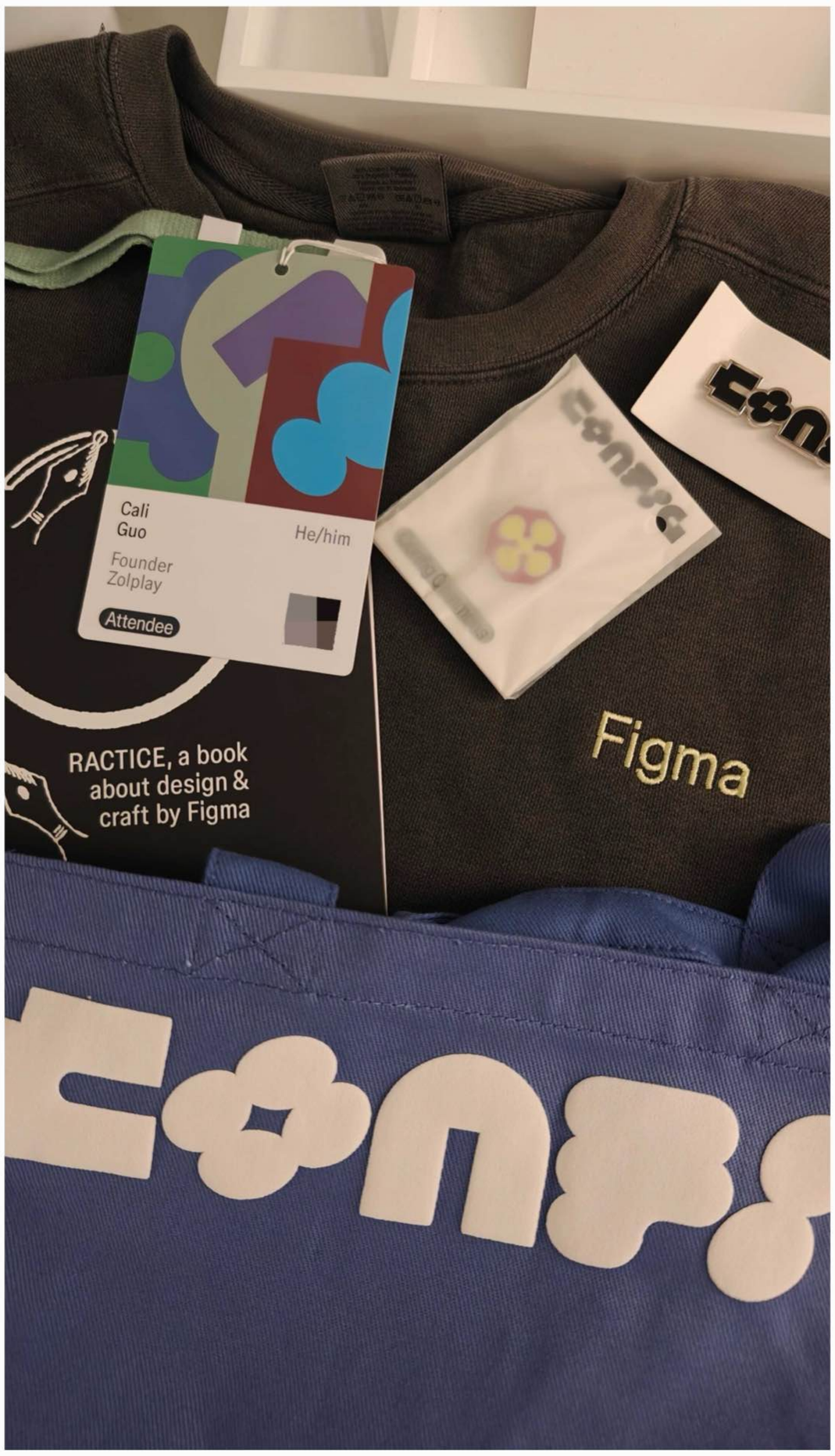
There's a reason this studio operates the way it does. I'm a design engineer. I live in Figma and I live in the terminal. I understand what a designer envisions and what an engineer faces when building it. The constraints, the tradeoffs, the moments where "pixel-perfect" meets "technically impossible." That dual fluency is baked into how Zolplay works. It's why we obsess over the details most teams skip. The micro-interaction that takes an extra day. The spacing that nobody notices until it's wrong. The little things that make users trust a product, stick with it, and tell someone else about it.

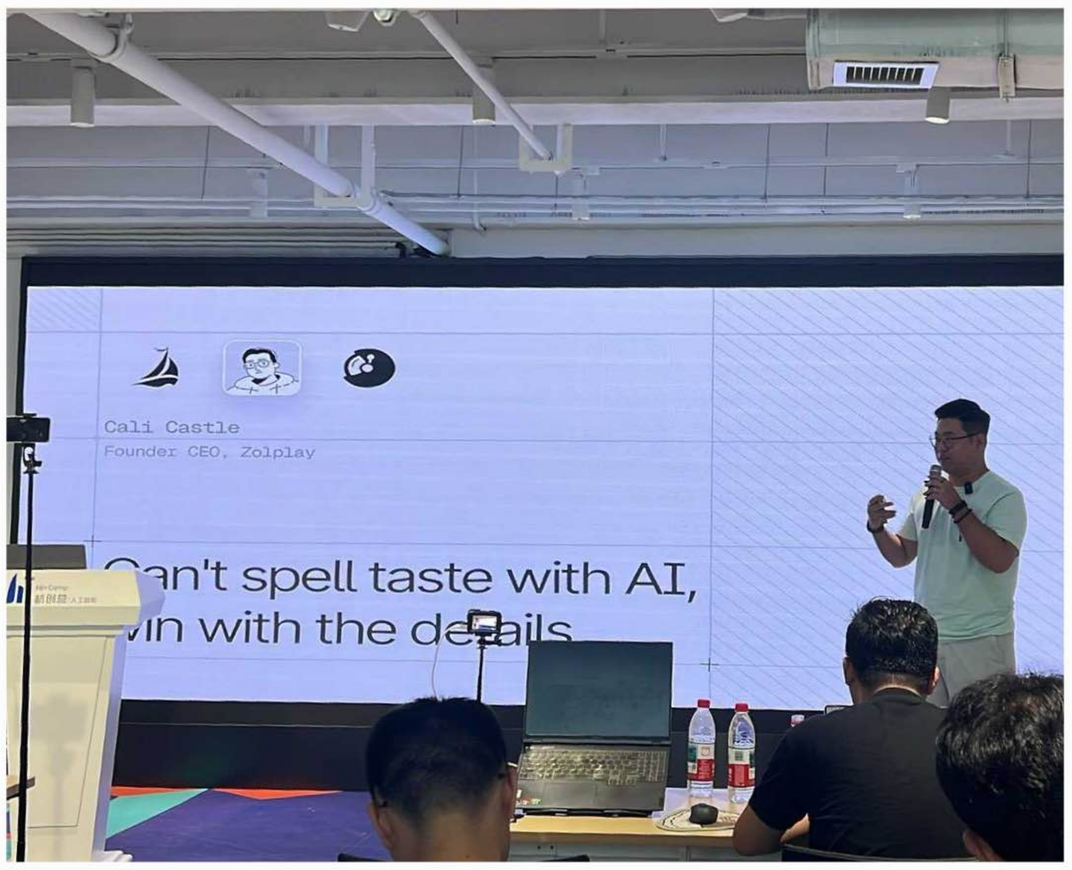
回头看，这个决定不难。难的是早该做。

我是一个设计工程师。这个词听起来像两个职业硬拼，但不是。它的意思是：我知道设计师画的效果，工程师要怎么实现。也知道工程师说的「技术上做不到」，有多少是真做不到，有多少是不想做。

这种理解力决定了佐玩怎么工作。我们会为一个微交互多花一天，为一个间距来回调。这些东西 99% 的用户说不出具体是什么，但他们能感觉到。

他们会信任这个产品。会留下来。会告诉朋友。





Those details are never little. They're the whole point.

And the pages that follow are the proof.

就是因为那些说不出名字的小事。

它们不小。正是我们的意义所在。

后面每一页，都是证据。

Practice

We're always looking for the next edge.

We track the motion libraries that didn't exist six months ago, the shifts in how people interact with screens, the ways AI can sharpen the work without replacing the thinking behind it.

Our workflows evolve constantly: how we prototype, how we hand off design to code, how we review.

The studios that stop refining are the ones whose work starts looking like last year.

We sit at the intersection of design tools, AI tools, and design thinking. That intersection is where a subtle animation becomes communication. Where motion tells the user something words can't. Where the difference between a product that works and a product that *feels right* lives in the details you almost don't notice.

Subtle things make big differences.

手艺

我们闲不住。

半年前不存在的动效库，现在已经在我们项目里跑了。用户跟屏幕之间的关系一直在变，交互方式半年一换。AI 能做的事越来越多，但决定该不该用、用在哪、用到什么程度，这事还得人来。

我们的工作流没有定版。怎么出原型、怎么交付、怎么复审，几个月就改一轮。不是之前的方法不好，是有更好的了。停下来的工作室，作品会越来越像去年的自己。

我们站在设计、AI、工程三条线交叉的 T 型路口。在这个位置上，一段 0.3 秒的动效可以代替三行说明文字。一个加载状态的设计可以决定用户信不信任你。一个产品「能用」和「想用」之间的距离，就在那些你说不出名字的细节里。

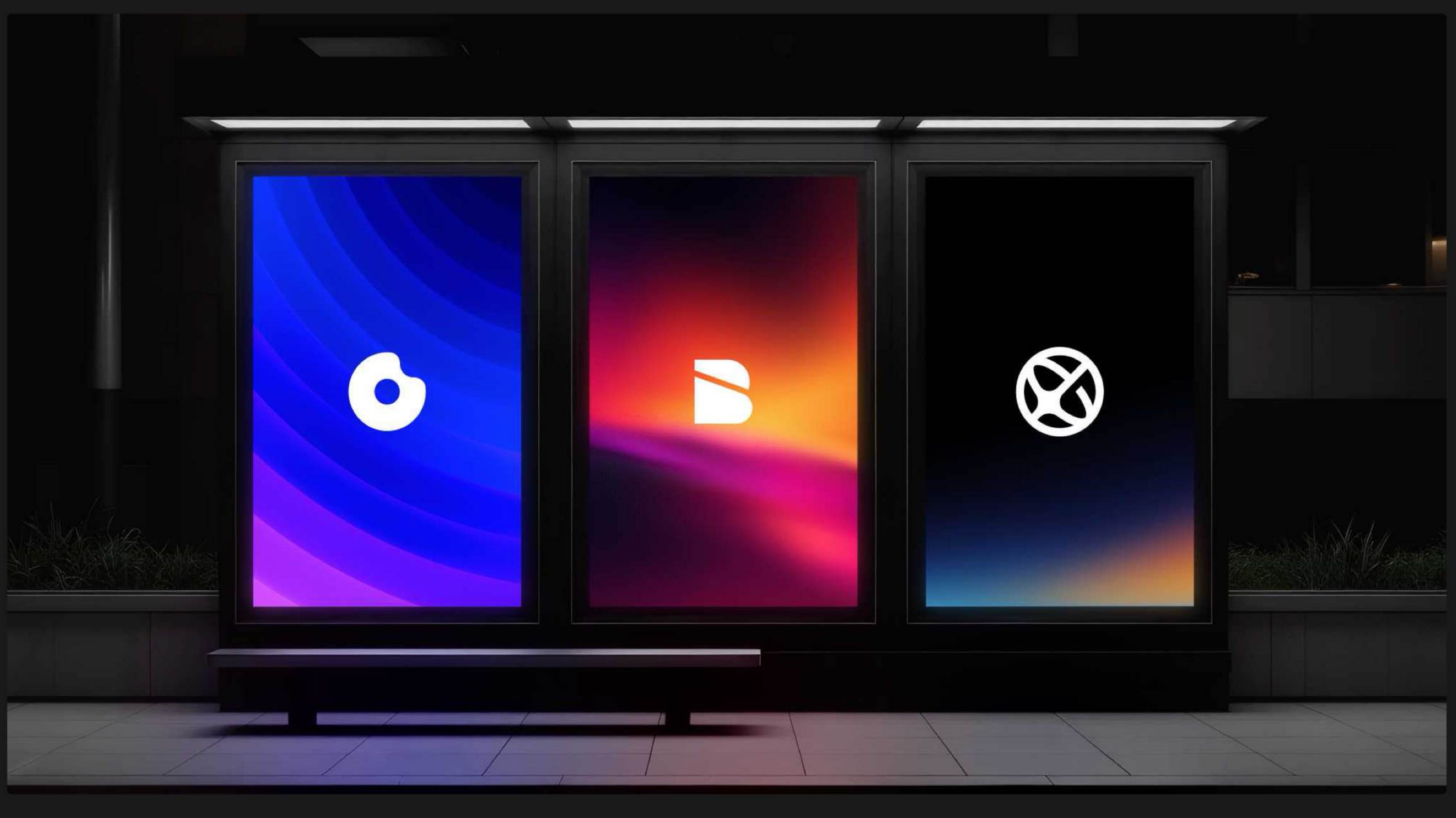
小事不小。

Three pillars. One standard.

三条服务线。同一标准线。

Brand

品牌设计



Logos, visual identity, brand guidelines, brand strategy, deck templates. We build the system that makes everything else coherent. A Zolplay brand doesn't just look good on a pitch deck. It holds up on a billboard, a favicon, and a loading screen. Brands should feel inevitable, not invented.

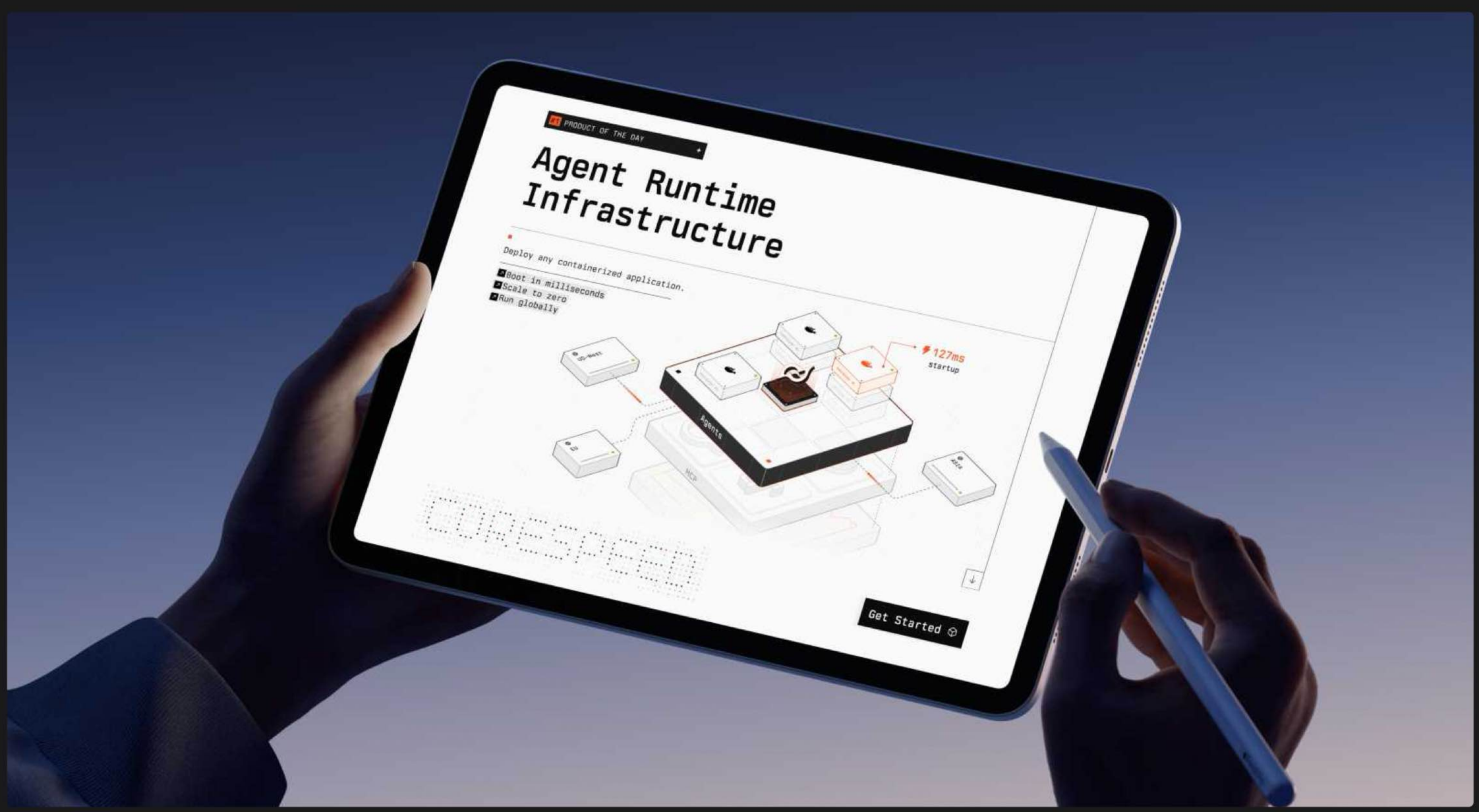
Logo、视觉系统、品牌规范、策略、演示模板。我们做的不是一个好看的标志，是一套让所有东西保持一致的系统。放在 pitch deck 上成立，缩成 favicon 也成立，加载动画转的那两秒也不能塌。好的品牌不像是被设计出来的，像它本来就该长这样。

Three pillars. One standard.

三条服务线。同一标准线。

Product

产品设计



Landing pages, product UI and UX, SaaS dashboards, user guides, design systems, and development when the project calls for it. Every state considered. Every edge case mapped. Every micro-interaction intentional.

We know what it takes to go from zero to one, because we've done it ourselves.

落地页、产品界面、SaaS 后台、设计系统、用户指南，需要的时候代码也写。每个状态想过，每个边界情况画过，每个微交互都是故意放在那的。然后我们自己做出来。设计稿长什么样，上线就长什么样。中间没有偏差。

佐玩从产品开发转型成设计工作室，从零到一的路自己走过。这是我们的老本行。

Three pillars. One standard.

三条服务线。同一个标准。

Growth

增长设计

Illustration, social media assets, posters, swag, event visuals, and motion videos for product launches. The work that carries your brand into the world beyond the screen.

More founders are realizing they need this. We make sure they translate into the right form.

插画、IP 形象、社媒素材、海报、展会物料、周边、产品发布动效视频。品牌在屏幕之外的所有触点。

产品发布有没有好视频，展位有没有设计感，社媒发的图跟产品是否像两家公司。这些事越来越多创始人开始在意了。这些事值得在意。

Method

门道

Every project starts the same way: we listen.

Before we touch a pixel, we need to understand the full picture. The biggest design mistakes happen when teams skip this step and jump straight to screens.

每个项目都从同一个地方开始：先听。

在动任何一个像素之前，我们得先把全貌看清。设计里最大的失误，往往就发生在团队跳过这一步、直接开始画界面的时候。

[- Discovery -]

What are you building? Who is it for? What does success look like? We dig into your positioning, your competitive landscape, your technical reality. By the end, we know what the project actually needs.

【洞察】

你们在做什么？为谁而做？怎样才算成功？我们会一起拆解你们的定位、竞争环境和真实的技术约束。到这一步结束时，我们会知道这个项目真正需要的是什么。

[- Direction -]

From discovery, we set a creative direction. This is where strategy meets taste. We present a clear point of view on where the design should go and why. Not three options to vote on. One direction we believe in, defended with reasoning. We commit to it, test it fast, and move.

【方向】

洞察之后，我们会给出一个创意方向。这是策略与品味相遇的地方。我们不会拿三个方向让大家投票，而是提出一个我们真正相信的判断，并把理由讲清楚。然后迅速验证，快速推进。

[- Design -]

We work in the open. Figma files shared from day one. You see the work as it takes shape, not in a big reveal three weeks later. We design in systems, not pages. Every component, every state, every interaction built to scale. The goal isn't a pretty mockup. It's a living system your team can build from and grow with.

【设计】

我们在透明状态下工作。Figma 文件从第一天起就是共享的。你看到的不是三周之后的集中展示，而是设计如何一点点长出来。我们设计的是系统，不是页面。每个组件、每个状态、每个交互，都要能随产品一起扩展。目标不是一张漂亮的稿子，而是一套团队能持续构建、持续生长的活系统。

[- Iteractions -]

We share, you respond, we refine. Feedback comes however works best for you: async comments, recorded walkthroughs, or a quick call. Most teams see tangible progress in the first week and an initial design round within 5 to 10 days. We keep going until it lands for you and your users.

【迭代】

我们分享，你反馈，我们继续打磨。评论、录屏走查、快速会议，哪种方式最顺手就用哪种。大多数团队在第一周就能看到实质进展，并在 5 到 10 天内拿到第一轮设计。

[- Delivery -]

Depending on the project, we hand off production-ready assets, annotated specs, or we build it ourselves. We stay in the room until the thing that ships matches the thing that was designed.

【交付】

视项目而定，我们会交付可直接投入生产的资产、带注释的规范，或者干脆自己把它做出来。我们会一直留在现场，直到最后上线的东西，和设计时想象的是同一个东西。

We adapt to how you work. Some partners prefer async: we record walkthrough videos directly from our designers, share updates in Slack, and keep everything moving in Figma and Linear without waiting for a meeting. Others prefer regular syncs, fixed or ad hoc, to iron things out live. Most teams land on a mix of both. Either way, the work never stalls.

我们会适应你们的工作方式。

有些合作伙伴偏爱异步协作，我们就由设计师直接录制走查视频，在 Slack/微信/飞书 里同步更新，在 Figma 里持续推进，不等会议。也有一些团队更喜欢定期同步，固定节奏也好，临时对齐也好，把问题当场敲定。大多数团队最后都会是两种方式并用。无论哪种，工作都不会停住。

Two ways to work with us.

两种合作模式

[- Subscription -]

Ongoing design capacity, embedded in your team. Three tiers (Creative Plus, Creative Pro, Creative Max) so you can match intensity to your goals and scale up anytime. This is how most of our partners work with us. It compounds.

【预付订阅】

长期、持续的设计产能，嵌入你的团队。分为三个档位（每周 10、20、30 小时的服务带宽），可以按目标匹配强度，也能随时扩容。大多数合作伙伴都选择这种方式。它会随着时间产生复利。

[- Project -]

A scoped engagement with a clear start and finish. Same process, same craft, same standards. For teams that need a defined deliverable: a brand, a launch site, a product redesign.

【合同项目】

边界清晰、起止明确的一次合作。无论是一套品牌、一个落地页，还是一次产品重设计，流程、工艺和标准都完全一样。

Partners

Trusted across teams of all sizes, from day-one startups to the world's most valuable company.

合作伙伴

从刚起步的初创公司，到全球市值最高的企业都信任我们。

Insta360

Emdash

CORESPEED

TestSprite

Step1

RefAssured

LIVEAWARE

BERKELEY Summit House

Care

惜心

Work

作品集

We don't design for AI companies. We design with them. At every layer of the stack.

The work that follows isn't organized by deliverable type. It's organized by where our partners sit in the ecosystem, because understanding their position is how we design with real context.

From the deepest infrastructure layers up to the products we built ourselves.

我们不是为 AI 公司做设计。我们是和他们一起做设计。覆盖整个技术栈的每一层。

接下来的作品，不按交付物类型来排，而是按合作伙伴在生态中的位置来组织。因为只有理解他们站在什么位置上，设计才会真正拥有上下文。

从最底层的基础设施开始，一直到我们亲手做出来的产品。

Infrastructure

基础设施

The bedrock doesn't get the glory. It gets the load.

Inference engines, agent gateways, evaluation frameworks, distribution platforms. The teams building at this layer are solving problems most users will never see and most designers never touch. That's exactly why design matters here. The audience is technical, skeptical, and allergic to anything that feels like marketing. A clean brand and a clear interface aren't decoration. They're a credibility signal. They tell an engineer: these people care about precision in everything, including how they present themselves.

When the technology underneath is invisible by design, the surface is all you have to earn trust. Documentation that respects a developer's time. Dashboards that make complexity legible without hiding it. A visual identity that says "we're rigorous" before a single API call is made. At the infrastructure layer, craft isn't a nice-to-have. It's how you prove you belong.

地基不抢风头。地基扛重量。

推理引擎、Agent 网关、评测框架、分发平台。做这一层的团队，解决的是大多数用户看不见、大多数设计师不会碰的问题。但设计偏偏在这里最关键。他们的受众是技术出身、天然怀疑一切、对任何带营销味的东西过敏的人。一套干净的品牌和清晰的界面，不是装饰，是可信度本身。它在告诉工程师：这群人对所有事情都要求严谨，包括他们如何呈现自己。

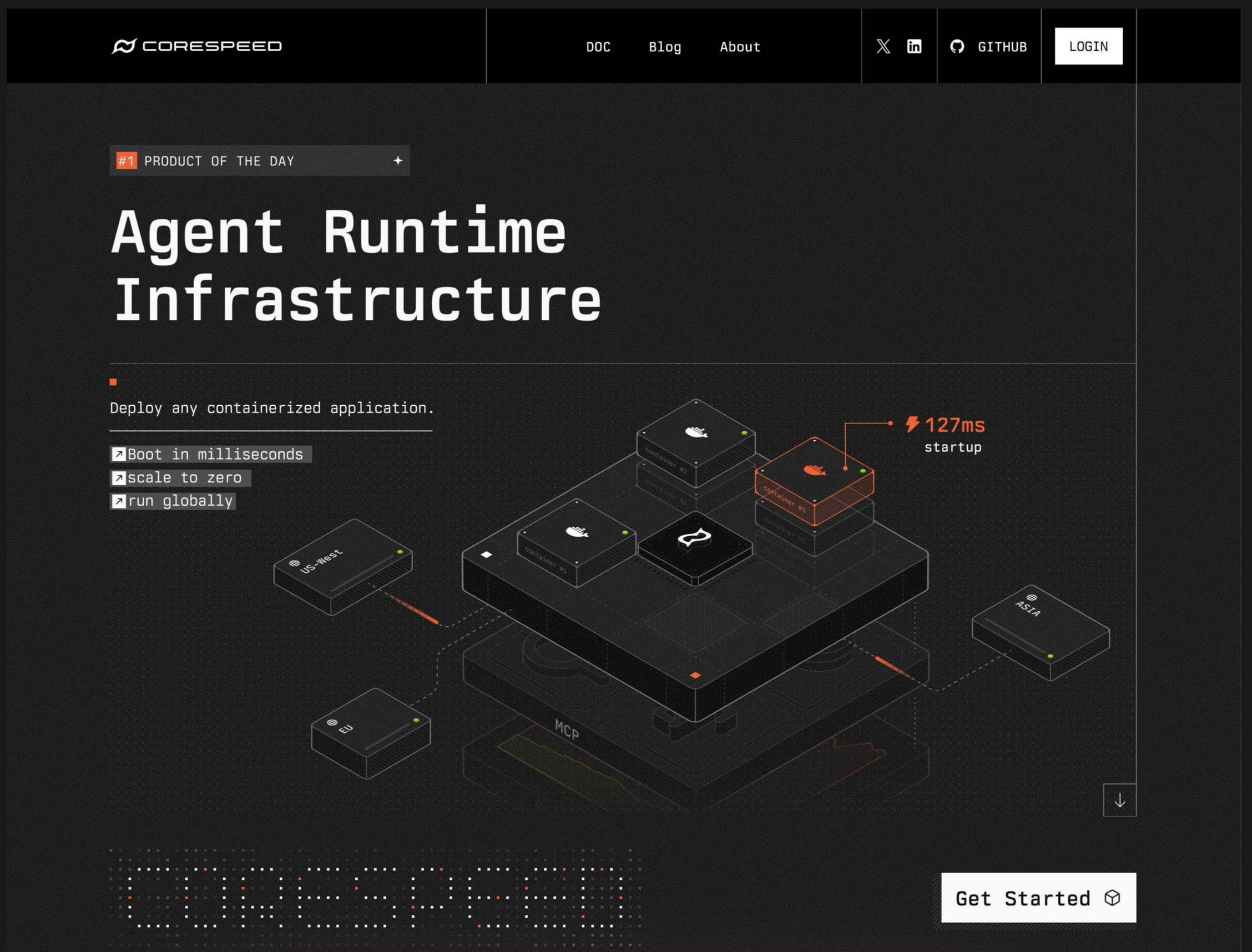
当底层技术天生是隐形的，表面就是你赢得信任的唯一机会。文档尊重开发者的时间。后台让复杂性可读，而不是把它藏起来。视觉语言还没等第一次 API 调用，就已经说出了「我们是认真的」。在基础设施这一层，工艺不是加分项，是入场券。

● CoreSpeed

PaaS built for AI agents — instant cold starts, elastic scalability.

专为 AI 智能体打造的 PaaS 平台，即时冷启动、弹性扩展。

Year / 年份	2025-2026	
Scope / 服务范围	Brand Identity · Website · Social Posters · IP	品牌视觉识别 • 网站设计 • 社交海报 • IP 形象
Industry / 所属行业	AI Infrastructure / PaaS	AI 基础设施 / PaaS



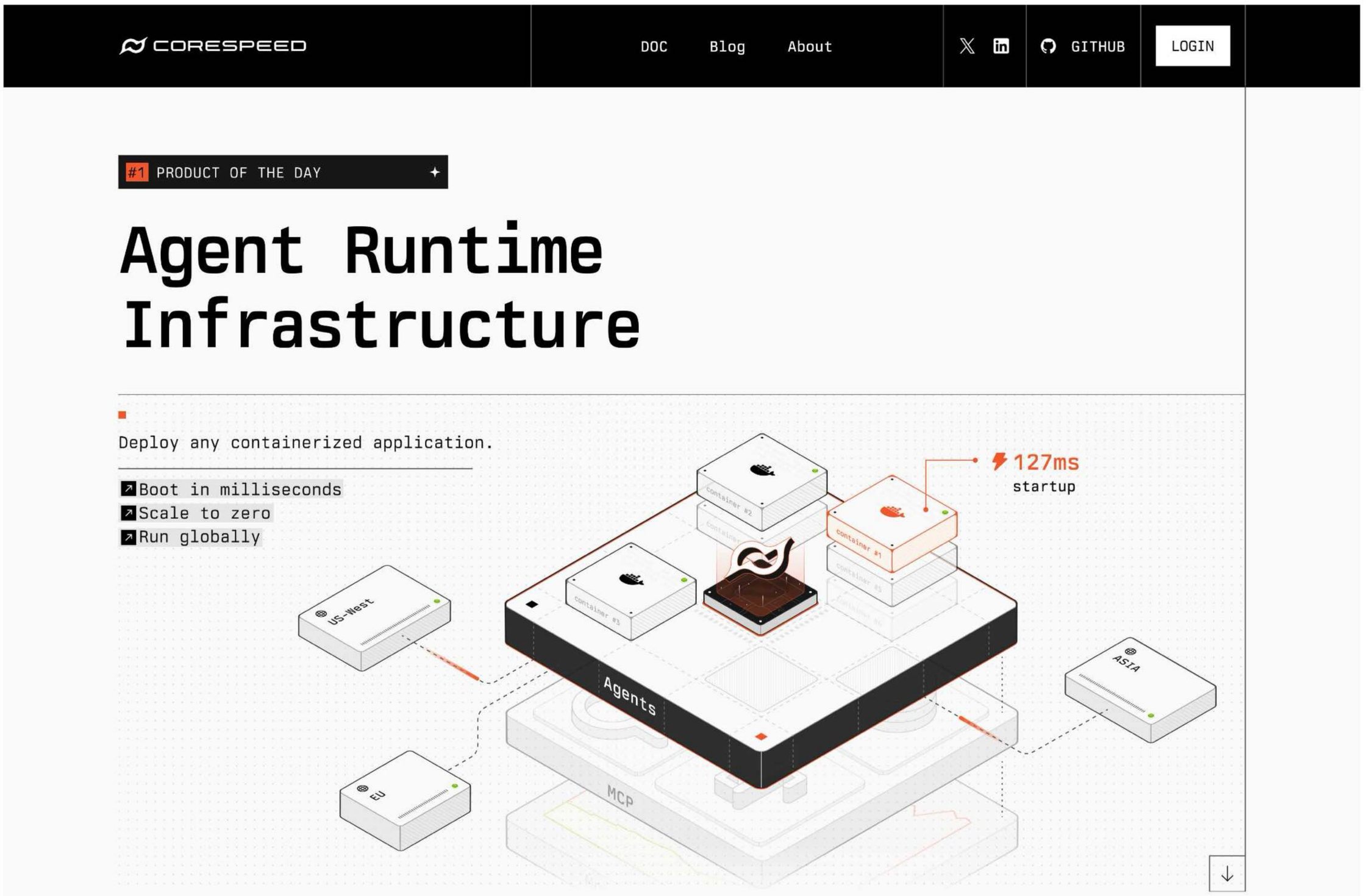
CoreSpeed is a US-based platform-as-a-service purpose-built for the agent era. Think Railway or Fly.io, but designed from the ground up for AI workloads. The platform offers container deployment with instant cold starts and elastic scalability, alongside Zypher, a TypeScript-based agent framework. Their users are developers who need infrastructure that's fast, reliable, and stays out of the way.

The infrastructure was serious. The design wasn't. CoreSpeed's existing website was visually scattered, no cohesive brand language, no unifying color system, no memorable identity. Cards didn't relate to each other. Sections felt disconnected. As founder Milton put it bluntly for previous design: "The design could belong to any company."

CoreSpeed 是一家总部位于美国、专为智能体时代打造的平台即服务（PaaS）公司。可以把它理解成 Railway 或 Fly.io，但从底层开始就为 AI 工作负载重新设计。平台提供支持即时冷启动与弹性扩展的容器部署，同时配套 Zypher，一个基于 TypeScript 的智能体框架。他们的用户是那些需要快速、可靠、不拖后腿的基础设施的开发者。

基础设施很扎实，设计还不到位。CoreSpeed 原有的网站视觉杂乱无章。没有统一的品牌语言，没有贯通的色彩体系，也没有令人印象深刻的识别感。卡片之间没有关联，页面各部分像是各自为政。正如创始人 Milton 对之前设计说的那句话：「这套设计放在哪家公司都成立。」

● CoreSpeed



What started as a brand refresh became an embedded design partnership, from brand system to landing pages to social posters to IP design, with Zolplay operating as a design arm rather than an outside agency.

The result that resonated most? The isometric illustrations Sonia created became a signature. They started trending across X/Twitter and RedNote, setting a visual standard that people associated specifically with CoreSpeed's brand. Not the product copy. Not the feature list. The illustrations. The craft. Became the thing people remembered.

从品牌焕新起步，最终演变成一段深度嵌入的设计合作关系。从品牌系统到落地页，从社媒海报到 IP 形象。

佐玩以设计部门的角色持续合作，而不是做设计“外包” 。

最有共鸣的成果是什么？Sonia 创作的等距插画成了标志性符号。它们开始在 X/Twitter 和小红书上持续传播，确立了一种视觉审美标准，人们将其与 CoreSpeed 品牌直接绑定。不是产品文案，不是功能列表。是插画，那份手艺，成为了人们记住它的理由。

● CoreSpeed

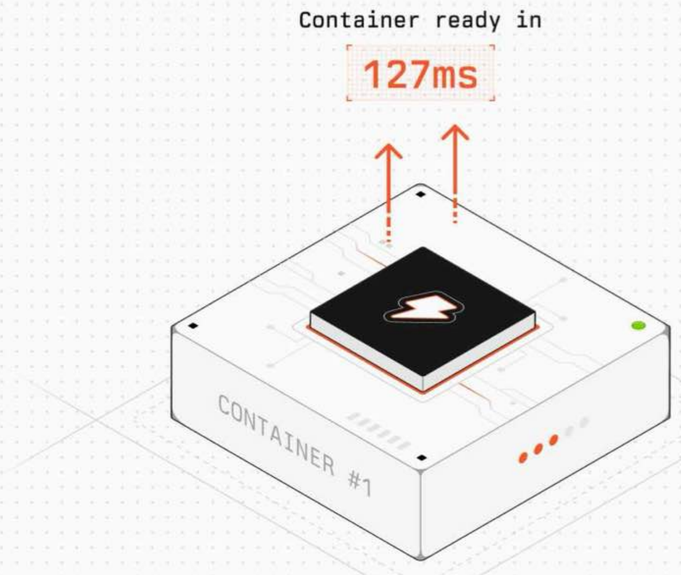
01/ 127ms Turbo-Start Containers

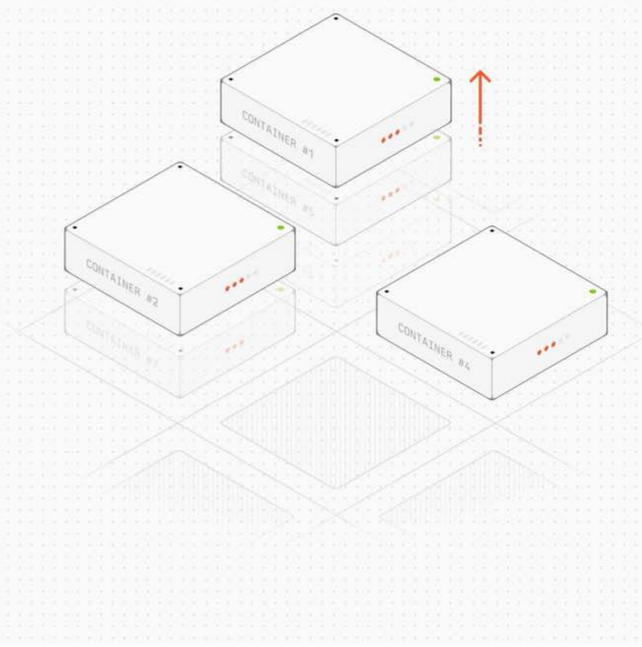
Built-in Warm Pool mechanism achieving millisecond-level fast startup for agent containers.

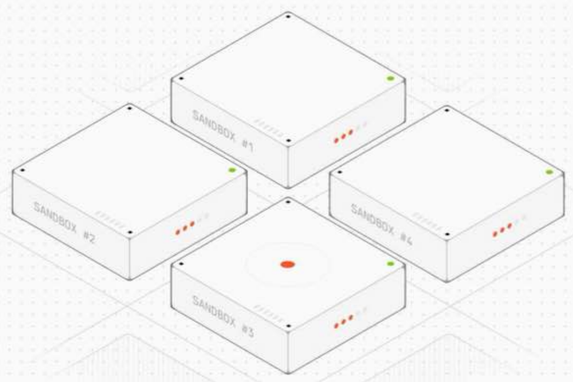
02/ Intelligent User Isolation

03/ Unlimited Horizontal Scale

04/ AI & MCP Gateway



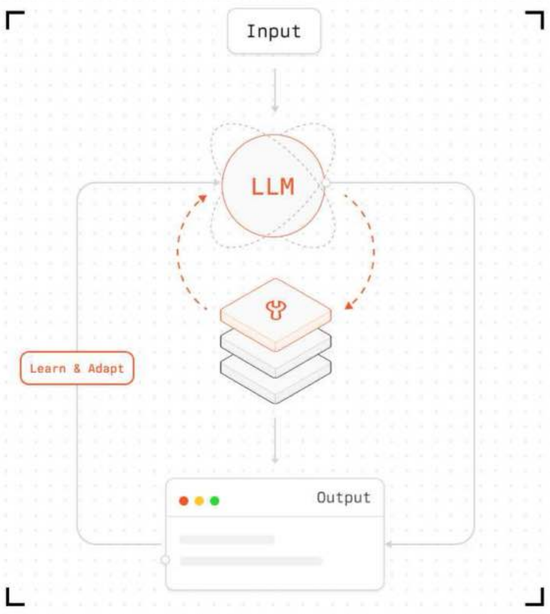


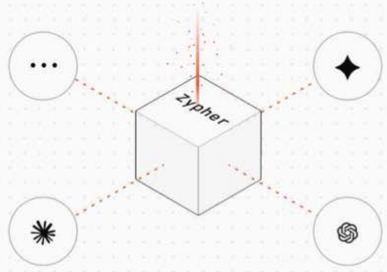


● CoreSpeed

True Agent, Not Workflow

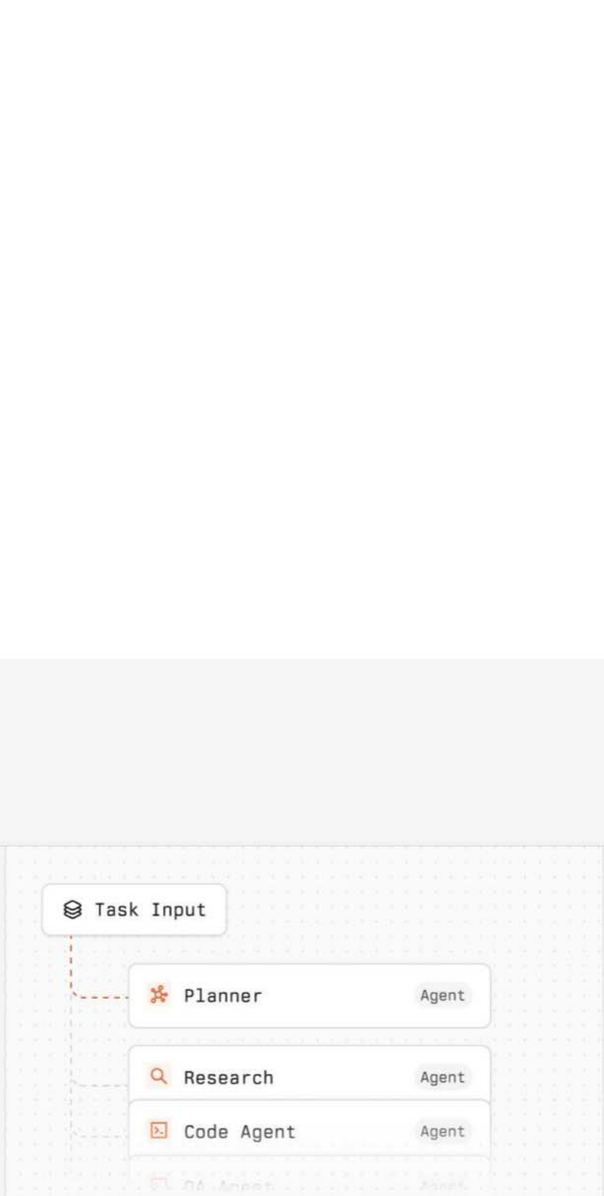
A reactive execution loop where the agent decides each next step via LLM reasoning — no predefined workflow paths required.





Model & Provider Agnostic

Works with Anthropic Claude, OpenAI GPT, and more models through a unified interface — with native support for each provider's unique features.

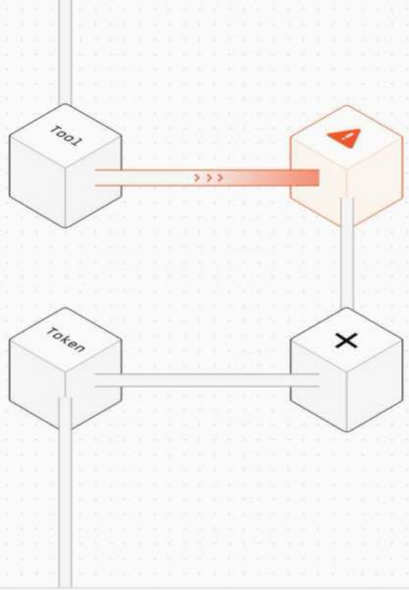


Multi-Agent Architecture

Break complex tasks into subtasks handled by specialized sub-agents — with automatic context sharing and coordinated handoffs.

Extensible Interceptor Pipeline

A post-reasoning pipeline with built-in tool execution, error handling, and token controls, plus support for custom interceptors.



Rich Tools + MCP Protocol

A comprehensive tool system for file ops, execution, vision, and documents, with MCP protocol support for unlimited extensibility.

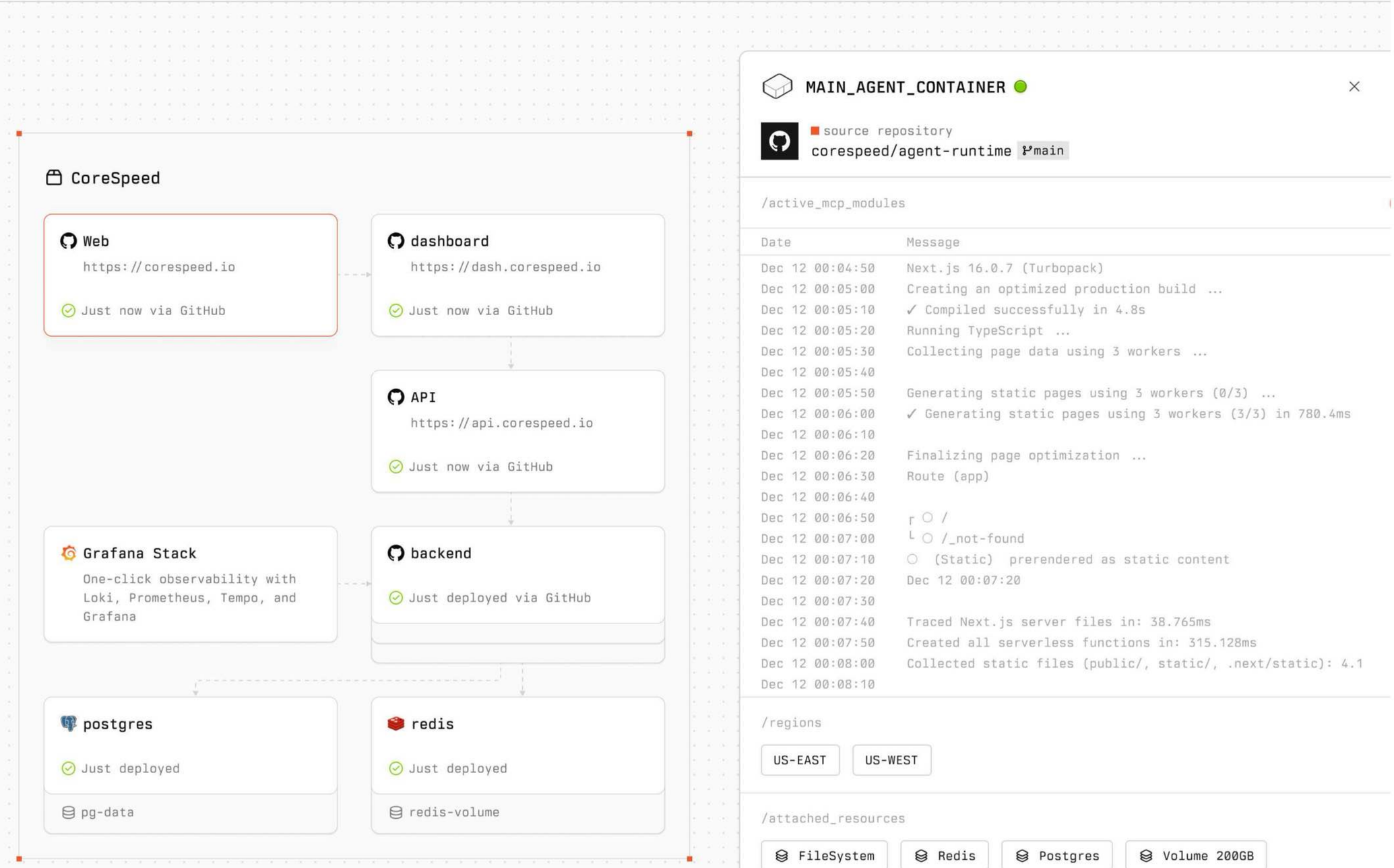
Token-Efficient by Design

Load only what's needed into context. Load agent skills and MCP tool definitions on-demand, programmatic tool use that keeps intermediate results out of context, and prompt caching — minimal tokens, maximum efficiency.

● CoreSpeed

Build. Ship. Scale.

Deploy your agent →



● CoreSpeed

AG0.io

Build like you're texting

I want to create a shopping assistant that compares products and helps me choose.

+

Build →

AG0.io

Start here
ship anywhere

Data Analyst

Competitive Intelligence

Code Assistant

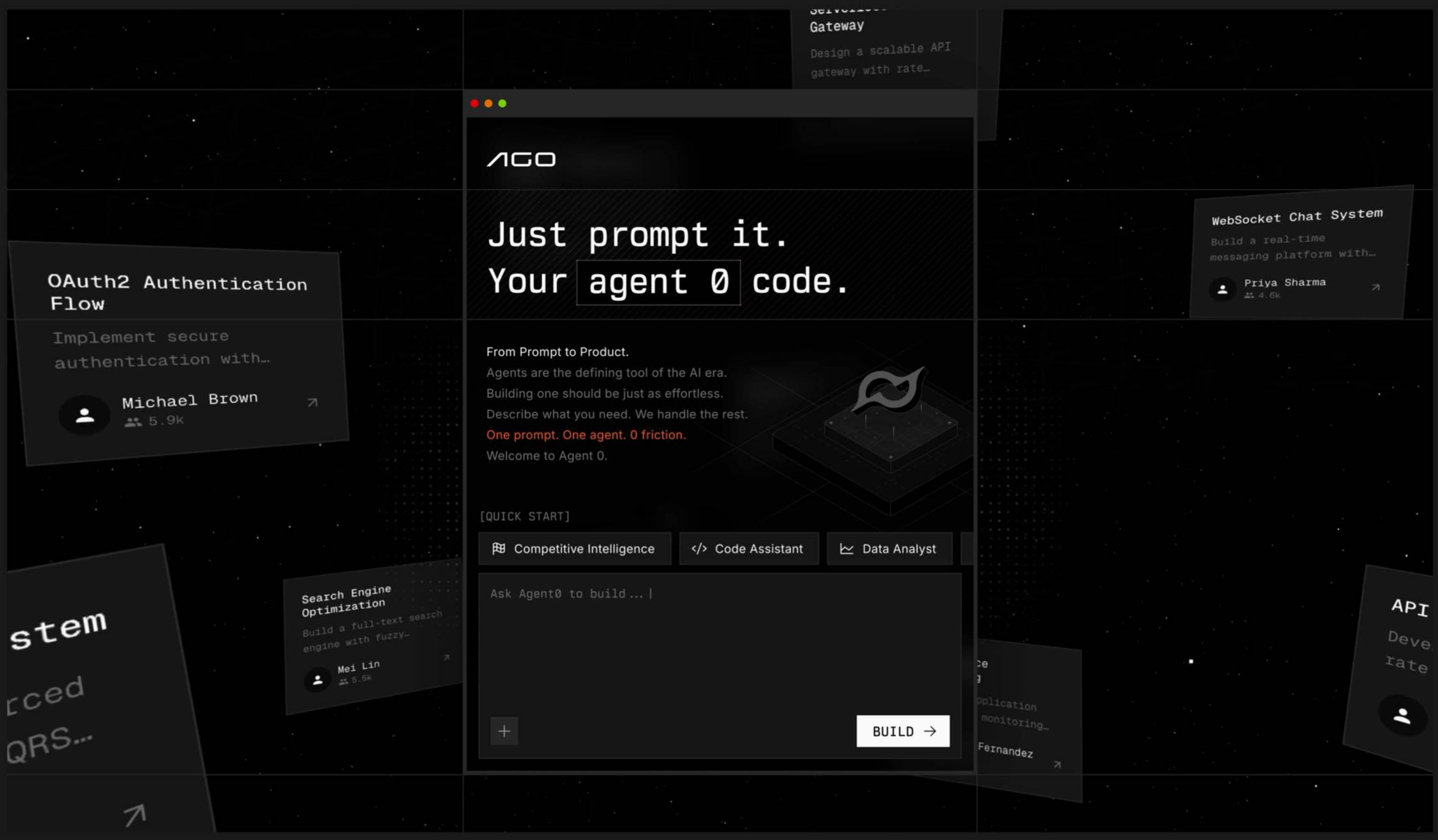
```
const agent = new ZypherAgent(
  new AnthropicModelProvider({
    apiKey: getRequiredEnv("ANTHROPIC_API_KEY"),
  })
);

await agent.mcpServerManager.registerServer({
  id: "firecrawl",
  type: "command",
  command: {
```

Content Writer

AG0.io

The conversation-
to-agent platform.

● CoreSpeed


Gateway
Design a scalable API gateway with rate…
AGO
Just prompt it.
Your agent 0 code.
From Prompt to Product.
Agents are the defining tool of the AI era.
Building one should be just as effortless.
Describe what you need. We handle the rest.
One prompt. One agent. 0 friction.
Welcome to Agent 0.
[QUICK START]
Competitive Intelligence
Code Assistant
Data Analyst
Ask Agent0 to build ... |
BUILD →
OAuth2 Authentication Flow
Implement secure authentication with…
Michael Brown
5.9k
WebSocket Chat System
Build a real-time messaging platform with…
Priya Sharma
4.6k
Search Engine Optimization
Build a full-text search engine with fuzzy…
Mei Lin
5.5k
stem
rced
QRS...
API
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rate
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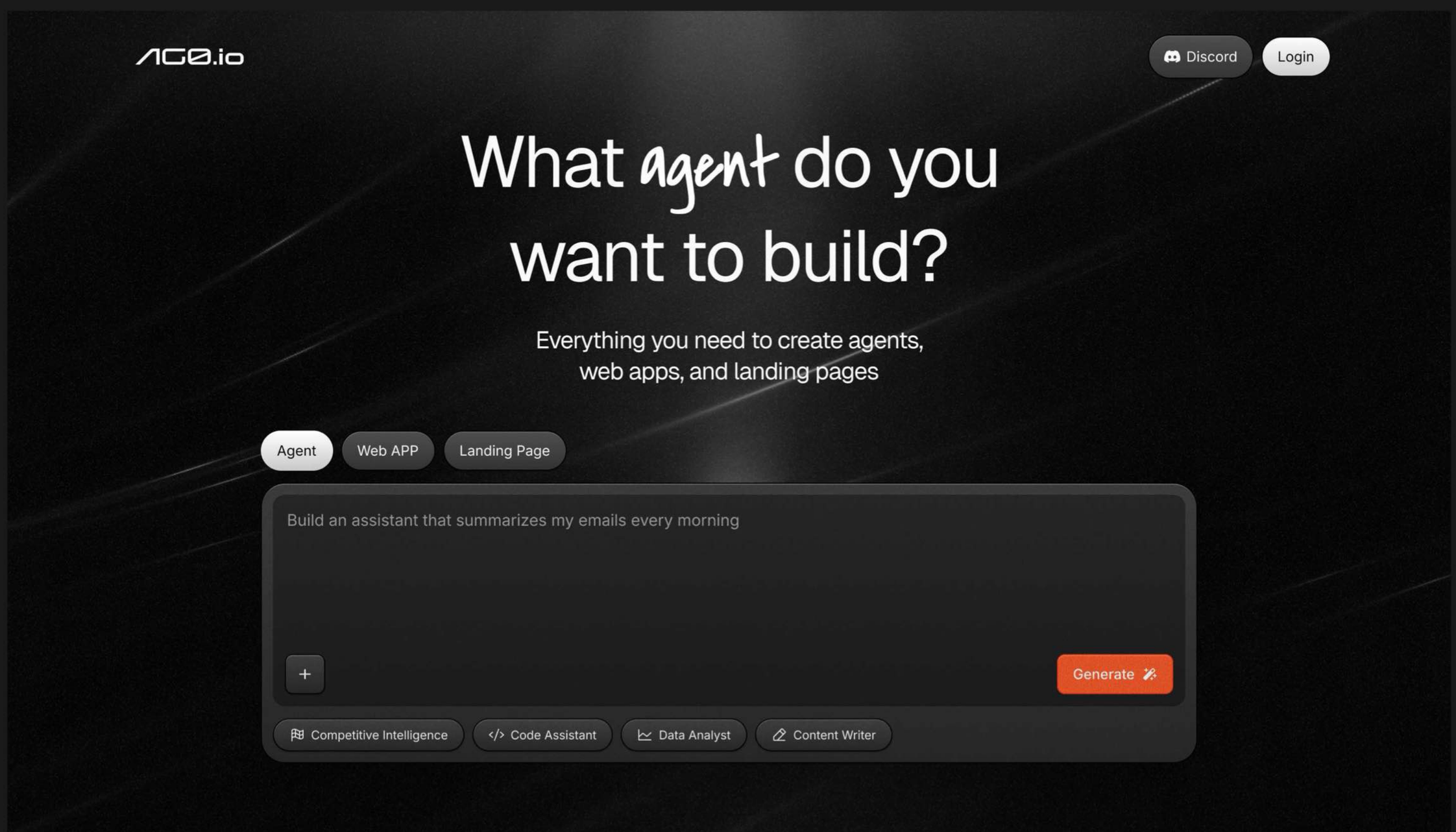
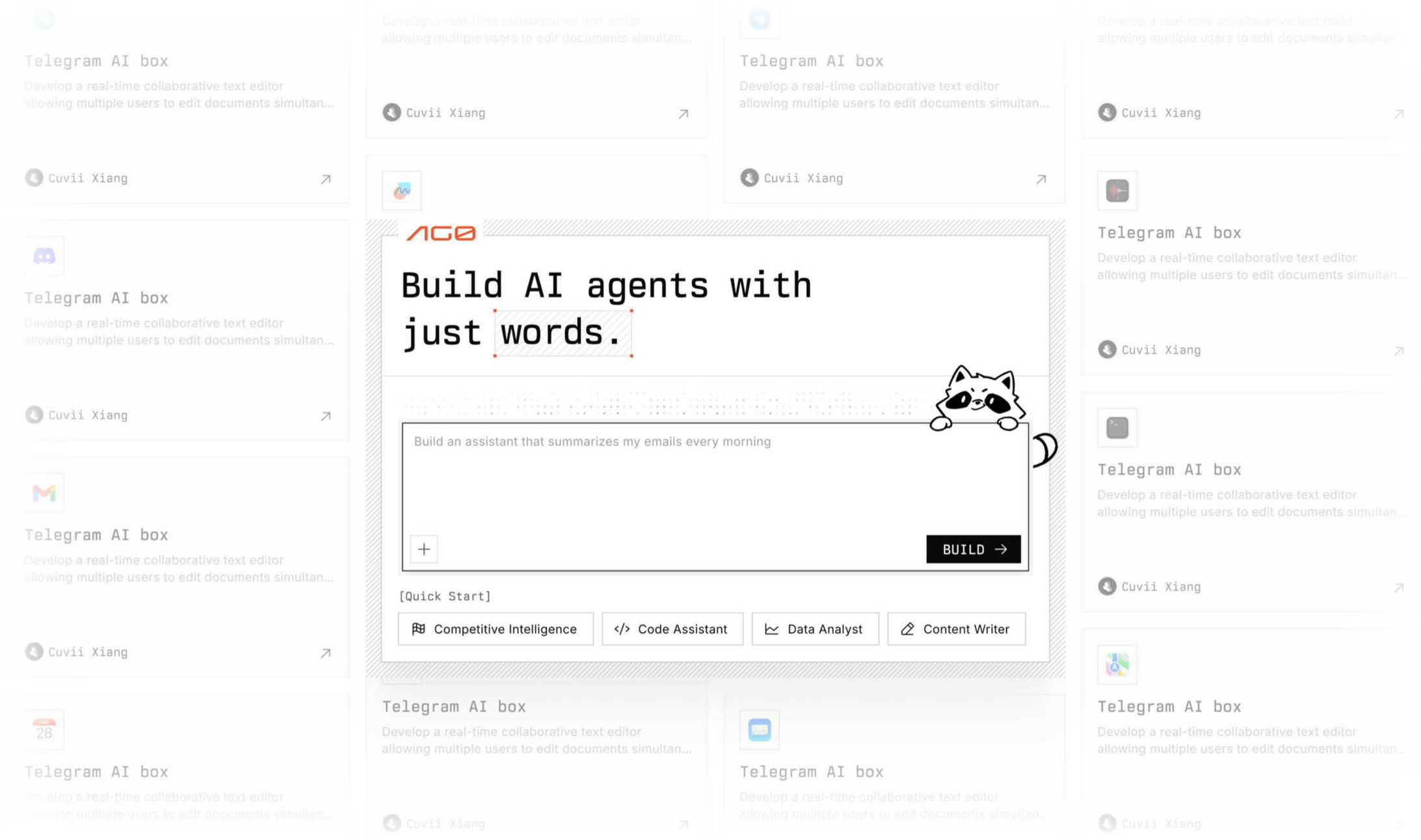
monitoring…
Fernandez

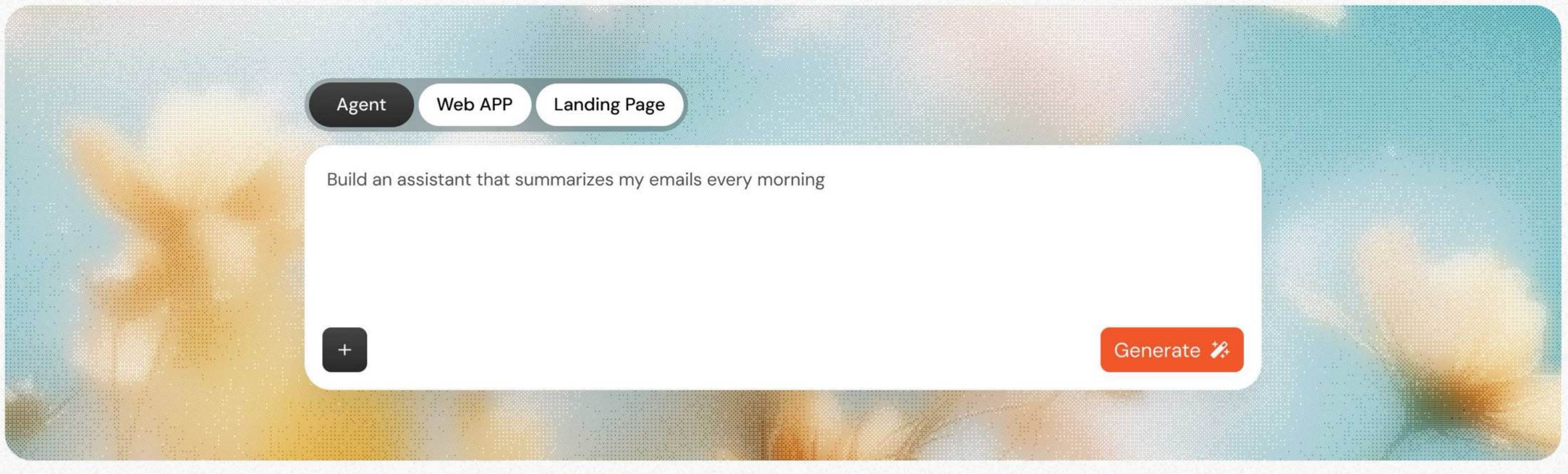

AGO.io
Discord
Login
What agent do you want to build?
Everything you need to create agents, web apps, and landing pages
Agent
Web APP
Landing Page
Build an assistant that summarizes my emails every morning
Generate
Competitive Intelligence
Code Assistant
Data Analyst
Content Writer

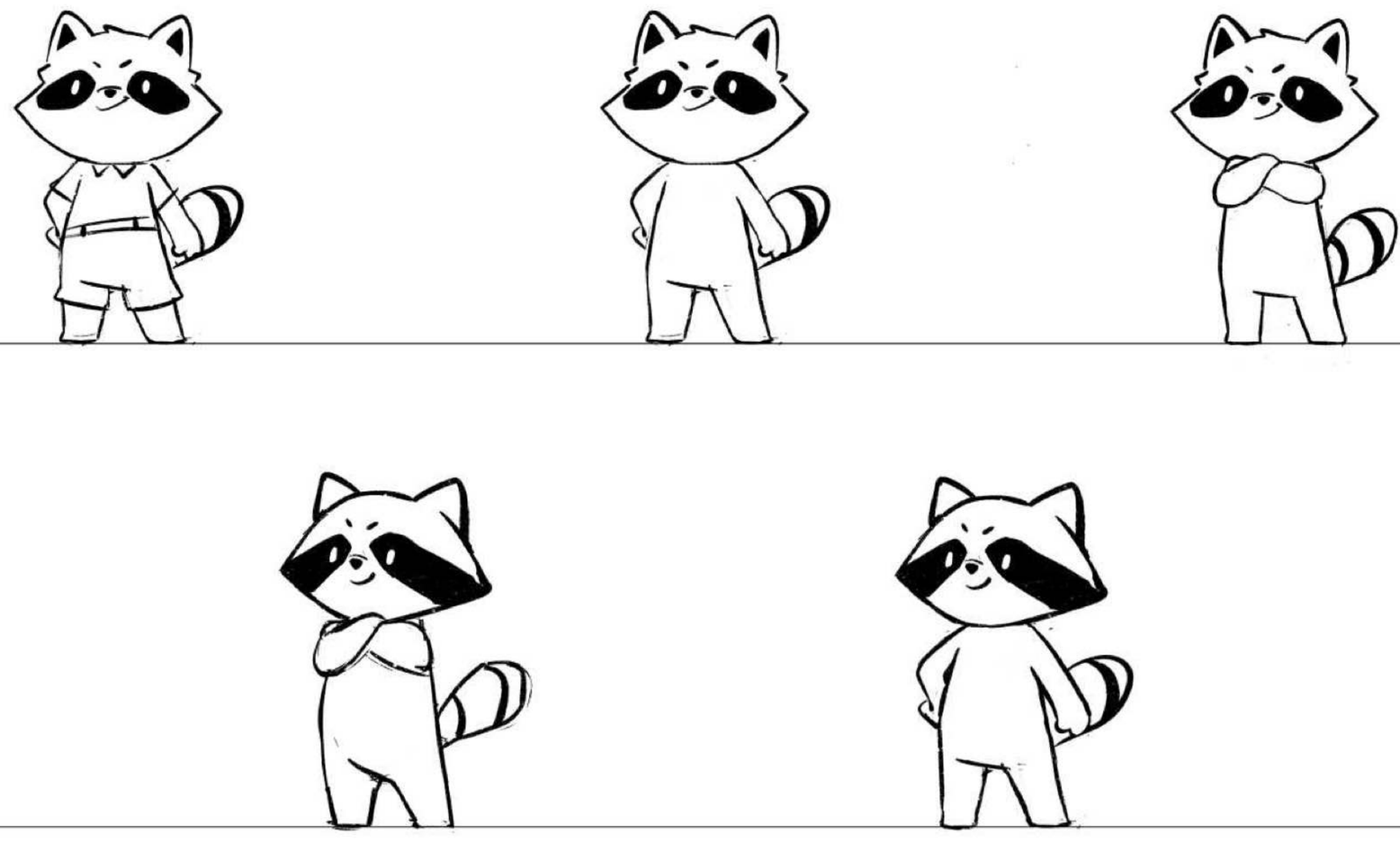
● CoreSpeed

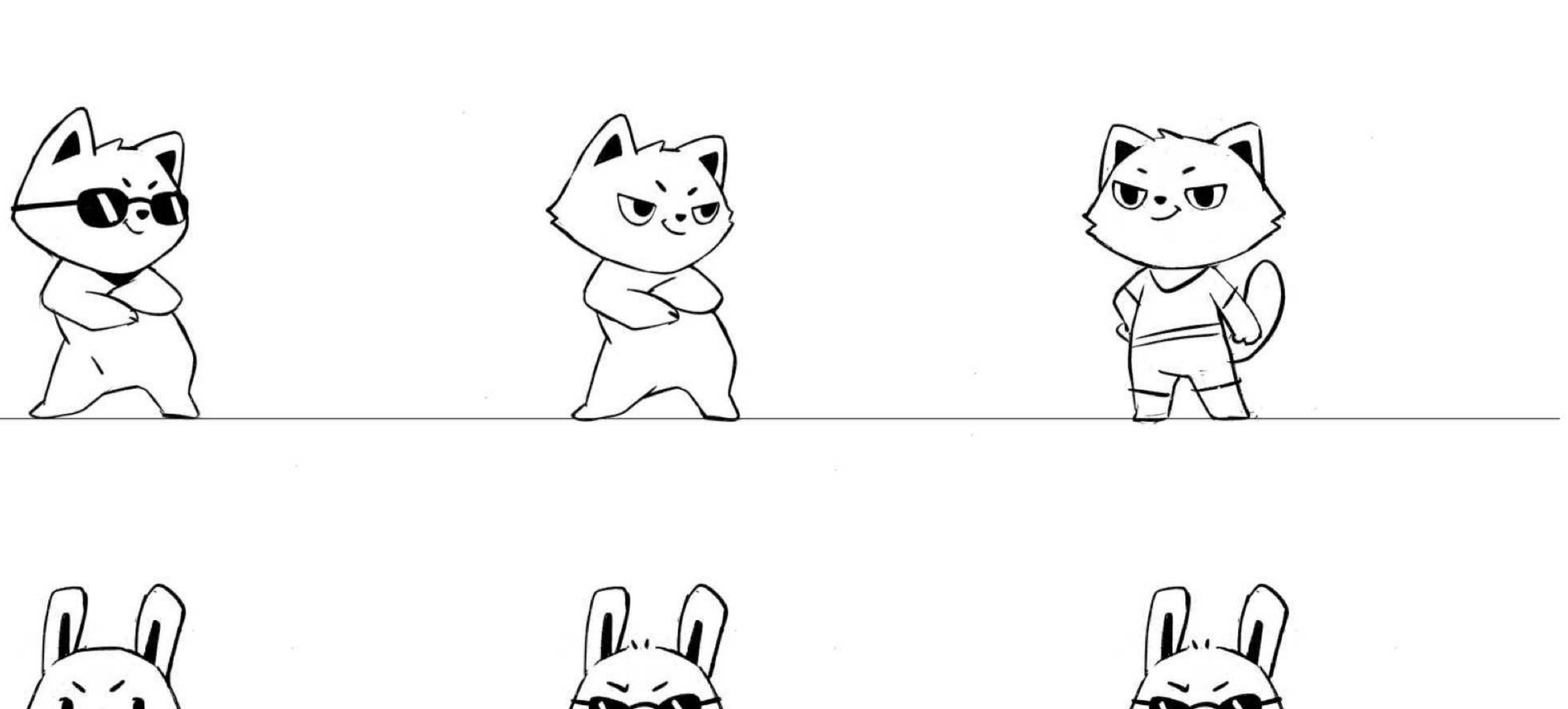


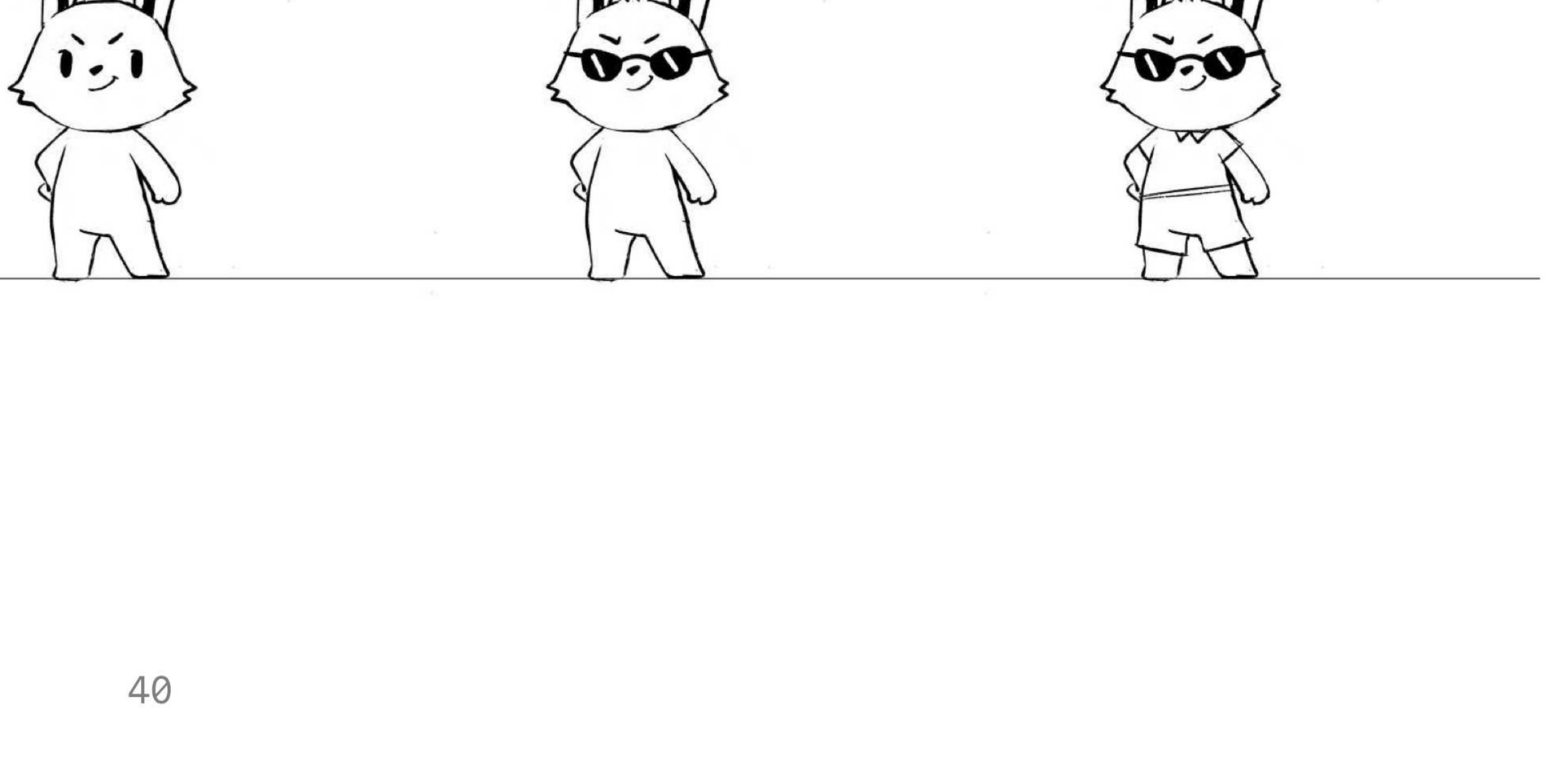
What agent do you want to build?

Everything you need to create agents ,
web apps , and landing pages









● CoreSpeed

Design System

Typography

Aa

[Berkeley Mono]

Berkeley Mono grounds the experience in the world of code, tools, and real work. Its monospaced structure recalls terminals, diagnostics, and developer consoles, signalling that CoreSpeed is built on serious, inspectable technology.

abcdefghijklmnopqrstuvwxyz
abcdefghijklmnopqrstuvwxyz
1234567890<>?{}!@#$%^&

Regular
Medium
SemiBold
Bold

Color Palette

Hex: #F2572B	Hex: #FBC8AD	Hex: #000000	Hex: #171717	Hex: #404040	Hex: #A1A1A1
Hex: #FEE5D6	Hex: #FEF4EE	Hex: #E5E5E5	Hex: #F5F5F5	Hex: #FAFAFA	Hex: #FFFFFF

Components Library

Header
Please insert description here.
Placeholder
Cancel Confirm

Insert Tooltip
Insert tooltip description here. It would look much better as three lines of text.

Lorem Ipsum is simply dummy text Button
Lorem Ipsum is simply dummy text Button
Lorem Ipsum is simply dummy text Button
Lorem Ipsum is simply dummy text Button

300%
Increase in pipeline value after aligning sales and marketing strategies
7
Red thro opti

Button Button Button Button

Badge Badge Badge Badge

K ⌘ ^ ⌥ Ctrl
⇧ ⇩ ⇨ ⇦ Shift

Tab Tab Tab Tab Tab
Insert Tooltip Insert Tooltip

+99

agent.runTask

Label (Sublabel)
Descriptions
Badge ⌘ K Button

Label (Sublabel)
Descriptions
Badge ⌘ K Button

Label
Descriptions
Manage account
Switch Account
Billing
Profile
Refer
Setting
Logout

Map the entire customer lifecycle from first interaction to final purchase, uncovering the tactics and touchpoints that consistently drive the strongest results.

Highlight top-performing initiatives, forecast revenue trends accurately, and adapt quickly to market changes.

Enable marketing and sales teams to align on actionable insights that improve performance and strengthen client relationships.

With all campaign metrics connected in one place, you create a single, reliable view of progress.

300%
Increase in pipeline value after aligning sales and marketing strategies

75%
Reduction in ad spend waste through targeted audience optimization

300%
Increase in pipeline value after aligning sales and marketing strategies

75%
Reduction in ad spend waste through targeted audience optimization

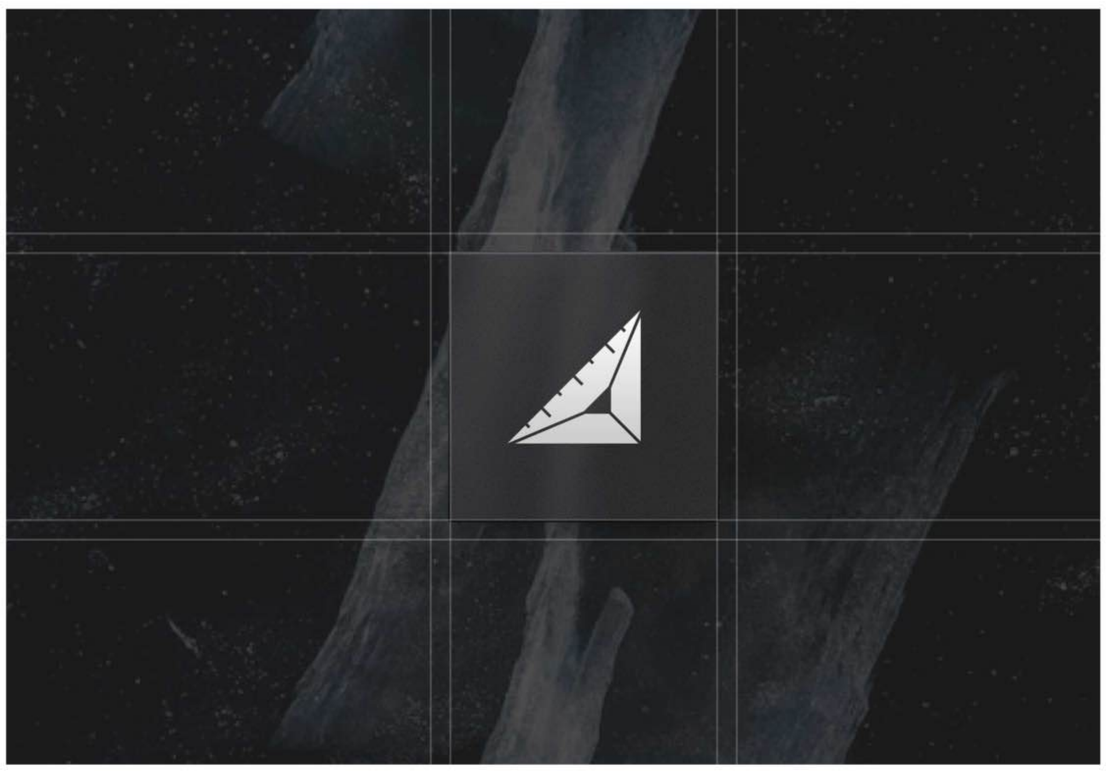
4.5x
Average return on investment for cross-channel campaigns.

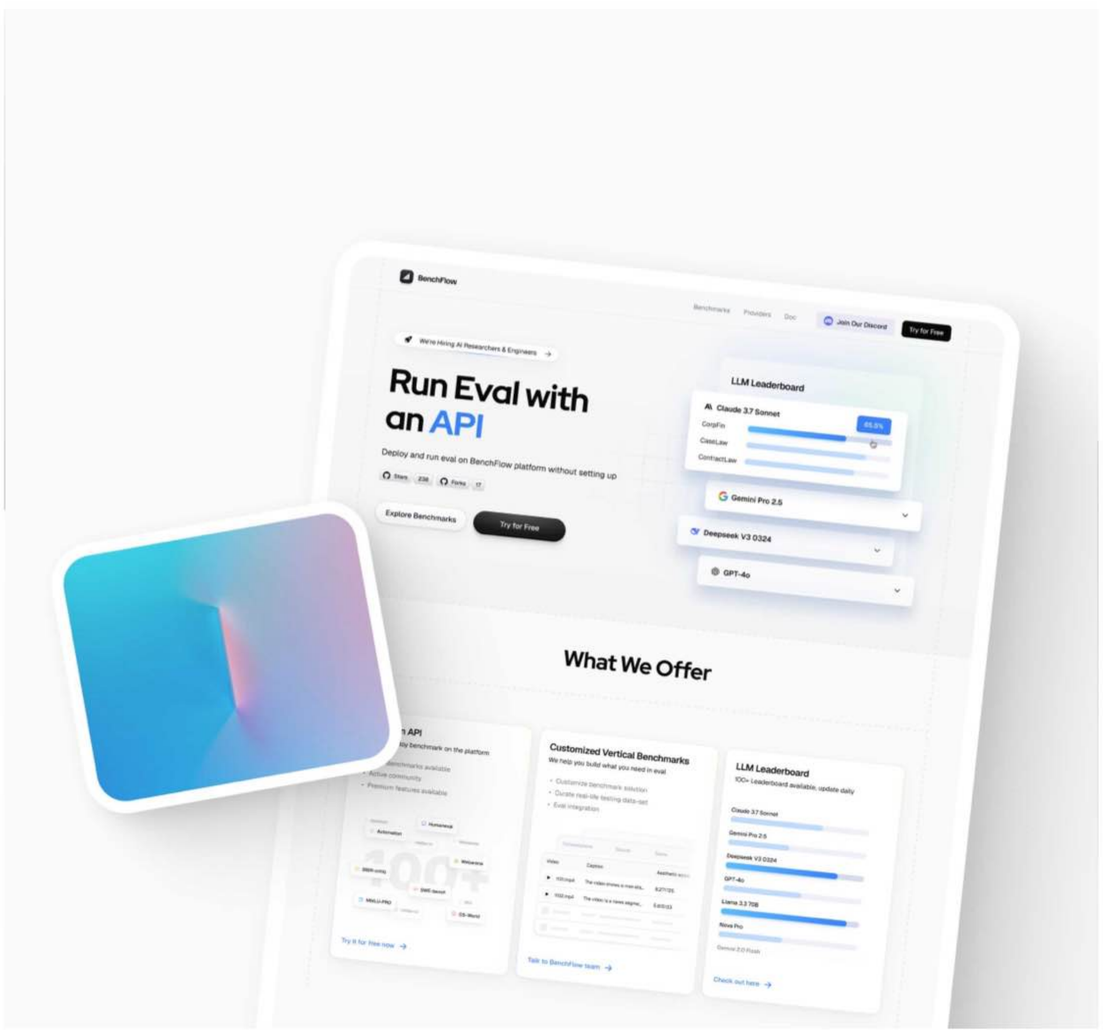
● BenchFlow

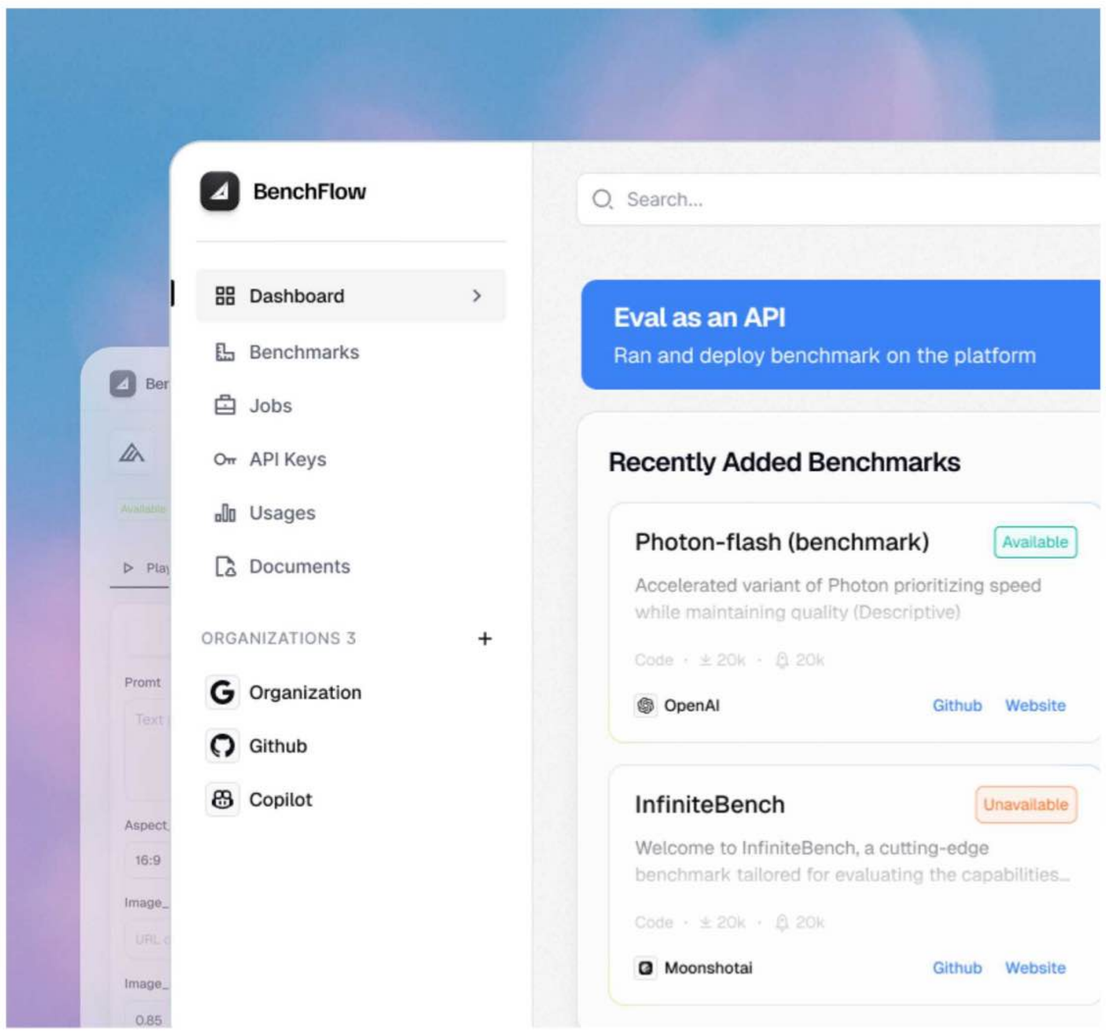
AI benchmarking platform — standardized evaluations, leaderboards, and transparency for an industry moving faster than anyone can measure.

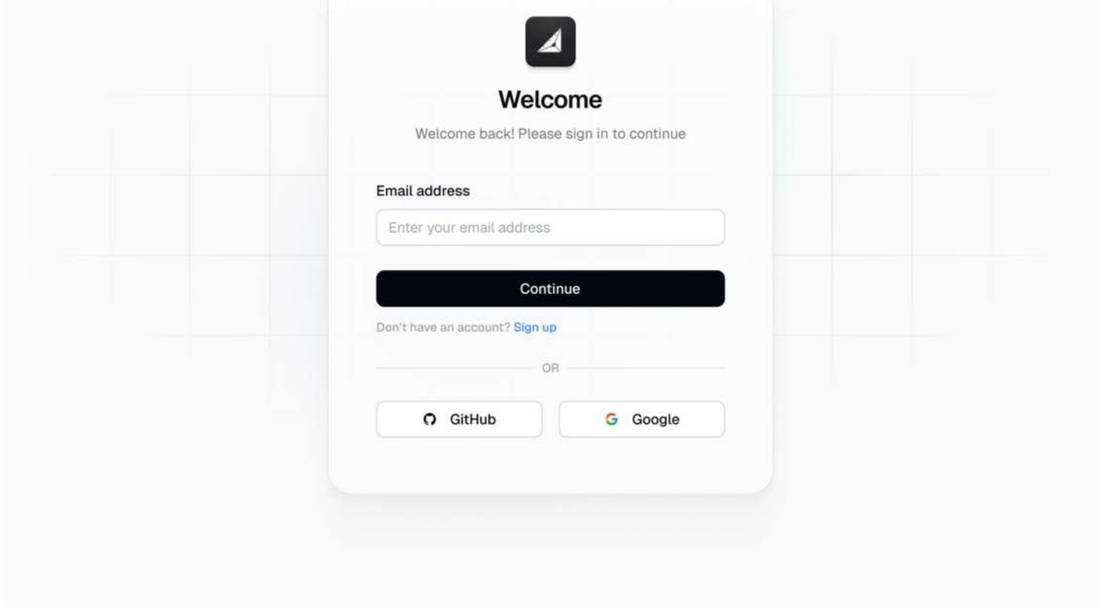
AI 基准测试平台——标准化评估、排行榜与透明度，为一个比任何人都跑得更快的行业提供衡量尺度。

Year / 年份	2025	
Scope / 服务范围	Brand Identity · Website · Design System · SaaS	品牌视觉 • 官网 • 设计系统 • SaaS 产品
Industry / 所属行业	AI Tooling / Developer Infrastructure	AI 工具 / 开发者基础设施









BenchFlow is an AI benchmarking platform founded out of San Francisco. Xiangyi, the founder, set out to create a platform where developers and teams could run standardized benchmarks on AI models. Think of it as the missing rubric for an industry moving faster than anyone can measure.

The challenge was layered: this wasn't just a marketing site or just a product UI. It was both. Plus a full brand identity to tie it all together. And the audience? Developers. A crowd that notices when design is trying too hard and when it's not trying hard enough.

BenchFlow 是一个诞生于旧金山的 AI 基准测试平台。
创始人 Xiangyi 的愿景是打造一个让开发者和团队能够对 AI 模型运行标准化基准测试、在排行榜上横向比较结果、并为整个 AI 评估流程带来透明度的平台。
你可以把它理解为一个行业的答题卡，为一个跑得比任何人都快的行业而生。

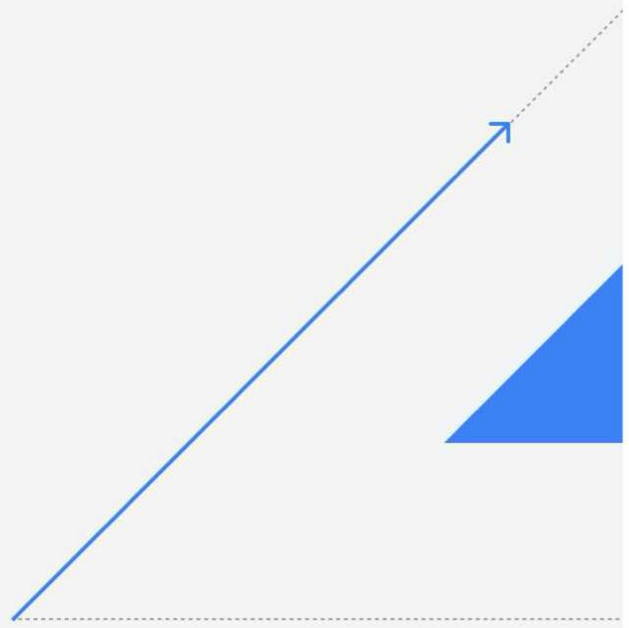
他们需要看起来可信，从用户第一次打开落地页，到每天在 SaaS 仪表盘里工作。

挑战是多层面的：这不只是一个营销官网，也不只是一个产品界面，两者兼具。加上一套将一切串联起来的完整品牌识别系统。而他们面对的受众是谁？是开发者。一群既能看出设计用力过猛、也能看出设计敷衍了事的人。

BRANDING CONCEPT

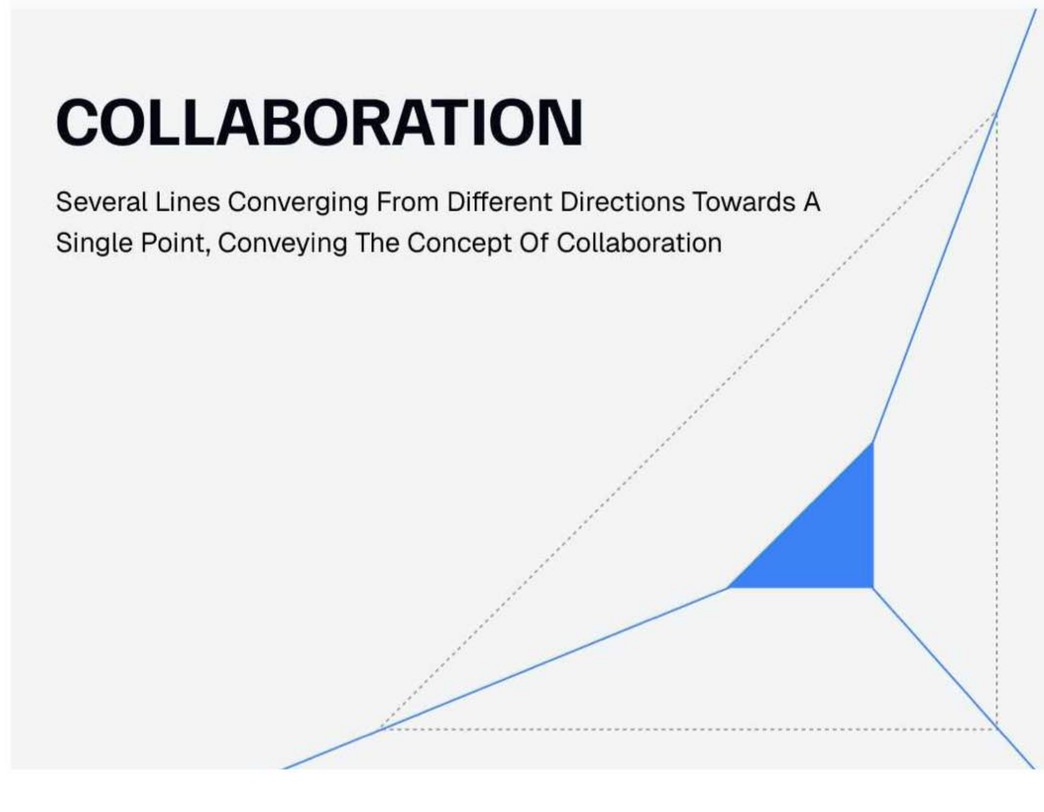
CREATING TECHNOLOGY

The Logo Increases From The Bottom Left To The Top Right, Symbolizing Growth



COLLABORATION

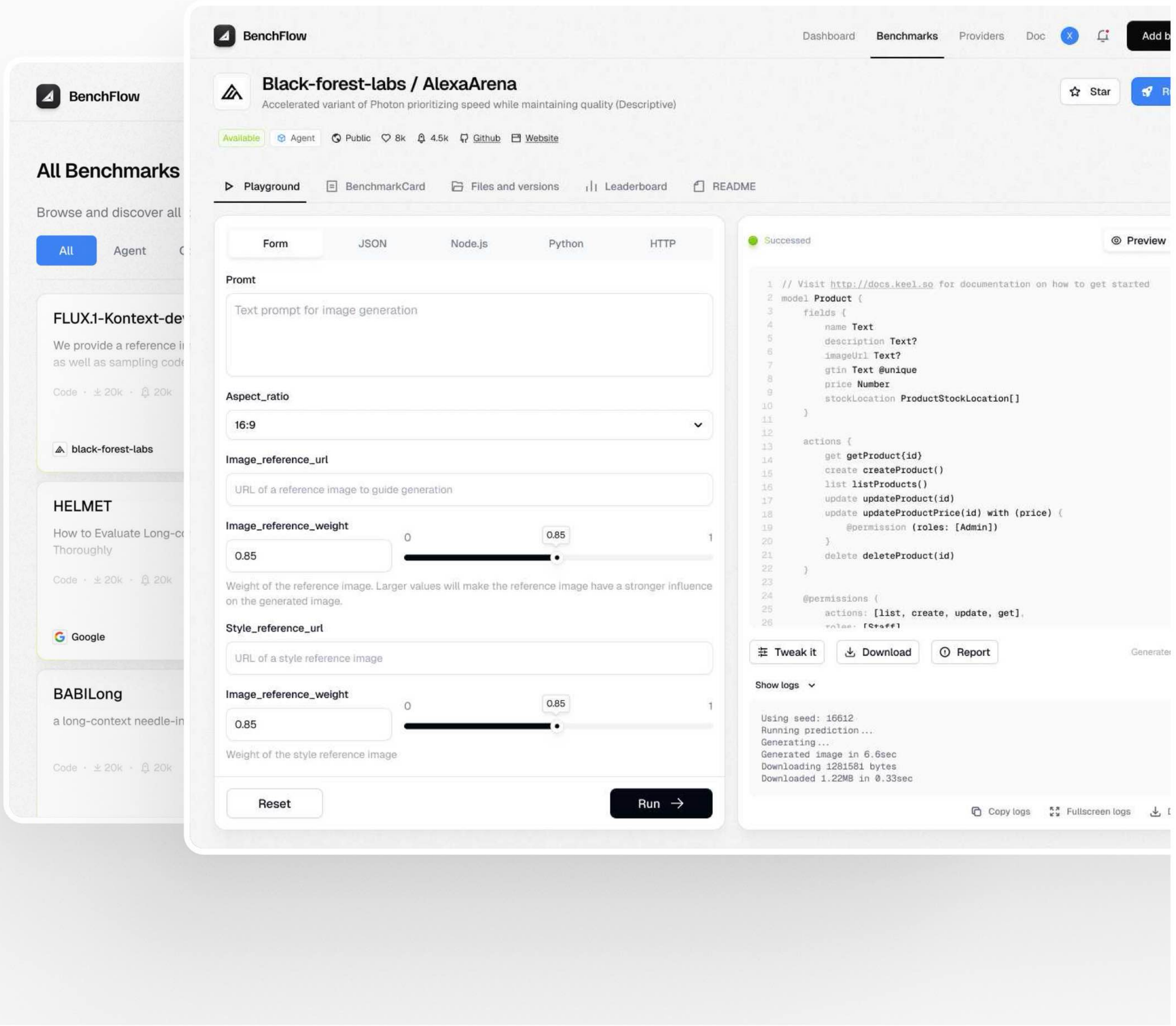
Several Lines Converging From Different Directions Towards A Single Point, Conveying The Concept Of Collaboration



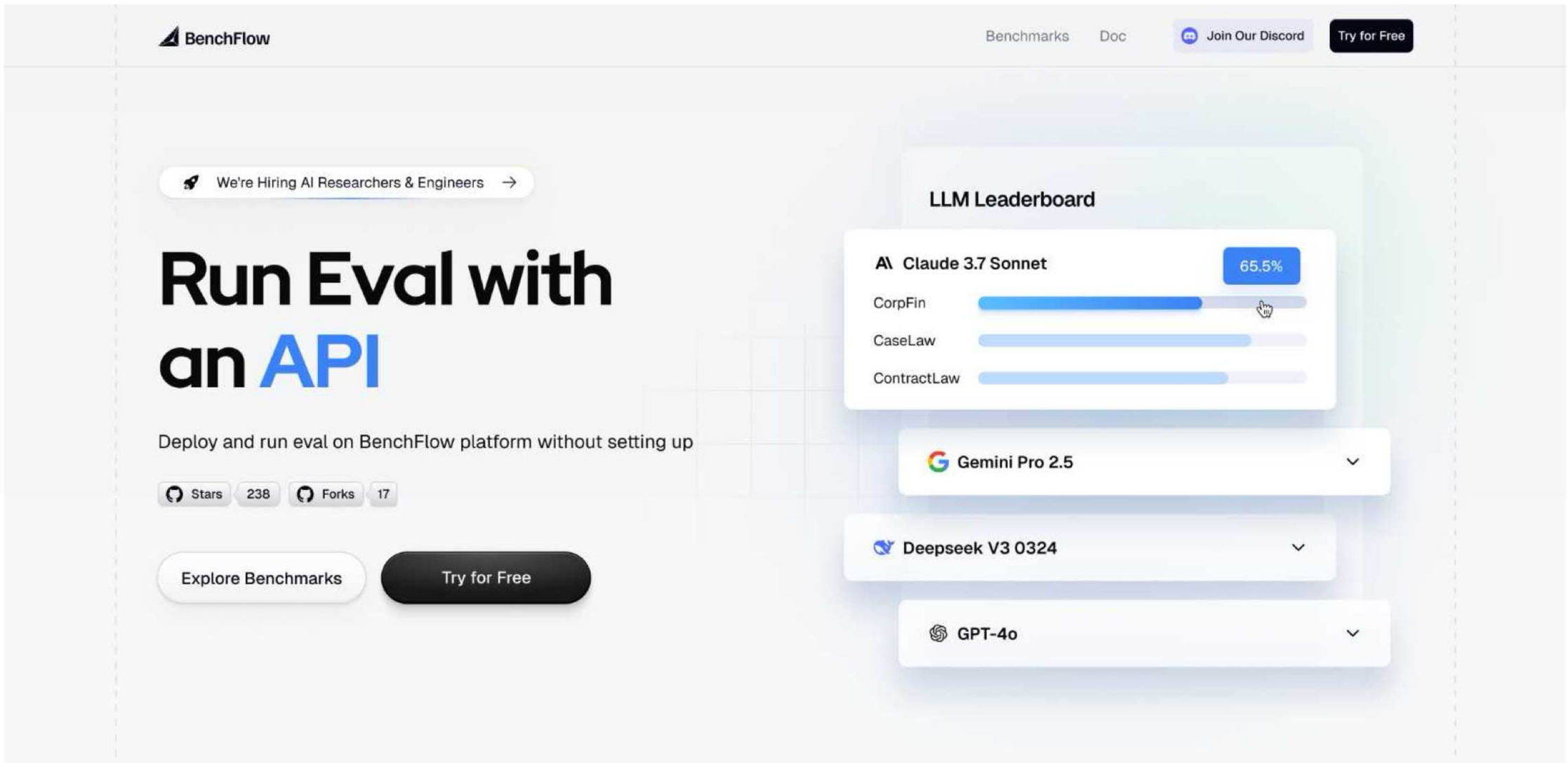
RISK PROTECTION

The Triangle Is The Most Stable Structure, With Outer Triangles Enclosing Inner Triangles, Conveying Risk Protection.

● BenchFlow


BenchFlow
All Benchmarks
Browse and discover all
All
Agent
FLUX.1-Kontext-de
We provide a reference i
as well as sampling code
Code · 20k · 20k
black-forest-labs
HELMET
How to Evaluate Long-c
Thoroughly
Code · 20k · 20k
Google
BABILong
a long-context needle-in
Code · 20k · 20k
BenchFlow
Dashboard
Benchmarks
Providers
Doc
Add b
Black-forest-labs / AlexaArena
Accelerated variant of Photon prioritizing speed while maintaining quality (Descriptive)
Star
Available
Agent
Public
8k
4.5k
Github
Website
Playground
BenchmarkCard
Files and versions
Leaderboard
README
Form
JSON
Node.js
Python
HTTP
Promt
Text prompt for image generation
Aspect_ratio
16:9
Image_reference_url
URL of a reference image to guide generation
Image_reference_weight
0.85
0
0.85
1
Weight of the reference image. Larger values will make the reference image have a stronger influence on the generated image.
Style_reference_url
URL of a style reference image
Image_reference_weight
0.85
0
0.85
1
Weight of the style reference image
Reset
Run
Successed
Preview
// Visit http://docs.keel.so for documentation on how to get started
model Product {
fields {
name Text
description Text?
imageUrl Text?
gtin Text @unique
price Number
stockLocation ProductStockLocation[]
}
actions {
get getProduct{id}
create createProduct()
list listProducts()
update updateProduct(id)
update updateProductPrice(id) with (price) {
@permission (roles: [Admin])
}
delete deleteProduct(id)
}
@permissions {
actions: [list, create, update, get],
Tweak it
Download
Report
Show logs
Using seed: 16612
Running prediction...
Generating...
Generated image in 6.6sec
Downloading 1281581 bytes
Downloaded 1.22MB in 0.33sec
Copy logs
Fullscreen logs

● BenchFlow

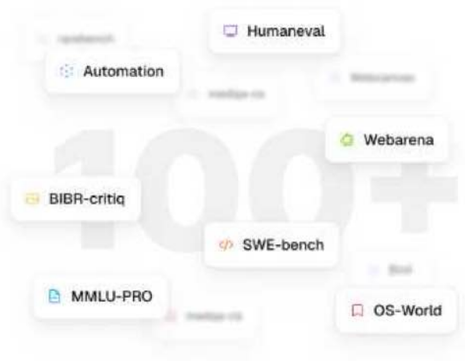


What We Offer

Eval as an API

Ran and deploy benchmark on the platform

- 100+ Benchmarks available
- Active community
- Premium features available

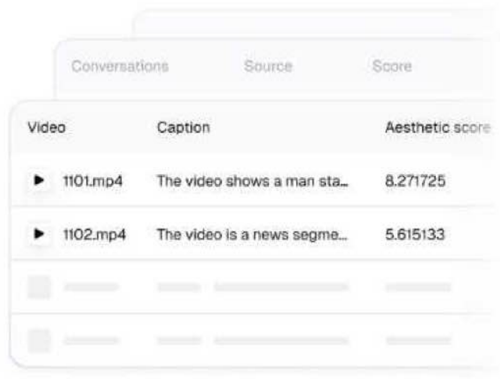


Try it for free now →

Customized Vertical Benchmarks

We help you build what you need in eval

- Customize benchmark solution
- Curate real-life testing data-set
- Eval integration



Talk to BenchFlow team →

LLM Leaderboard

100+ Leaderboard available, update daily

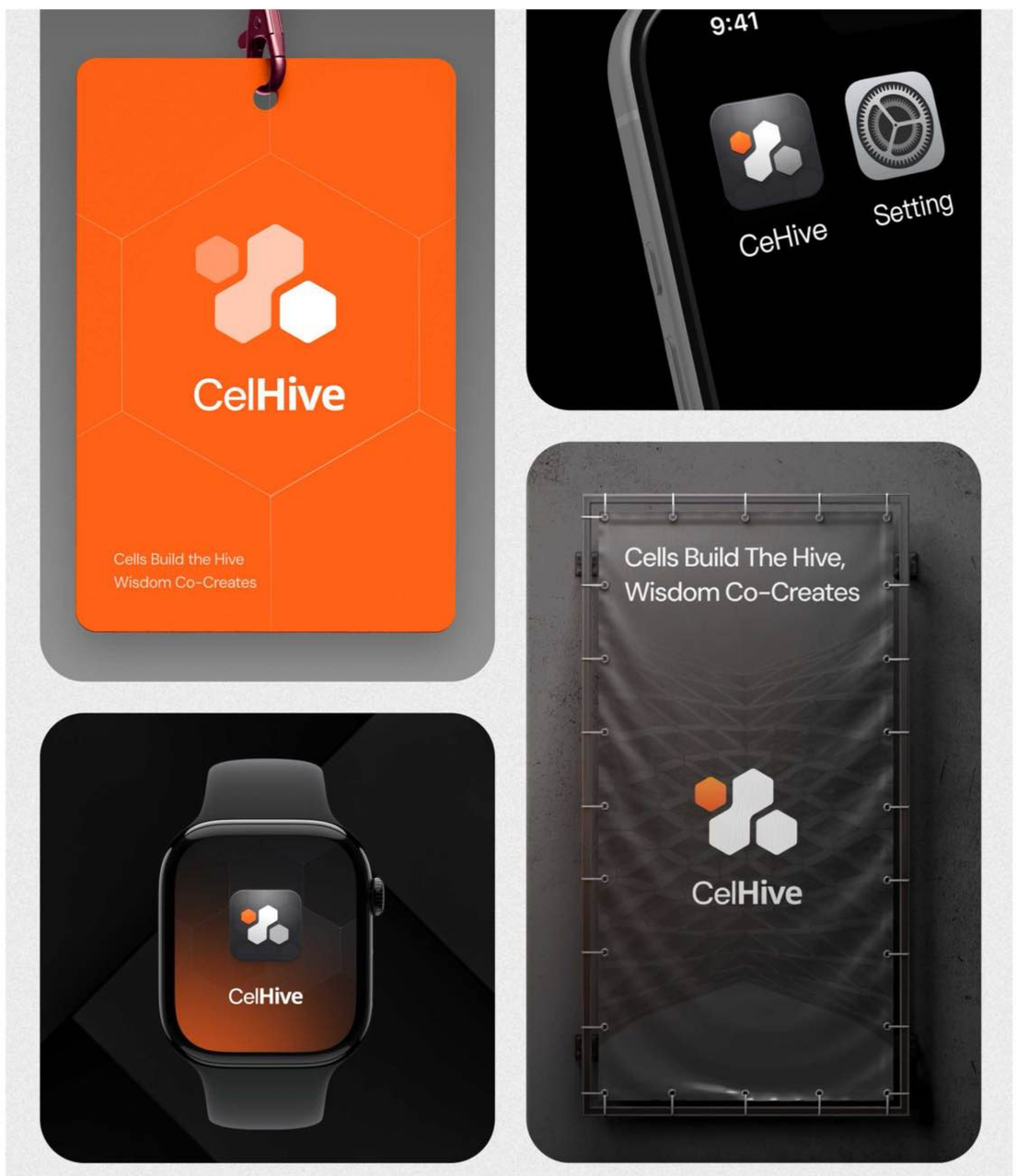
Check out here →

● CelHive

AI-powered productivity and creativity platform — multi-agent orchestration that researches, analyzes, and generates reports in concert.

AI 驱动的生产力与创作平台——多智能体协同编排，并行完成研究、分析与报告生成。

Year / 年份	2025	
Scope / 服务范围	Brand Identity · Landing Page · Motion Video	品牌视觉 • 落地页 • 动效视频
Industry / 所属行业	AI Tooling	AI 工具



Emergent

Co-creative

Assured

Alive

CelHive is an AI-powered platform built around multi-agent orchestration, multiple AI models working in concert to research, analyze, and generate reports on any topic you throw at them. Led by Cydiar, the team had a working product but no face. The company was previously operating under the name Juchats, and everything was about to change.

Multi-agent AI is one of those concepts that's technically impressive but nearly impossible to explain to someone who hasn't seen it work. You can't just say "our agents collaborate in real time to produce research reports." CelHive needed more than a website, they needed a way to show what happens behind the scenes when you click "Generate Report."

CelHive 是一个围绕多智能体编排构建的 AI 平台。多个 AI 模型协同工作，对任意你丢给它们的主题进行研究、分析并生成报告。

联合创始人 Cydiar 带领团队做出了能跑起来的产品，却没有一个好看的门户。

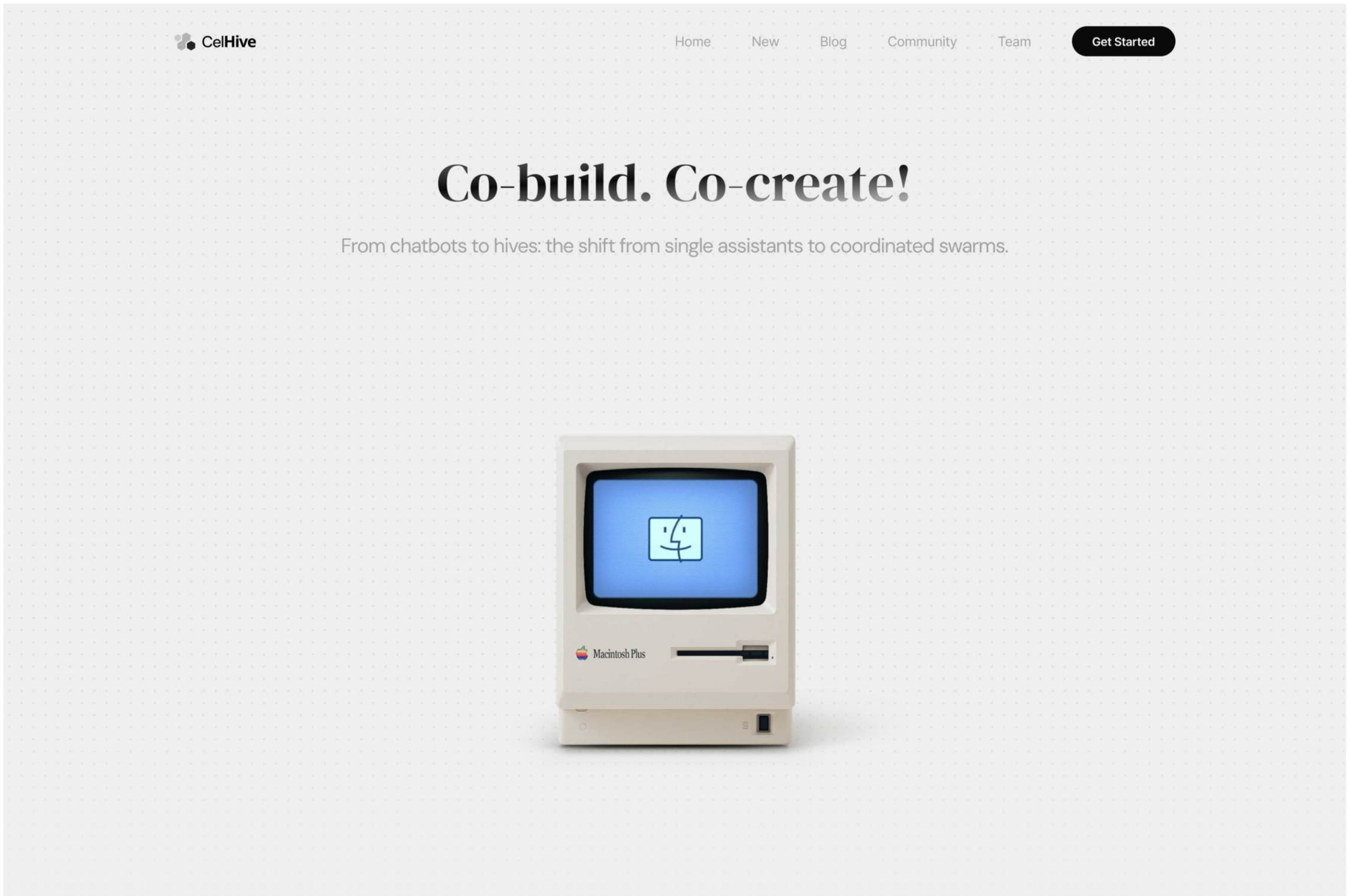
公司此前以 Juchats 的名字运营，而现在一切都将改变，名字、定位、视觉识别，全部推翻重来。

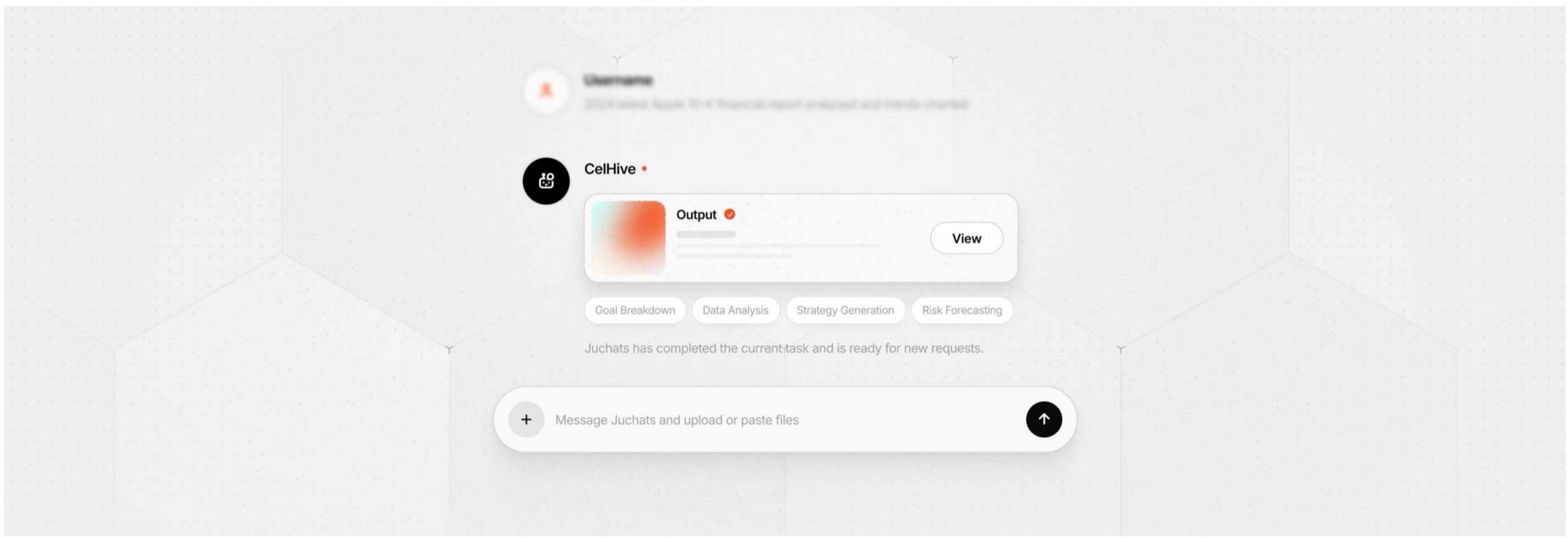
多智能体 AI 是那种技术上很酷炫，却几乎无法向门外汉解释清楚的概念。

你不能只是说"我们的智能体会实时协作生成研究报告"，人们还是会懵。

CelHive 需要的不只是一个网站，而是一种方式，让人们能真正看到当你点击"生成报告"时，幕后发生了什么。

● CelHive

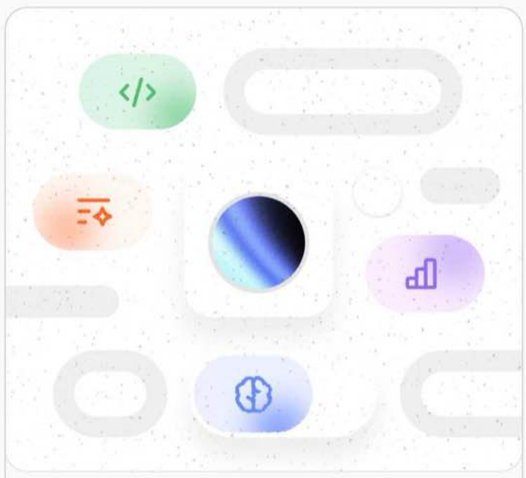

CelHive
Home
New
Blog
Community
Team
Get Started
Co-build. Co-create!
From chatbots to hives: the shift from single assistants to coordinated swarms.
Macintosh Plus


Username
CelHive
Output
View
Goal Breakdown
Data Analysis
Strategy Generation
Risk Forecasting
Juchats has completed the current task and is ready for new requests.
Message Juchats and upload or paste files

CelHive

What makes CelHive different

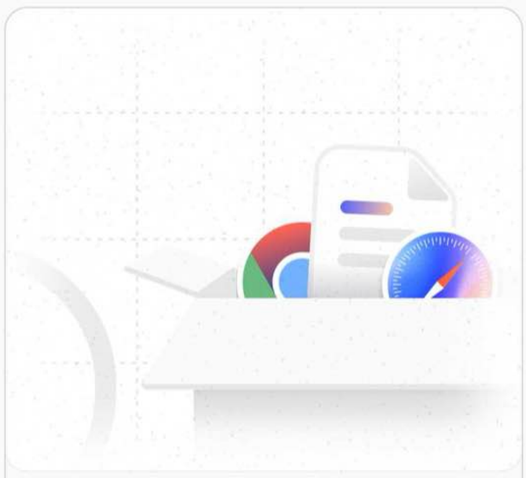
Multi-Agent collaboration and enterprise-grade ECP enable seamless AI integration, intelligent workflows, and personalized interactions.



Multi-Agents

Deploy multiple AI agents to handle parallel tasks (e.g., research, content gen) efficiently, acting as a virtual team for enhanced productivity.

More



ECP

Facilitates real-time team communication, file sharing, and project collaboration with LLM-powered tools like doc drafting and translation.

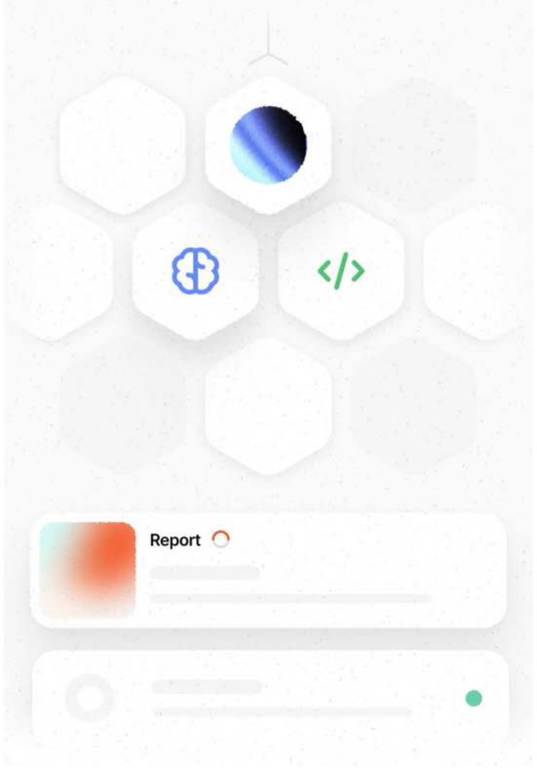
More

MCP

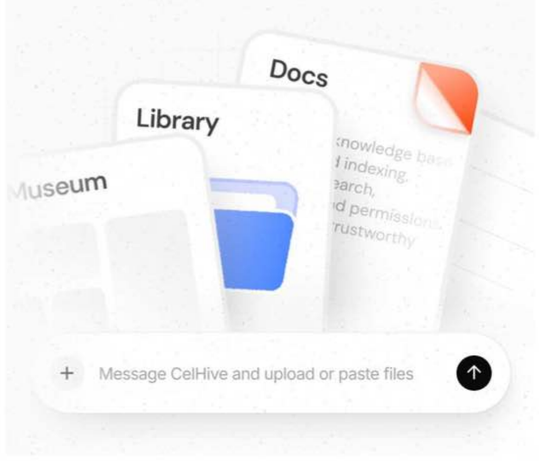
Standardizes model-data interaction to maintain chat context, enabling LLM responses that reference history for accuracy and coherence.

More

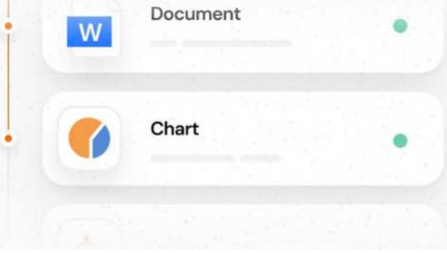
Multi-Agents



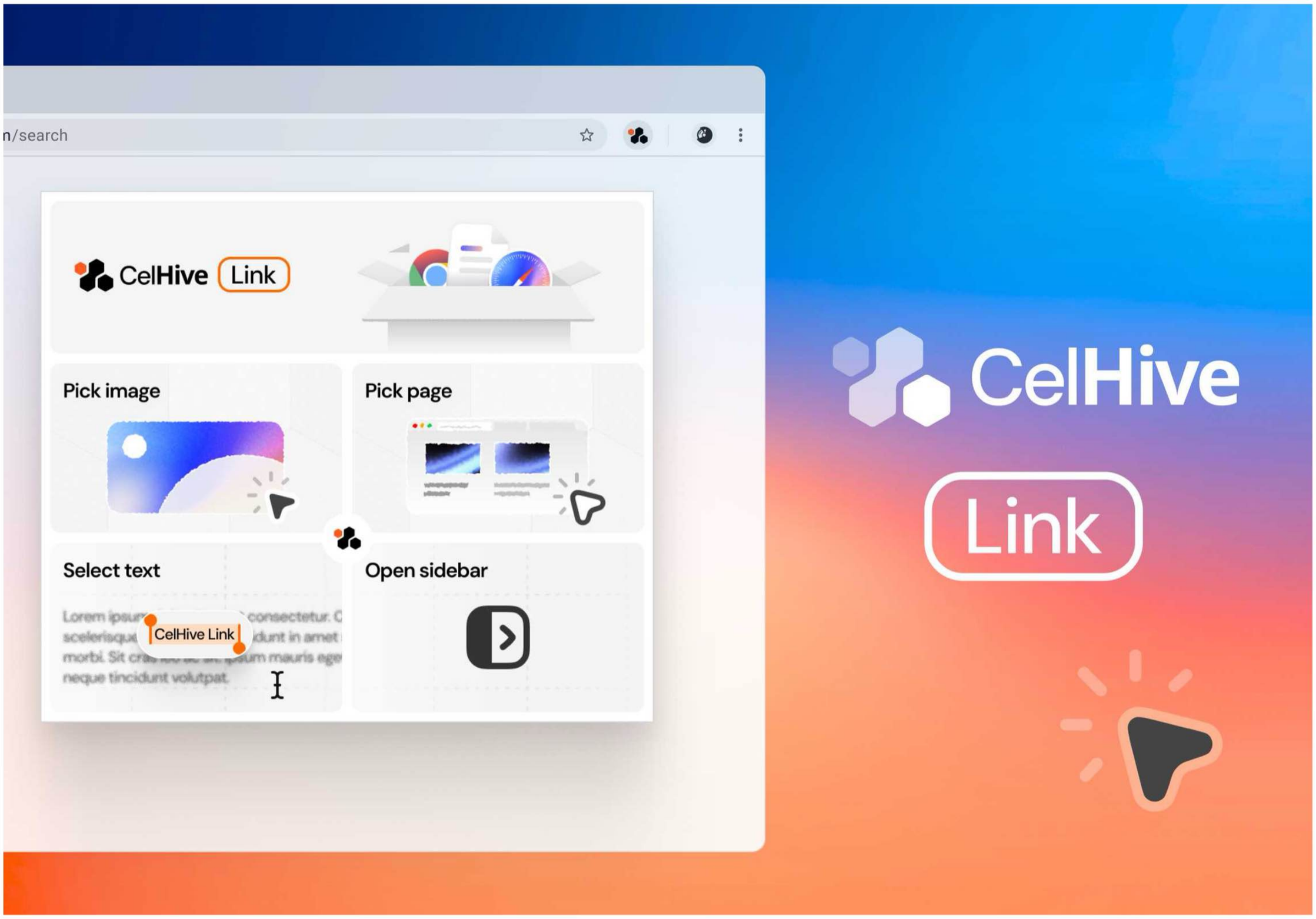
Spaces



Artifacts



DeepSearch

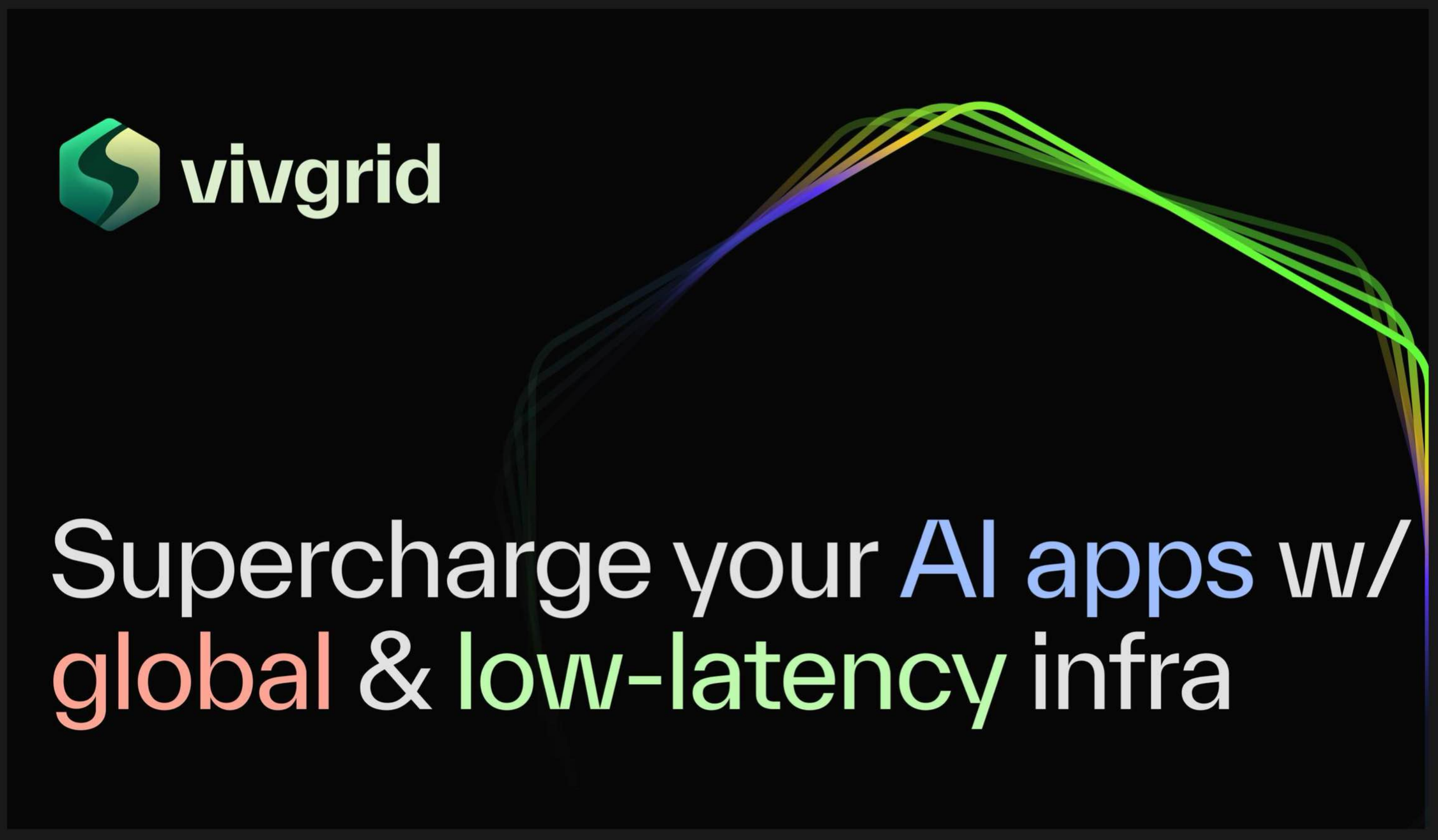

n/search
CelHive Link
Pick image
Pick page
Select text
CelHive Link
Open sidebar
CelHive
Link

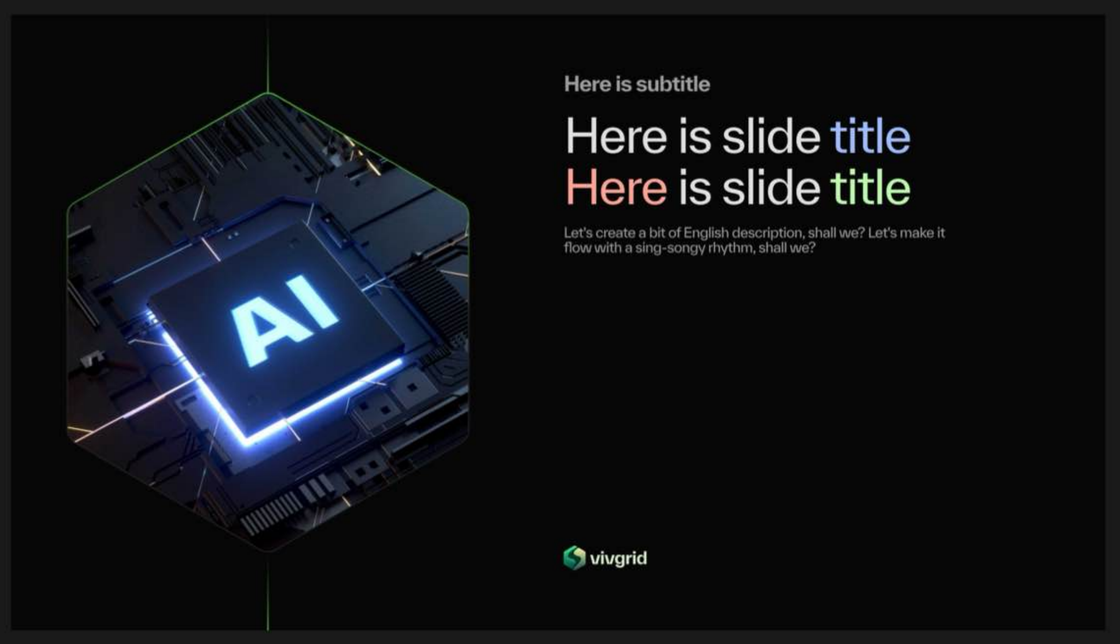
● vivgrid

Year / 年份	2024	
Scope / 服务范围	Brand Identity · Website	品牌视觉识别 • 网站设计
Industry / 所属行业	AI Infrastructure	AI 基础设施

Global gateway and proxy layer for AI agents — Cloudflare, but purpose-built for AI.

为 AI 智能体打造的全球网关与代理层——这是专为 AI 而生的 Cloudflare。





vivgrid is an AI infrastructure company building the connectivity layer between enterprises and AI. Their platform lets teams call different AI APIs with speed and reliability at scale, a global gateway and proxy purpose-built for the emerging AI stack. Think Cloudflare, but for AI agents.

The technology was there. The brand wasn't. As a deeply technical platform targeting both developers and enterprise buyers, vivgrid needed a visual identity and web experience that could communicate the sophistication of their infrastructure without dumbing it down. Their existing presence lacked a memorable visual language and failed to convey the speed, global scale, and reliability that defined their product.

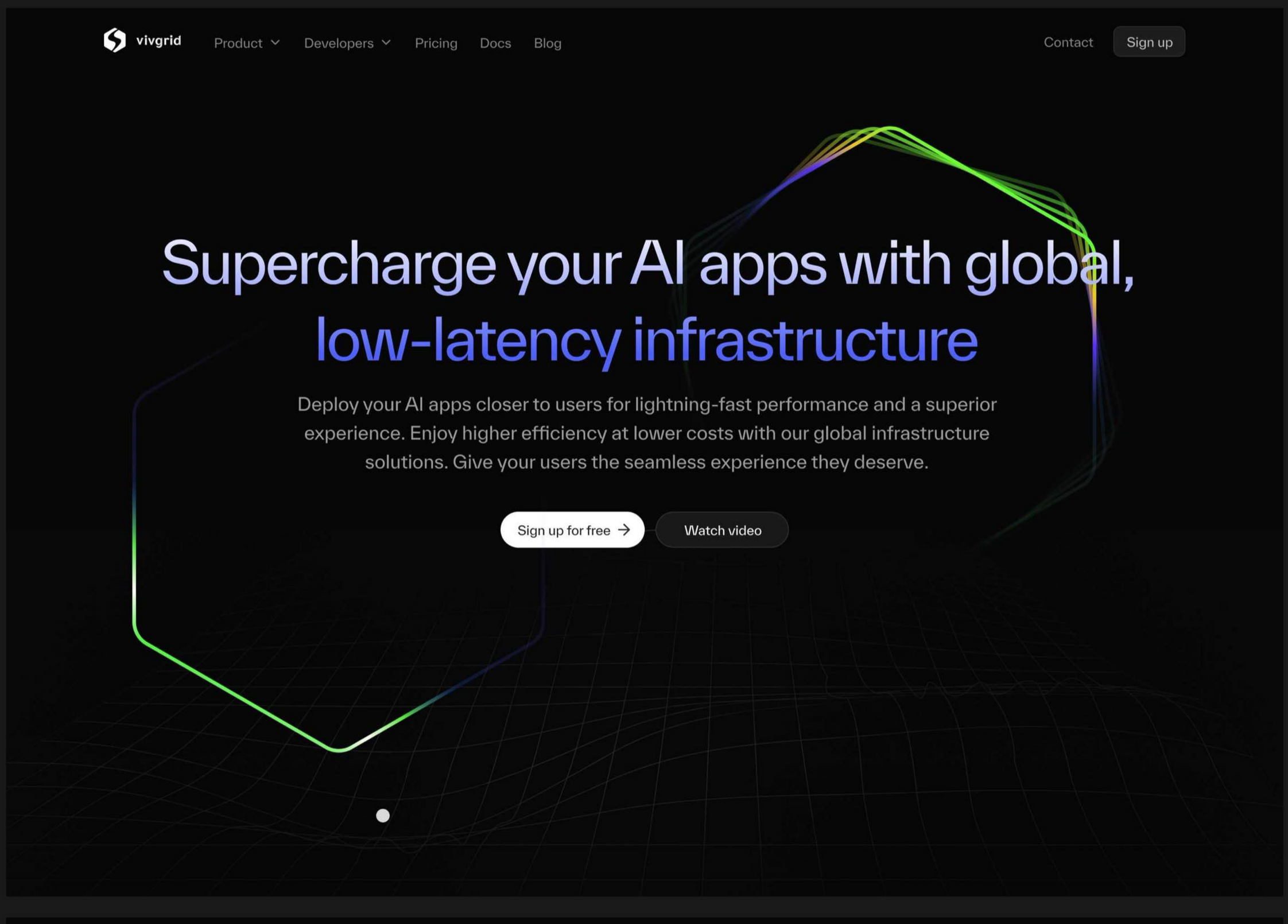
vivgrid 是一家 AI 基础设施公司，专注于构建企业与 AI 之间的连接层。他们的平台让团队能够以高速度、高可靠性大规模调用不同的 AI API 。

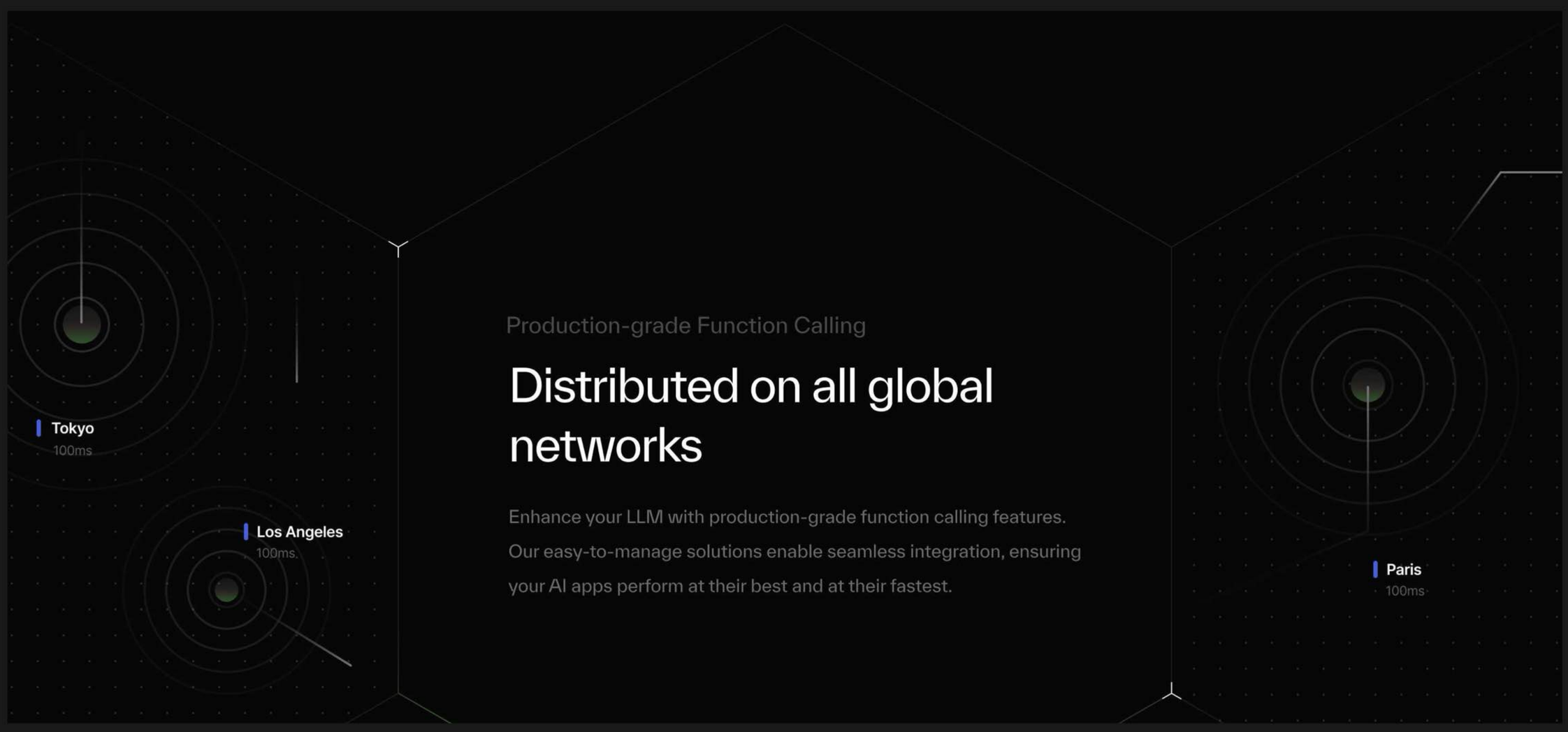
这是一个专为新兴 AI 技术栈量身打造的全球网关与代理层。可以把它理解成 Cloudflare，但服务对象是 AI 智能体。

技术实力已经到位，品牌还没有。作为一个同时面向开发者和企业买家的高度技术性平台，vivgrid 需要一套视觉体系和网页体验，能够呈现其基础设施的专业深度，而不是将其简化成老生常谈。

原有的品牌形象缺乏令人难忘的视觉语言，无法传递出定义这款产品的速度感、全球规模与可靠性。

vivgrid


vivgrid
Product
Developers
Pricing
Docs
Blog
Contact
Sign up
Supercharge your AI apps with global, low-latency infrastructure
Deploy your AI apps closer to users for lightning-fast performance and a superior experience. Enjoy higher efficiency at lower costs with our global infrastructure solutions. Give your users the seamless experience they deserve.
Sign up for free
Watch video


Tokyo
100ms
Los Angeles
100ms
Paris
100ms
Production-grade Function Calling
Distributed on all global networks
Enhance your LLM with production-grade function calling features. Our easy-to-manage solutions enable seamless integration, ensuring your AI apps perform at their best and at their fastest.

vivgrid

Pricing, Simple.

Choose the right plan for you

Free

Everything you need to get started

$0 /month

- No credit card required
- 10,000 monthly active users
- Pre-built components
- Custom domain

Get started for free

Growth

Powerful extra features for your growing business

$49 /month

- $0.02 per MAU after 10,000
- Remove Clerk branding
- Allowlist/ blocklist
- Customizable session duration
- ...and much more

Upgrade to pro

Enterprise

A plan based on your specific needs

Custom

- Multi-factor auth （SMS, TOTP, backup codes）
- Device tracking and revocation
- Satellite Domains
- Simultaneous sessions
- SAML authentication

Contact us

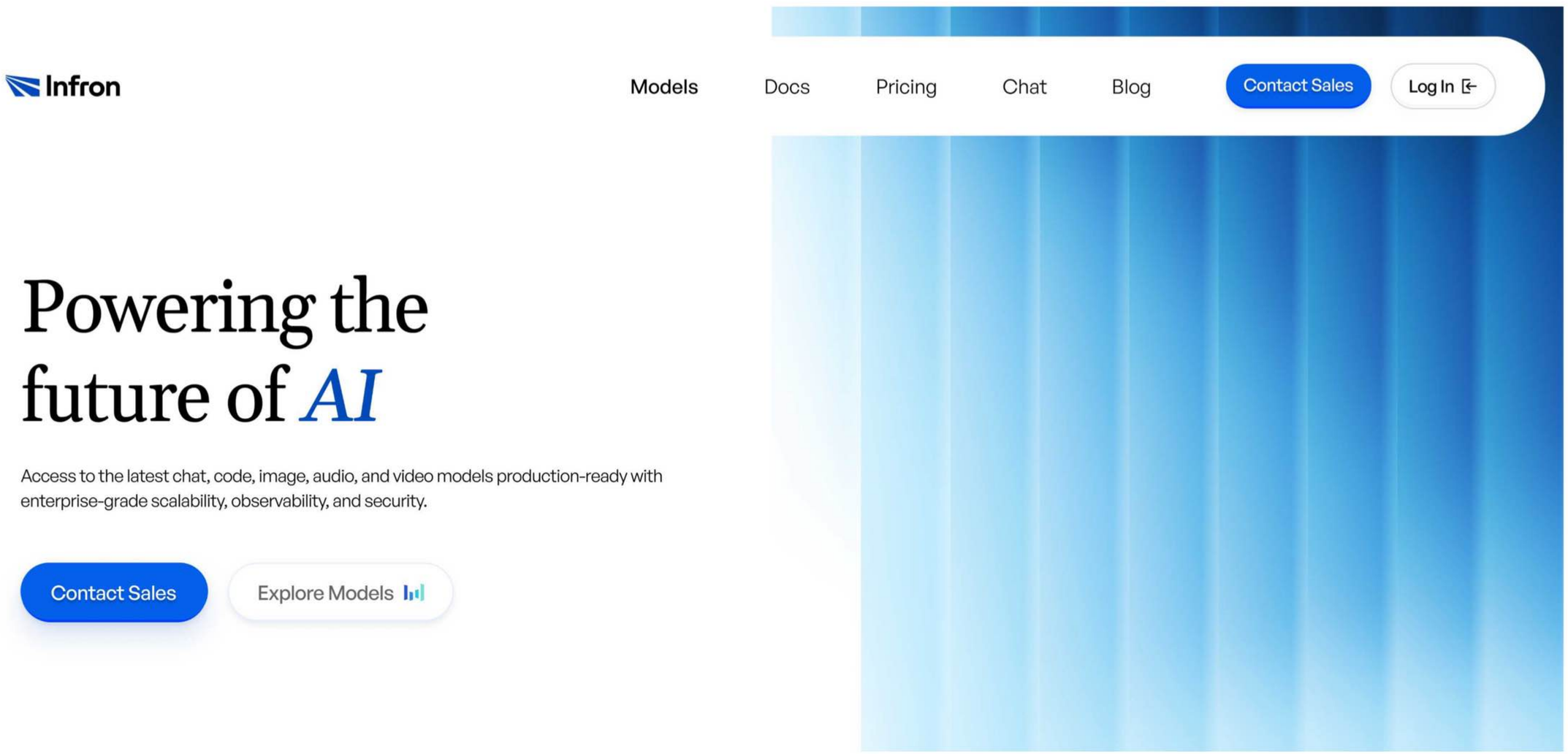
Platform pricing	Free	Growth	Enterprise
Base price	$0/mo	$25/mo	
Included MAUs	10,000	10,000	Unlimited
Additional MAUs		$0.02/ea	

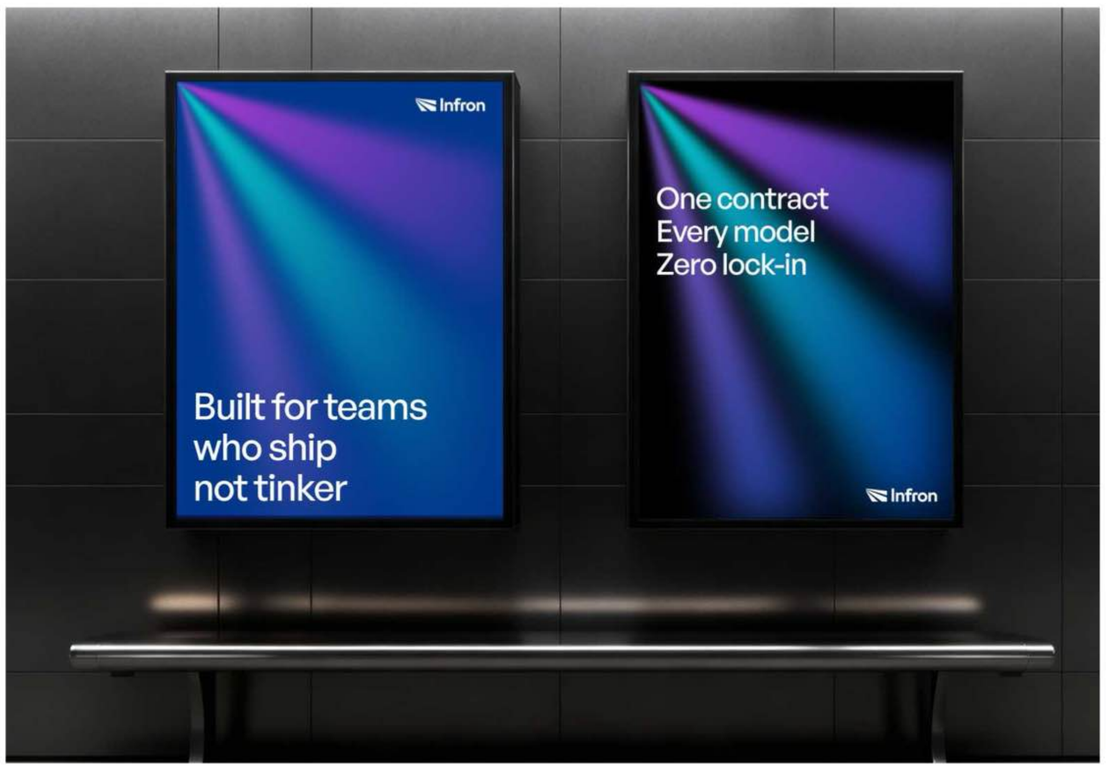
● Infron

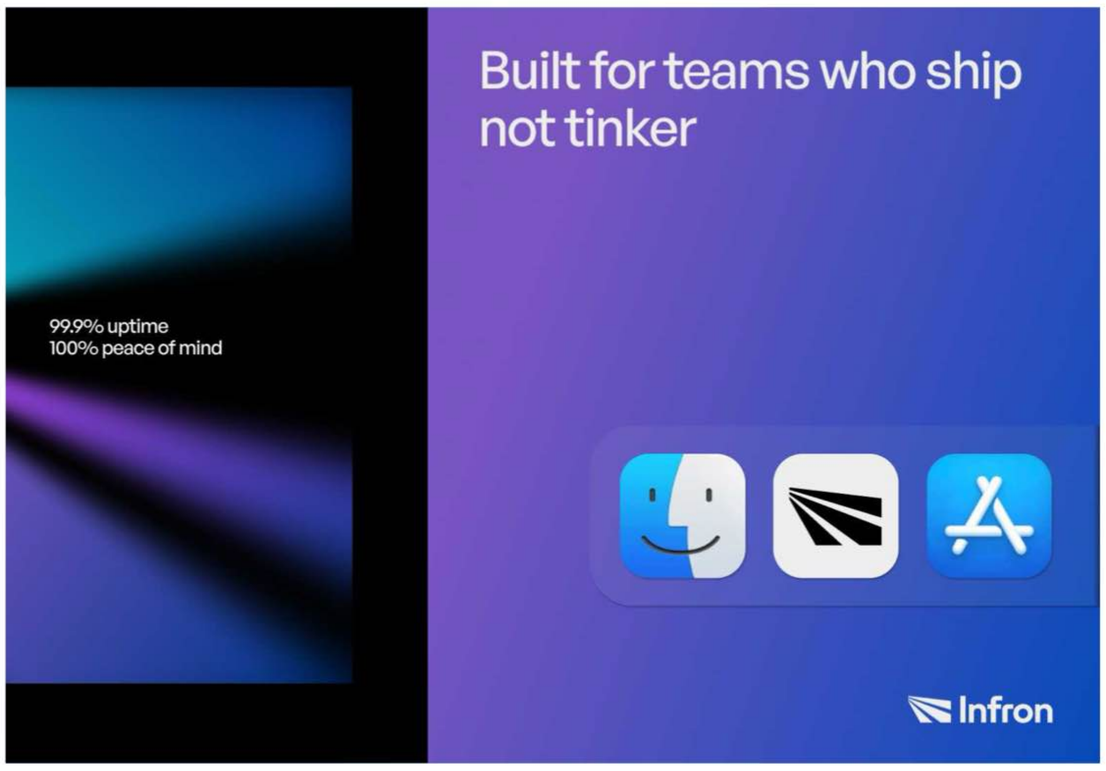
Unified AI model service for enterprise — inference, search, and training across 300+ APIs with intelligent routing.

面向企业的统一 AI 模型服务——横跨 300+ API 的推理、搜索与训练，配备智能路由。

Year / 年份	2026	
Scope / 服务范围	Brand Identity	品牌视觉
Industry / 所属行业	AI Infrastructure	AI 基础设施







Infron is the AI infrastructure layer built by TrustAI. Their platform unifies inference, search, and training across 300+ AI model APIs with intelligent routing.

The product was technically formidable. The brand wasn't. Infron needed a visual identity that could stand on its own, sharp enough to cut through a market where every other company claims to be "the platform for AI."

Infron 是 TrustAI 打造的 AI 基础设施层。他们的平台通过智能路由，将 300+ AI 模型 API 的推理、搜索与训练统一整合，为企业团队提供单一操作界面。

产品本身技术很强，品牌还没跟上。Infron 需要一套能够独立站立的视觉体系，既要有别于竞品，足够取信于正在评估基础设施供应商的企业买家，又要足够锋利，能在一片声称自己是"AI 平台"的市场噪音中脱颖而出。

Tools

Developer tools occupy a strange position in the design world. Build something too polished and developers don't trust it. Build something too raw and they won't adopt it. The line between those two outcomes is taste.

The teams in this chapter are building the instruments that other builders rely on: testing frameworks, writing environments, monitoring systems, development platforms. Their users are precise, opinionated, and deeply impatient with anything that wastes their time. Designing for them means speaking their language natively. Not simplifying. Not adding tutorials where intuition should work. It means building interfaces that feel like they were made by someone who actually uses the terminal.

Good developer tooling disappears into the workflow. Great developer tooling makes the workflow better in ways the developer didn't expect. That gap is where design lives. Not in the skin. In the logic of how information is structured, how errors are surfaced, how power is exposed without overwhelm. The craft is invisible until it's missing.

工具

开发者工具在设计世界里很尴尬：做得太精致，开发者不信你；做得太粗糙，开发者不用你。这两个结局之间的那条线，叫品味。

这一章的团队，做的是其他建造者日常依赖的器具：测试框架、写作环境、监控系统、开发平台。他们的用户精确、挑剔，对任何浪费时间的东西毫无耐心。给这群人做设计，意味着要原生地说他们的语言。不是简化，不是加新手引导来替代本该靠直觉完成的操作。而是让界面看起来像一个真正用终端的人做出来的。

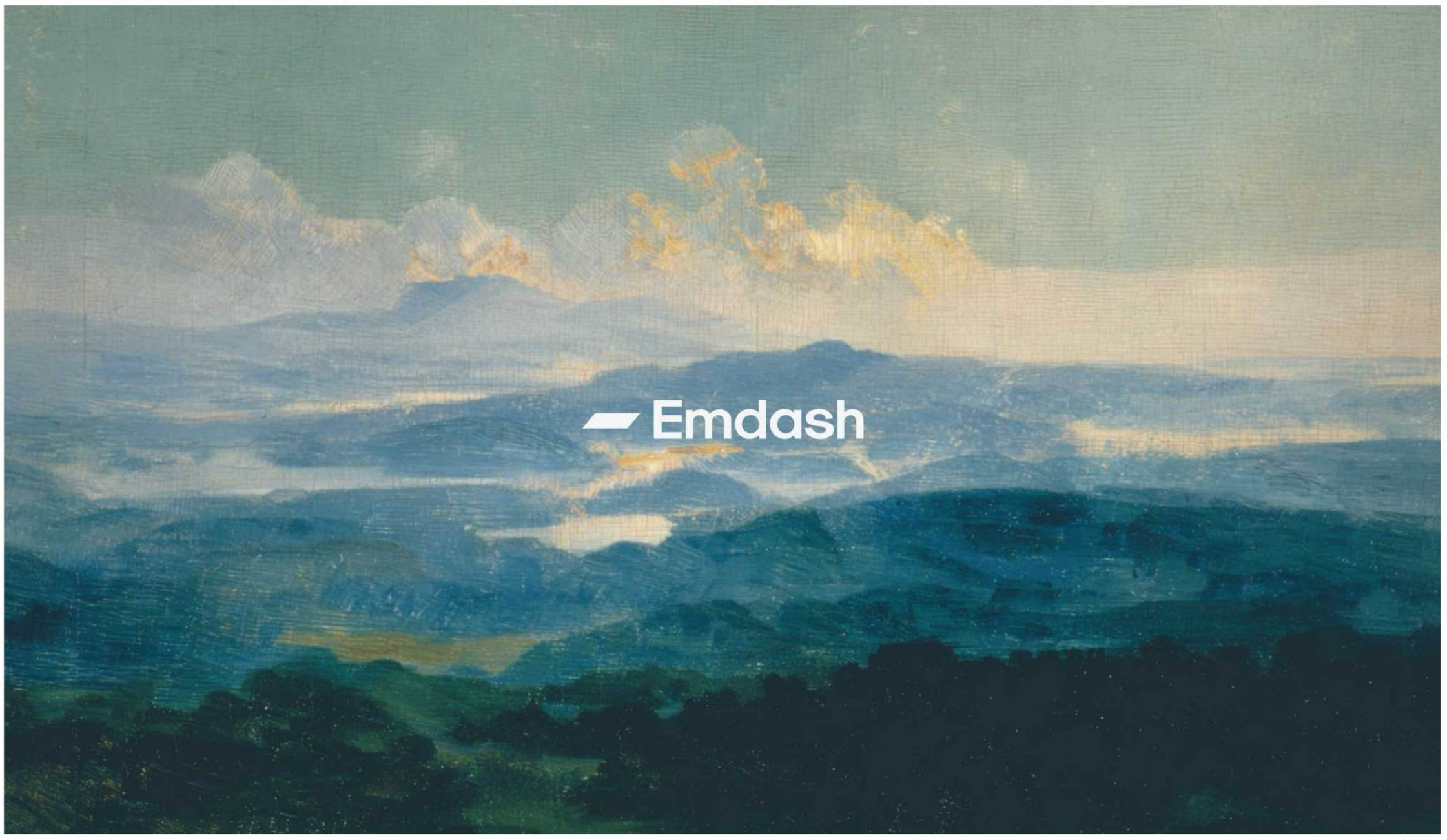
好的开发者工具，融入工作流后就消失了。伟大的开发者工具，让工作流变好了，好到开发者自己都没预料到。这个差距，就是设计存在的地方。不在皮肤上，在信息怎么组织、错误怎么暴露、能力怎么在不造成负担的前提下被释放出来。工艺是隐形的——直到它缺席。

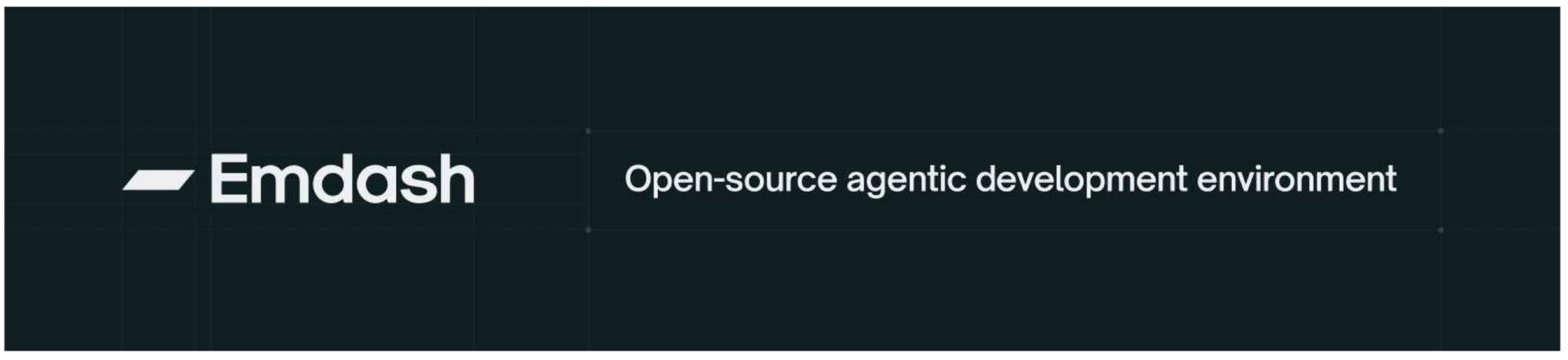
● Emdash

Open-source agentic development environment — where developers build, test, and ship AI agents. Backed by Y Combinator.

开源 AI 智能体开发环境——开发者在这里构建、测试并发布 AI 智能体。获 Y Combinator 融资。

Year / 年份	2025-2026	
Scope / 服务范围	Brand Identity · Website	品牌视觉 • 官网设计
Industry / 所属行业	AI Developer Tools	AI 开发者工具





Emdash is an open-source agentic development environment. The workspace where developers build, test, and ship via AI agents.

Backed by Y Combinator, they had engineering credibility and an active developer community. What they didn't have was a visual identity that matched their ambition.

For an open-source tool, brand is trust. Developers choose tools based on documentation quality, community energy, and the unspoken signal of "do these people care about craft?"

Emdash's existing presence didn't answer that question convincingly. The interface needed a cohesive visual language, one that worked just as well in dark mode at 2 AM as it did in a pitch deck at Demo Day.

Emdash 是一个开源的 AI 智能原生开发环境。开发者在这里构建、测试和写代码。

凭借 Y Combinator 的背书，他们拥有扎实的工程实力和活跃的开发者社区。但他们所欠缺的，是一套与野心相称的视觉语言。

对于一款开源工具而言，品牌就是信任。开发者选择工具，看的是文档质量、社区氛围，以及那个无声的信号：做这个产品的人，在乎细节吗？

Emdash 一开始产品形象无法有力回答这个问题。他们需要一套完整的视觉体系。无论是凌晨两点盯着深色模式调试，还是 Demo Day 上向投资人演示，都能同样出色。

● Emdash

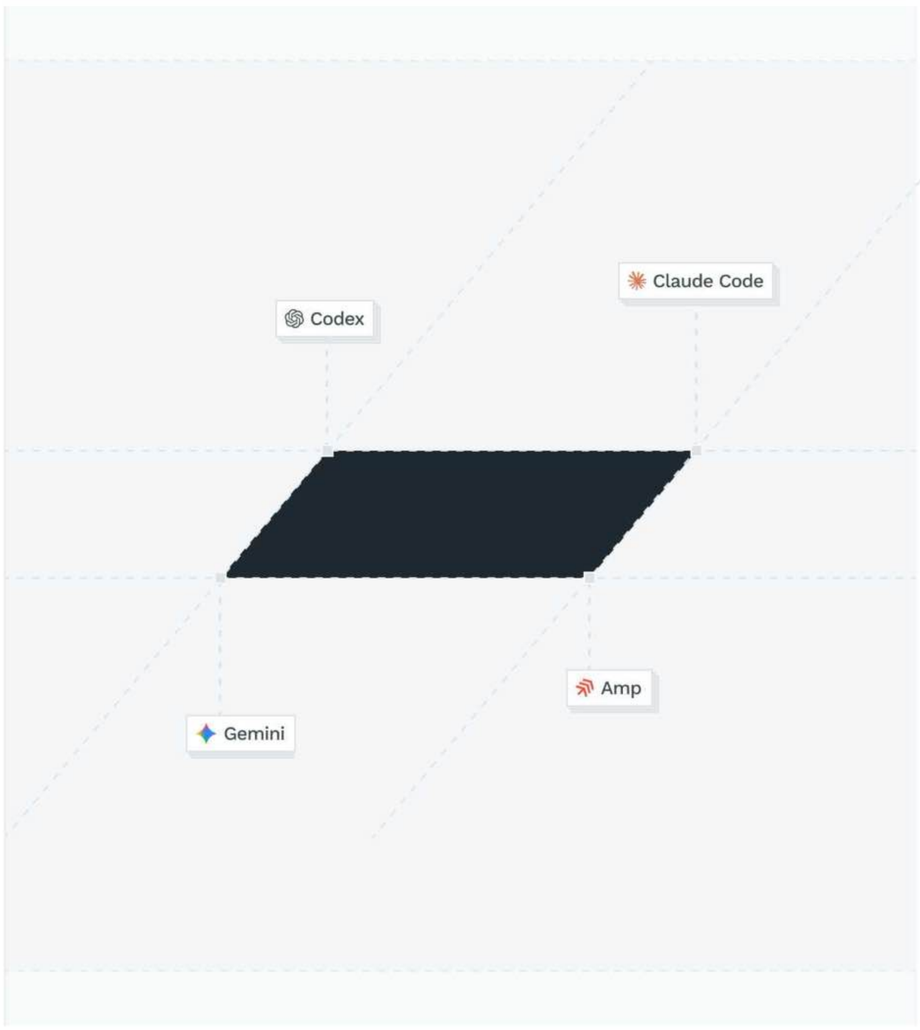
[BACKED BY Y COMBINATOR]

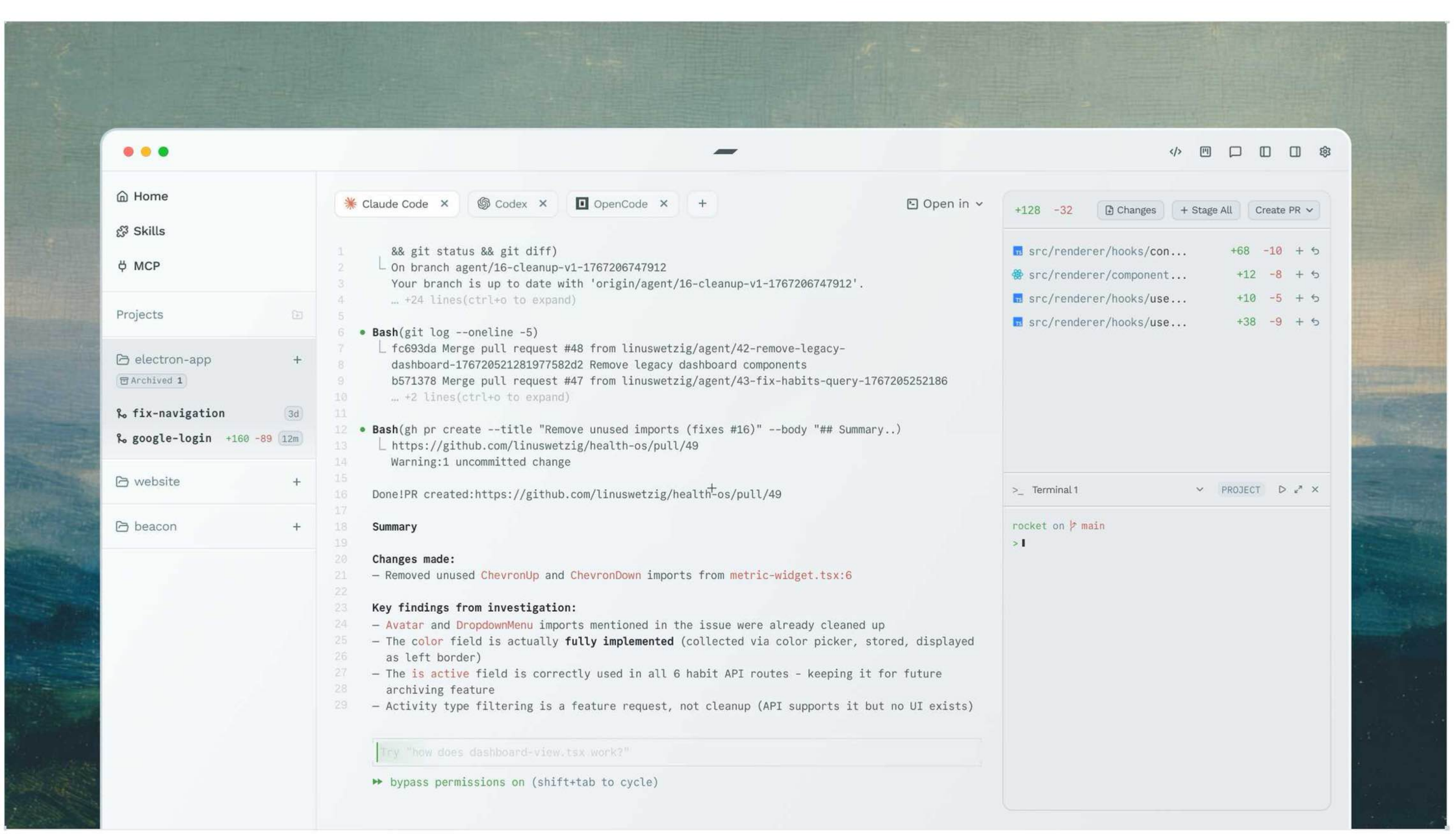
Open-source agentic development environment

Your coding agent dashboard. Code purely by orchestrating agents. Run multiple in parallel, each isolated in their own Git worktree.

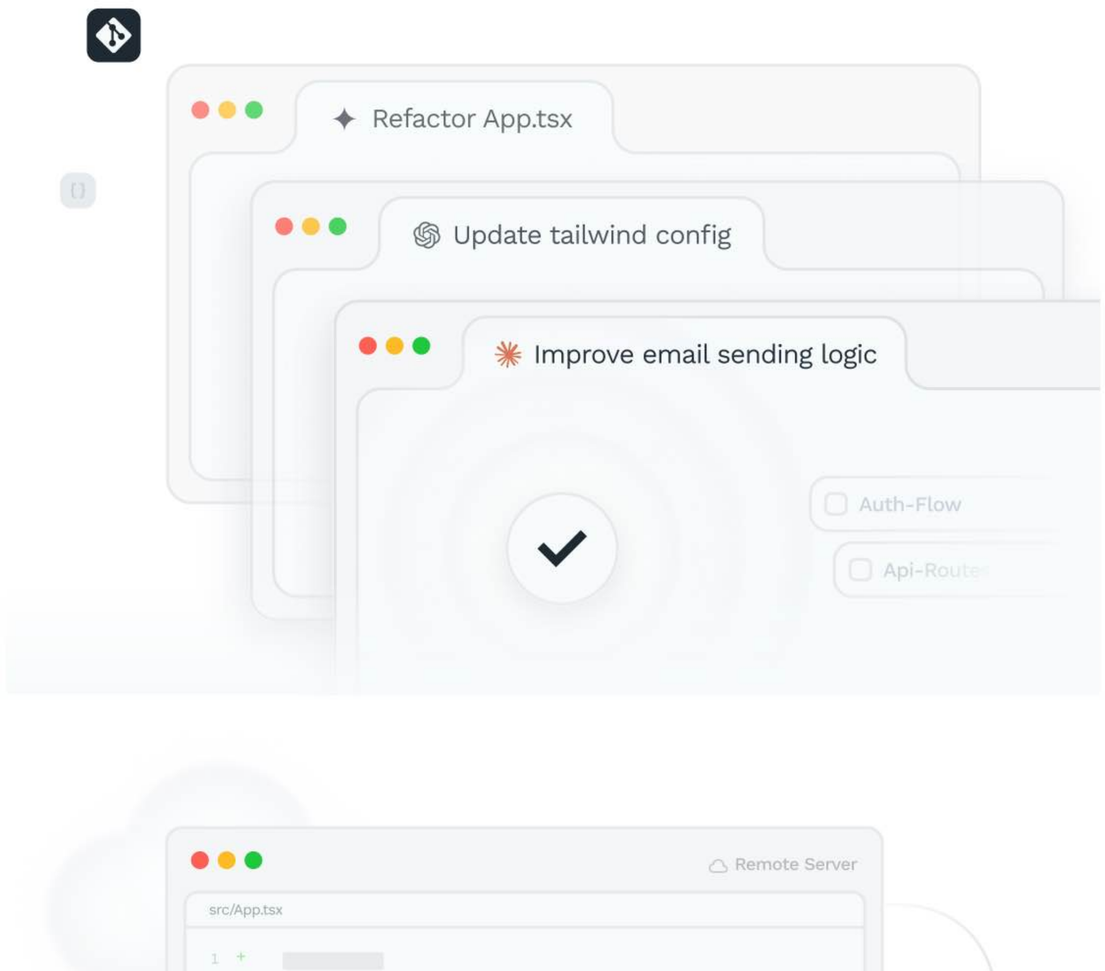
Download for free

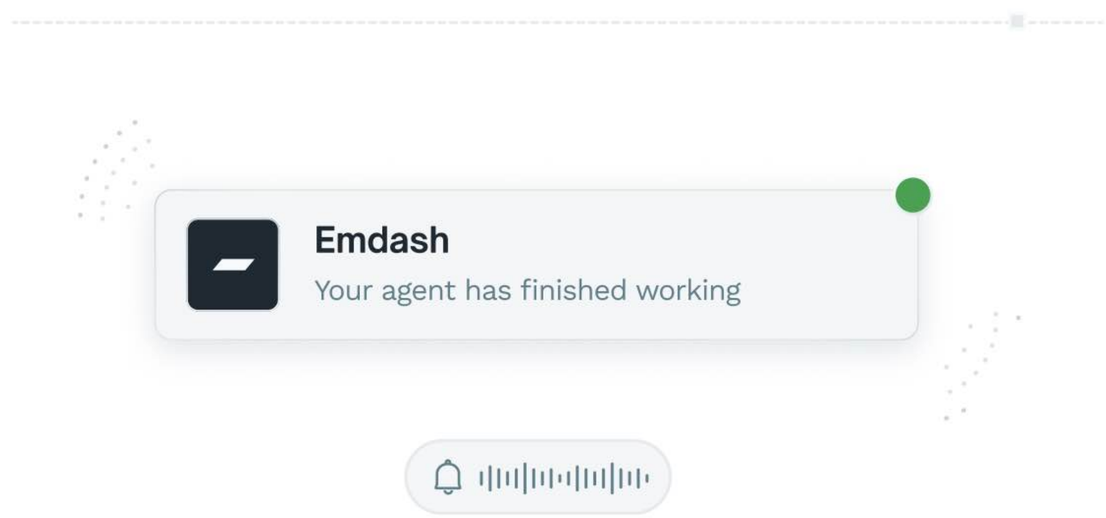
[↓ Over 20K downloads]

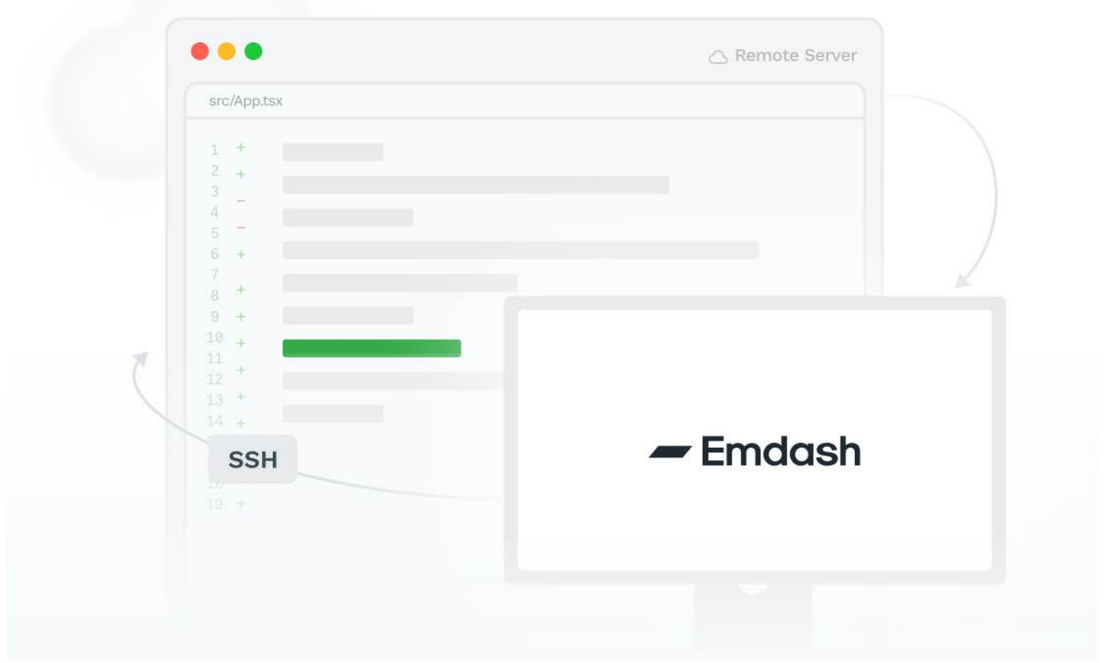


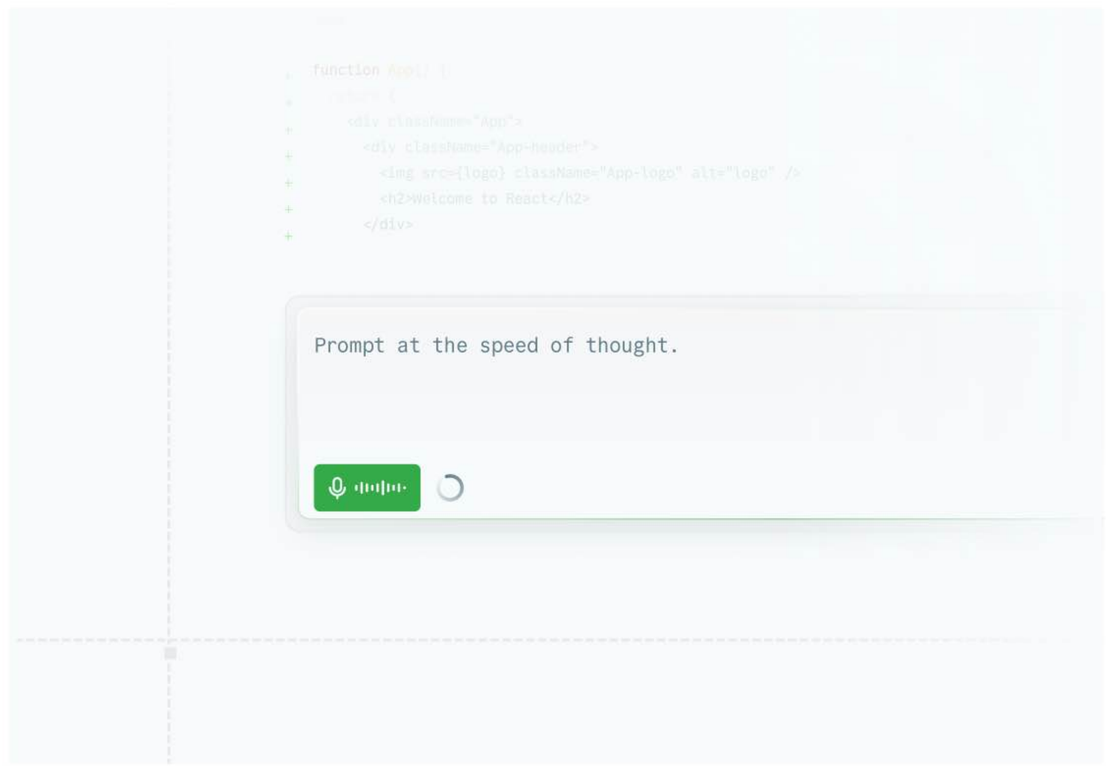


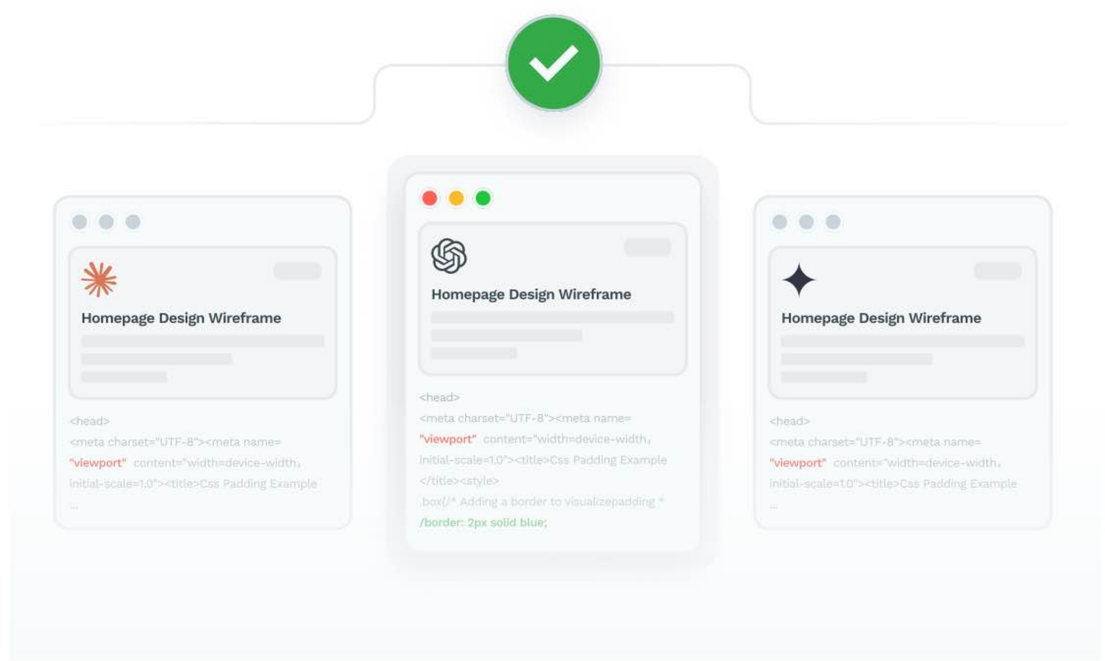
Emdash

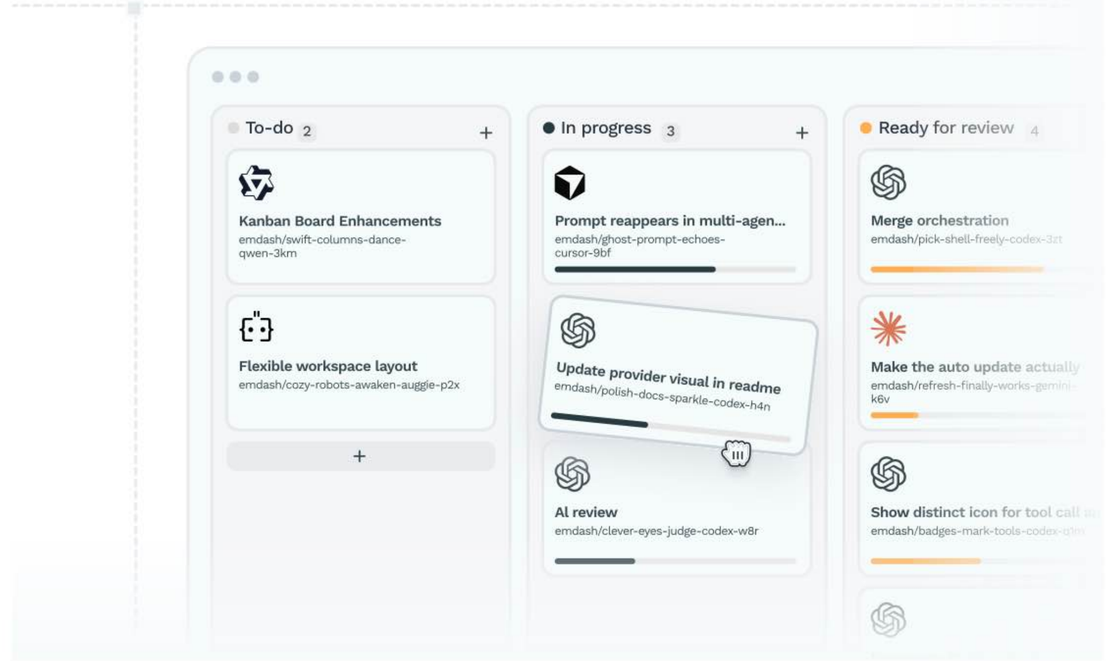

Refactor App.tsx
Update tailwind config
Improve email sending logic
Auth-Flow
Api-Route


Emdash
Your agent has finished working


Remote Server
src/App.tsx
SSH
Emdash


Prompt at the speed of thought.


Homepage Design Wireframe
Homepage Design Wireframe
Homepage Design Wireframe

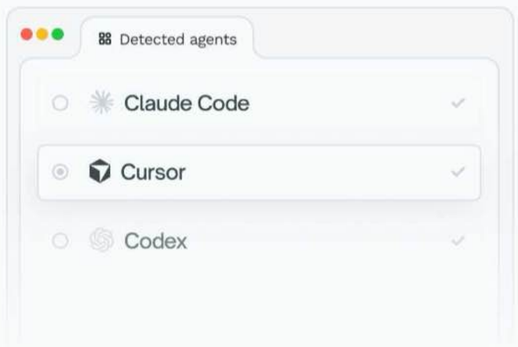

To-do 2
In progress 3
Ready for review 4
Kanban Board Enhancements
emdash/swift-columns-dance-qwen-3km
Prompt reappears in multi-agen...
emdash/ghost-prompt-echoes-cursor-9bf
Merge orchestration
emdash/pick-shell-freely-codex-3zt
Flexible workspace layout
emdash/cozy-robots-awaken-auggie-p2x
Update provider visual in readme
emdash/polish-docs-sparkle-codex-h4n
AI review
emdash/clever-eyes-judge-codex-w8r
Make the auto update actually
emdash/refresh-finally-works-gemini-k6v
Show distinct icon for tool call

● Emdash

Built-in MCP servers

Connect tools through MCP without extra glue code.

Learn about MCP →



CLI auto-detection

No setup checklist. Emdash finds your installed agent CLIs automatically.

View setup →

Built-in file editor

Edit files without leaving the app.

View docs →

Use any agent.

Emdash works with 20+ coding agents. Mix and match per task or just use your favorite.

20+

Codex · Cursor · Amp · GitHub Copilot · Claude Code

+ Show 17 more

● TestSprite

Autonomous AI testing agent — finds bugs before your users do.

自主 AI 测试智能体——在你的用户发现问题之前，它已找到 Bug。

Year / 年份	2025-2026	
Scope / 服务范围	Brand Identity · Website	品牌视觉 · 官网设计
Industry / 所属行业	AI Developer Tools	AI 开发者工具

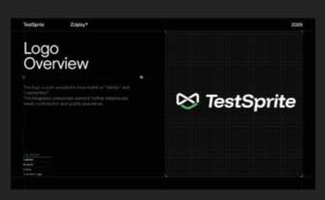
TestSprite is an autonomous AI testing agent. Software that tests other software, finding bugs and edge cases without human intervention. The technology is inherently invisible: it works best when nobody notices it at all. That's a great product quality and a terrible branding position.

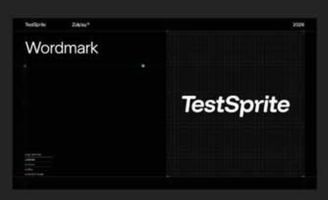
The challenge was creating a brand that could make the invisible feel tangible. How do you design for a product whose entire value proposition is that things don't break? How do you make "nothing went wrong" visually compelling?

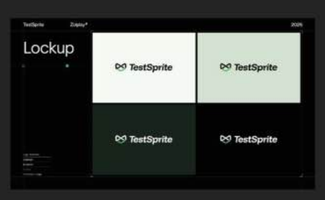
TestSprite 是一个自主 AI 测试智能体。用软件测试软件，无需人工介入就能发现 Bug 和边界异常。这类技术天然是无形的：它运转得最好的时候，恰恰是没有人注意到它的时候。这是一种绝佳的产品特质，却也是最棘手的品牌难题。

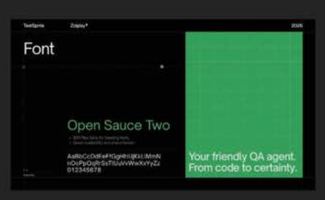
挑战在于：如何让看不见的东西变得可感知？当整个产品价值主张就是「什么都没坏掉」，你怎么让「一切正常」在视觉上成立？

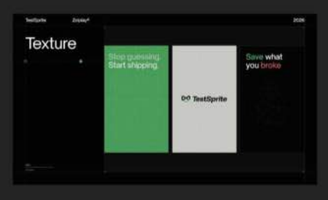
TestSprite

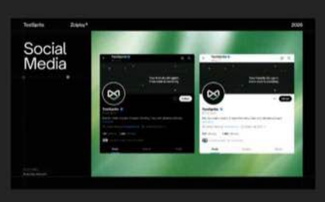


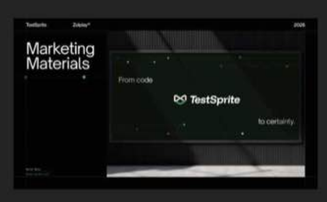






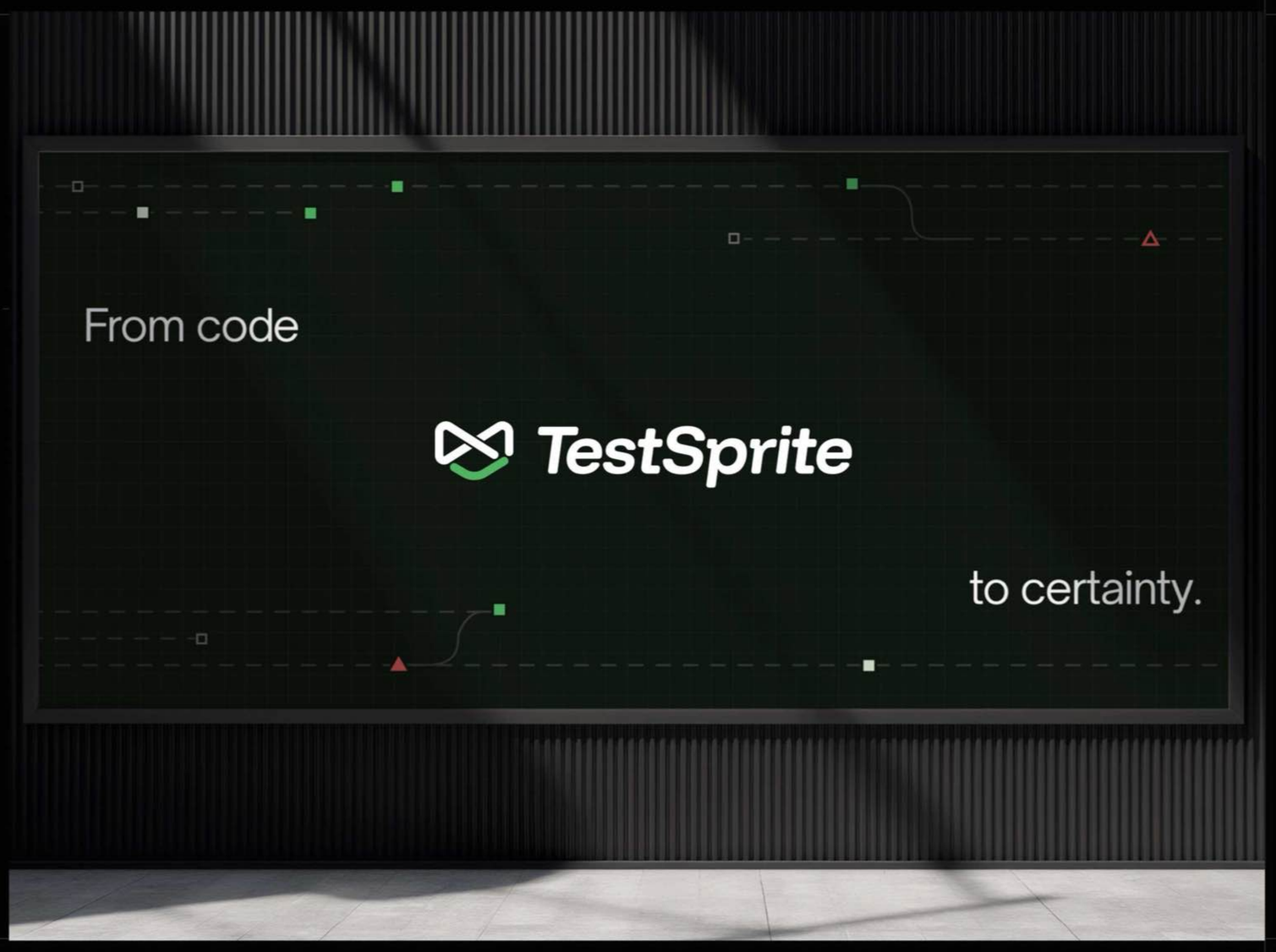






TestSprite Zolplay® 2026

Marketing Materials



Social Media

Marketing Materials

TestSprite Solutions | Pricing | Docs | Blog | About Sign In Get Started Free

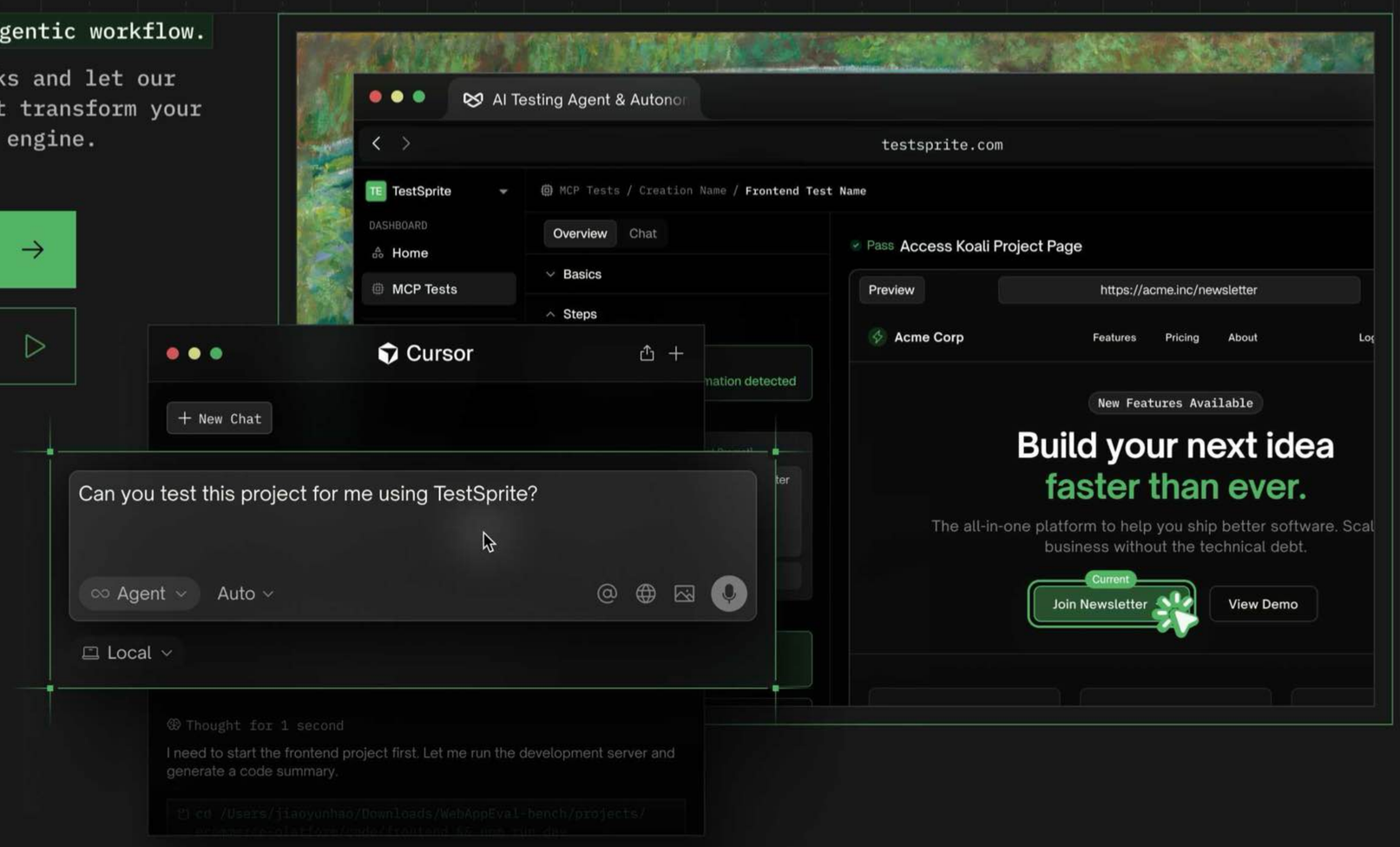
10x your AI-native dev speed with our autonomous AI testing agent handling verification.

The missing layer of the agentic workflow.

Eliminate manual bottlenecks and let our autonomous AI testing agent transform your CI/CD into a high-velocity engine.

Get Started Free →

Watch Tutorial Video ▷



// Trusted by high-velocity engineering teams worldwide.

Microsoft	TRAE	Apple	genrex	Google	Meta

● TestSprite

Built for your AI-native development stack. Simple to connect.

Claude · TRAE · Visual Studio Code · Google Antigravity · Windsurf · CURSOR · And More +

Andrew Ng
DeepLearning.AI

Agentic coding systems accelerate development but are also unreliable. Agentic testing — where you ask AI to write tests and check your code against them — is helping.

Andrej Karpathy
AI Researcher

Don't tell it (LLMs) what to do, give it success criteria and watch it go. Get it to write tests first and then pass them. Put it in the loop with a browser MCP.

Boris Cherny
Claude Code

Probably the most important thing to get great results out of Claude Code -- give Claude a way to verify its work. If Claude has that feedback loop, it will 2-3x the quality of the final result.

TestSprite is the autonomous verification layer the industry needs.

The Autonomous Feedback Loop

TestSprite turns AI-generated code into production-ready software through continuous, agentic verification.

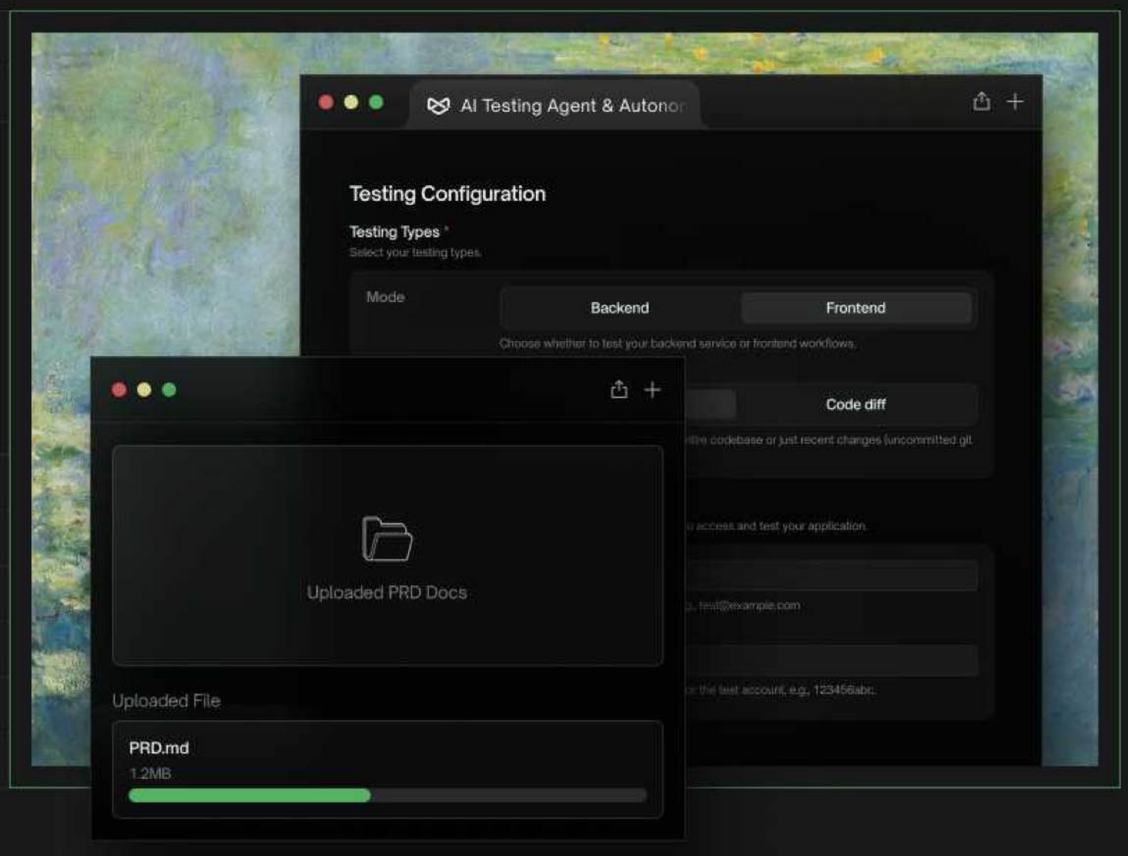
SCROLL TO EXPLORE ↓

Understand Intent

Instantly parse PRDs or infer requirements directly from the codebase via MCP server. TestSprite ensures your testing logic is always aligned with your true product goals.

Verify Functionality & Usability

Autonomous Self-Repair



The Autonomous Feedback Loop

TestSprite turns AI-generated code into production-ready software through continuous, agentic verification.

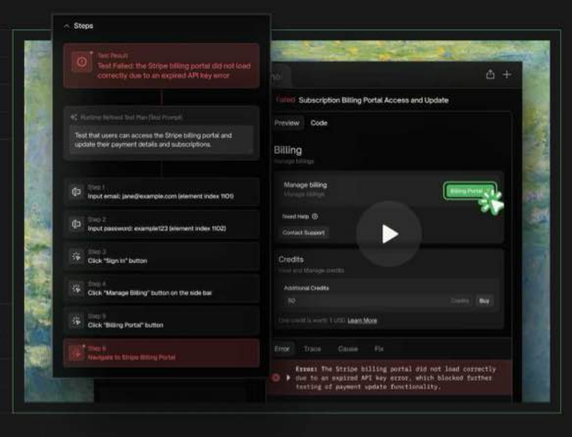
SCROLL TO EXPLORE ↓

Understand Intent

Verify Functionality & Usability

Deploy ephemeral cloud sandboxes to rigorously validate UI flows, API logic, and complex edge cases. Ensure your code performs exactly as intended before it ever reaches a human reviewer.

Autonomous Self-Repair



The Autonomous Feedback Loop

TestSprite turns AI-generated code into production-ready software through continuous, agentic verification.

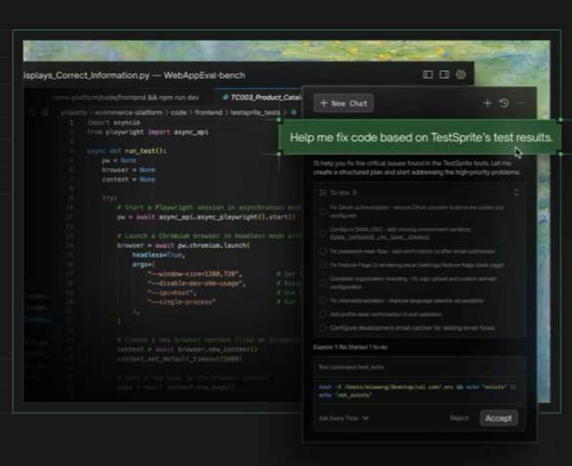
SCROLL TO EXPLORE ↓

Understand Intent

Verify Functionality & Usability

Autonomous Self-Repair

Deliver pinpoint feedback and fix recommendations directly to your coding agent (Cursor, Claude Code, etc.). Close the loop with code that repairs its own functional bugs without manual intervention.



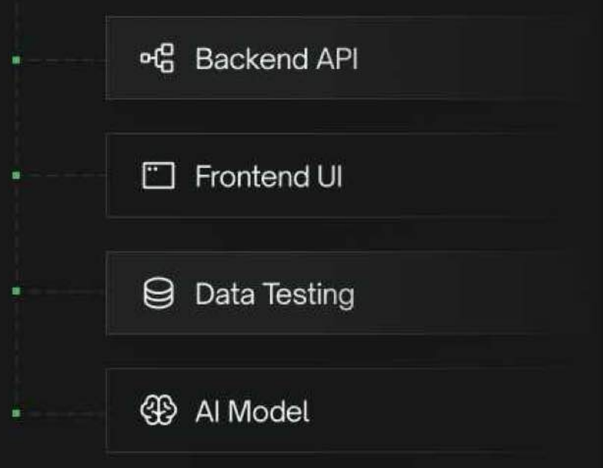
● TestSprite

Ensure Engineering Certainty for Production

Get Started Free →

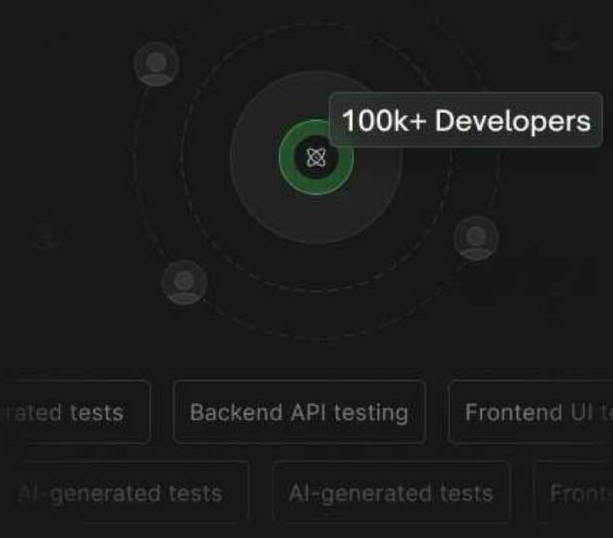
Full-Stack Verification

Unified functional testing across frontend interfaces and backend APIs for total application confidence.



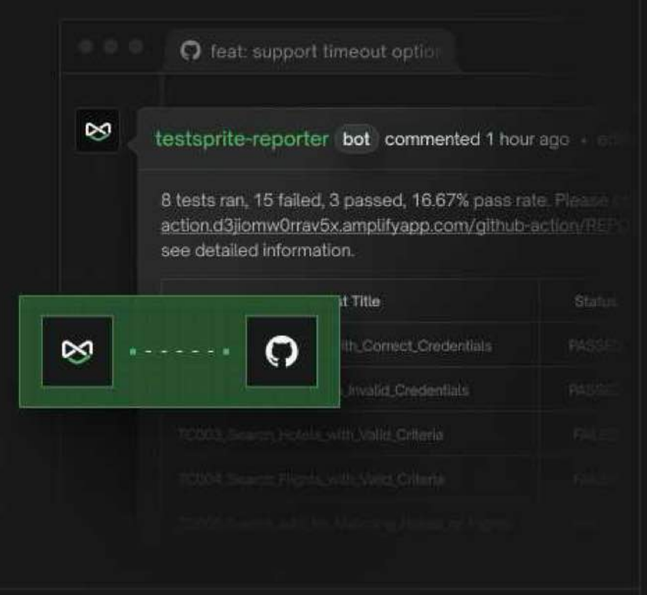
Open Community Access

Join 100k+ developers building the future of AI-native software with our accessible Community Edition.



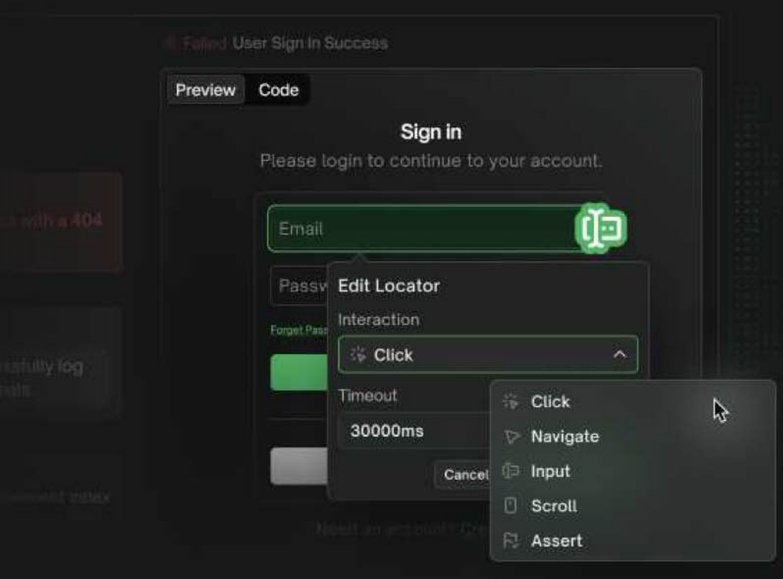
Zero-Overhead Integration

Standardize your testing culture with zero-overhead automation that scales with your engineering team.



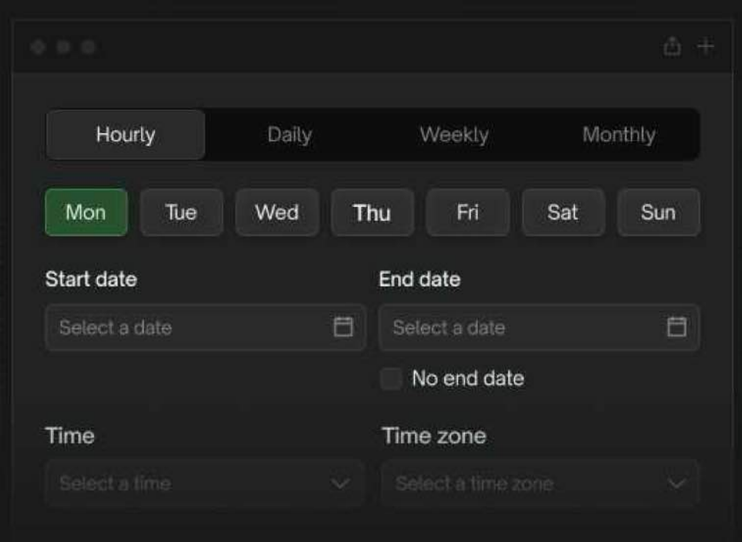
Simple Management & Modification

Group and prioritize critical paths to ensure rapid feedback on every deployment.



Continuous Regression Guardrails

Automatically re-verify your system on a schedule to detect regressions early and maintain 24/7 reliability.



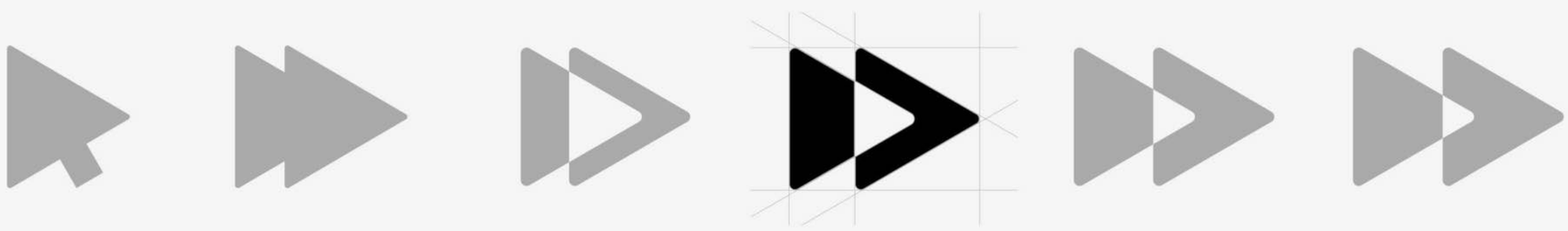
● Step1

Design cloning tool — see a design you love, make it yours.

设计克隆工具——看到你心动的设计，把它变成你的。

Year / 年份	2026	
Scope / 服务范围	Brand Identity · Website	品牌视觉 • 官网设计
Industry / 所属行业	AI Design Tools	AI 设计工具

A1



Step1 is a design cloning tool. Point it at any website or UI, and it reproduces the design as editable components. It's the tool designers secretly wish existed and publicly pretend they don't need.

For a product that literally replicates other people's design, the brand had to be original. If Step1's own landing page looked like it was cloned from somewhere else, the product story would collapse on contact.

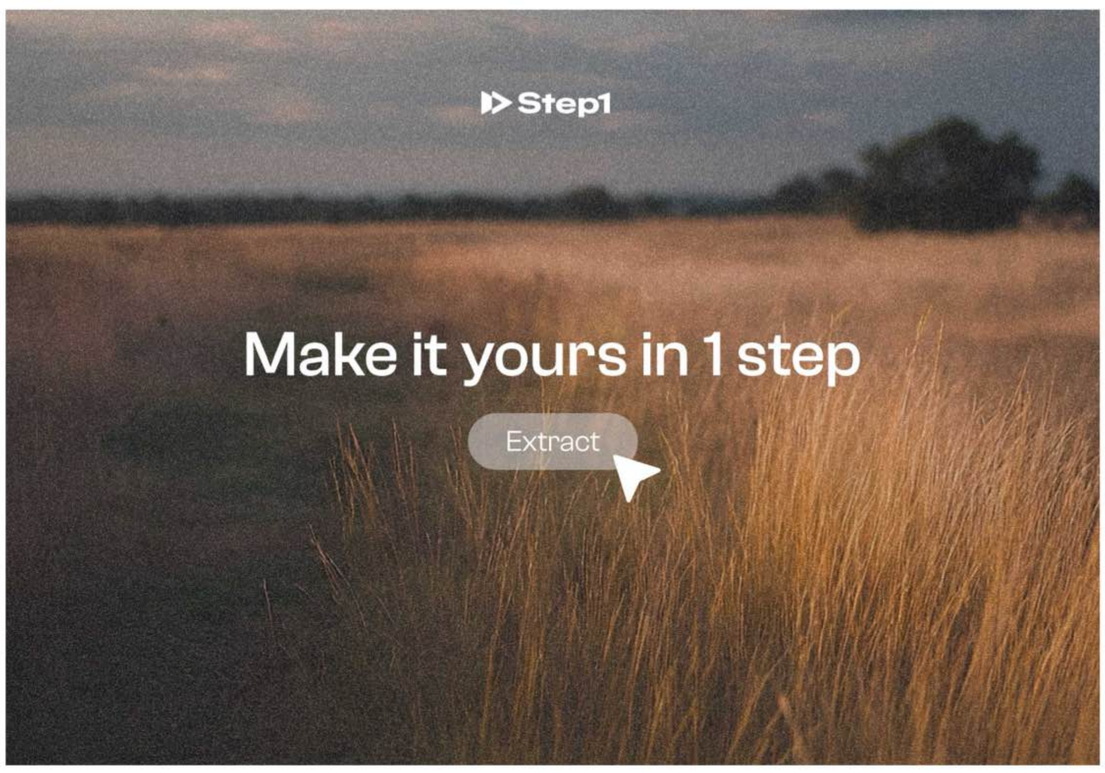
Step1 是一款设计克隆工具。
对准任意网站或界面，它就能将该设计还原为可编辑的组件。这是设计师私下渴望拥有、台面上却装作不需要的那类工具。

但对于一款以「复刻他人设计」为核心卖点的产品，品牌本身必须是原创的。没有讨巧，没有捷径。如果 Step1 自己的落地页看起来像从别处抄来的，整个产品叙事就会不够说服人。

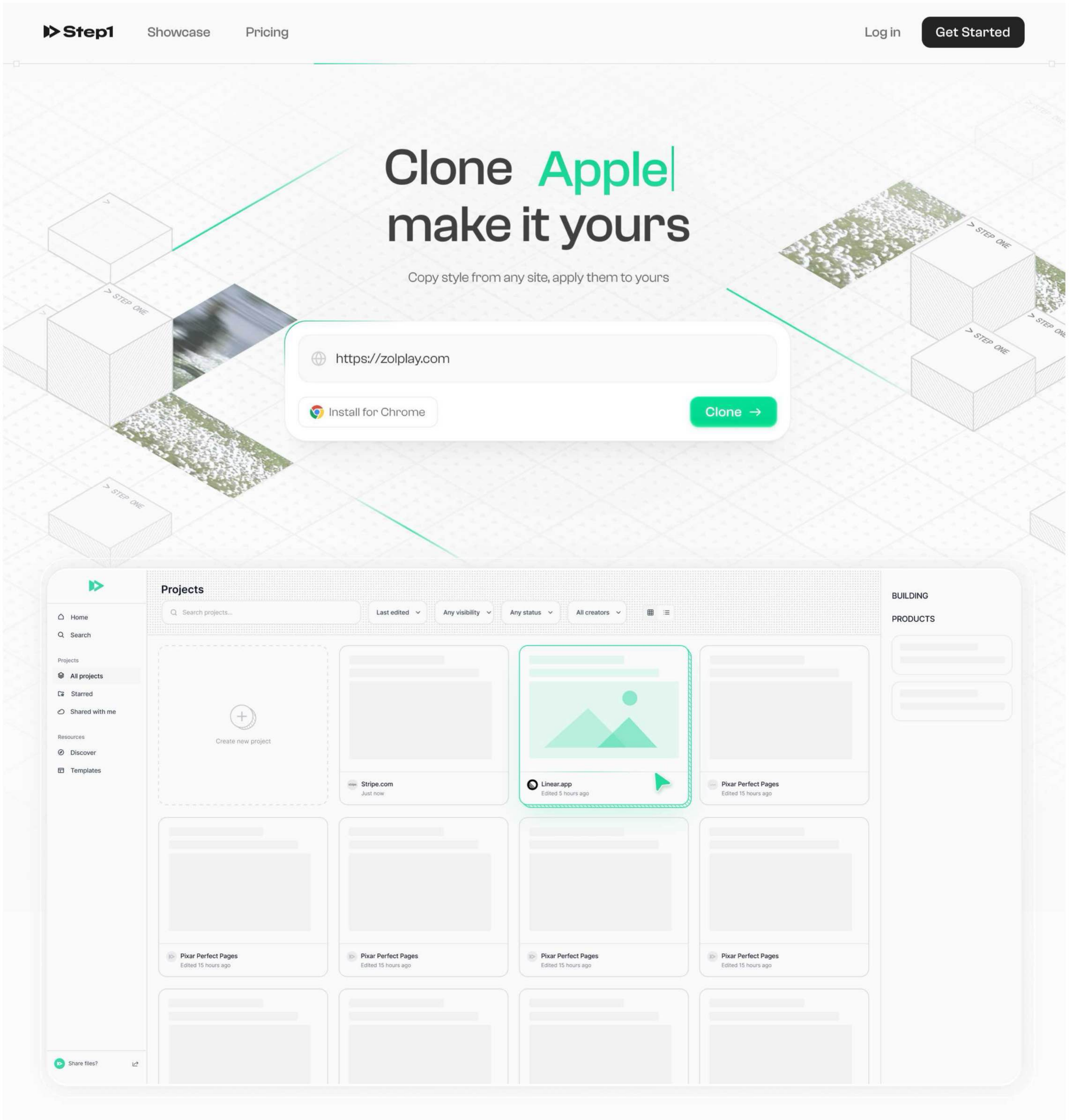
Introduction

Copy styles from any site, apply them to yours.

Other tools clone websites. Step1 extracts the design system so you can remix, not copy.



● Step1

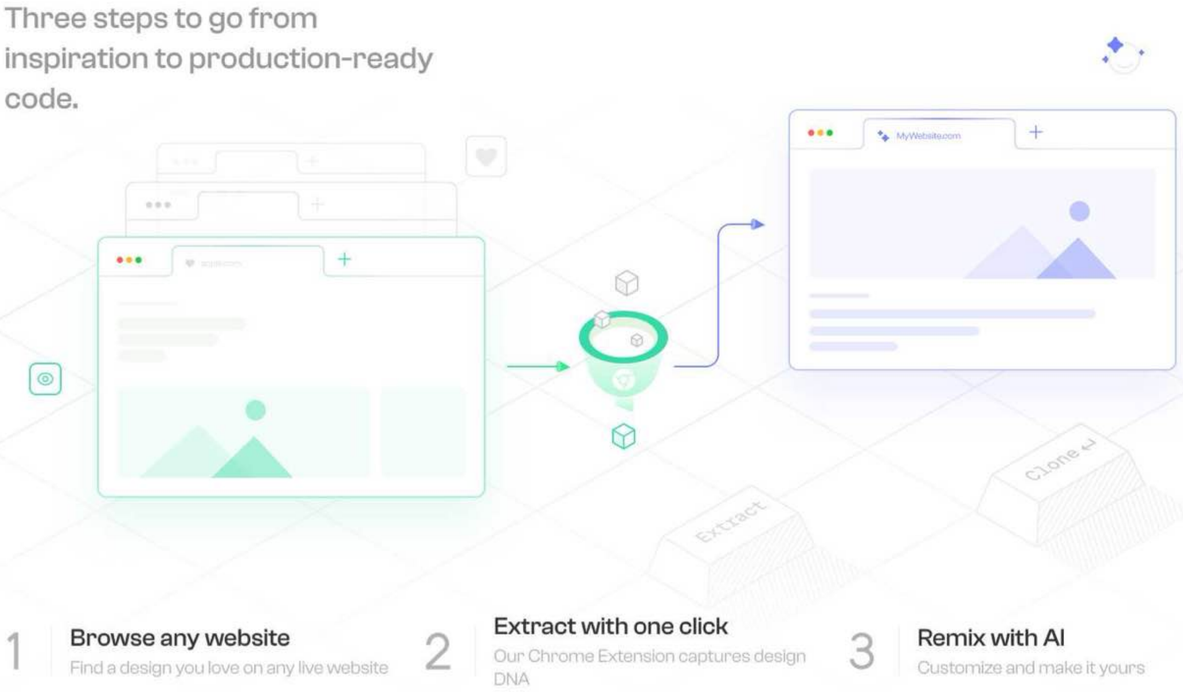

Step1
Showcase
Pricing
Log in
Get Started
Clone Apple
make it yours
Copy style from any site, apply them to yours
https://zolplay.com
Install for Chrome
Clone →
Projects
Search projects...
Last edited
Any visibility
Any status
All creators
Home
Search
Projects
All projects
Starred
Shared with me
Resources
Discover
Templates
Create new project
Stripe.com
Just now
Linear.app
Edited 5 hours ago
Pixar Perfect Pages
Edited 15 hours ago
BUILDING
PRODUCTS
Share files?

[+ FEATURES +]

They give you a copy. We give you the recipe. Other tools clone websites. Step1 extracts the design system so you can remix, not copy.

Three steps to launch

Three steps to go from inspiration to production-ready code.



1 **Browse any website**
Find a design you love on any live website

2 **Extract with one click**
Our Chrome Extension captures design DNA

3 **Remix with AI**
Customize and make it yours

Chrome Extension

One click in Chrome captures any page — layout, styles, images, animations — as editable code.

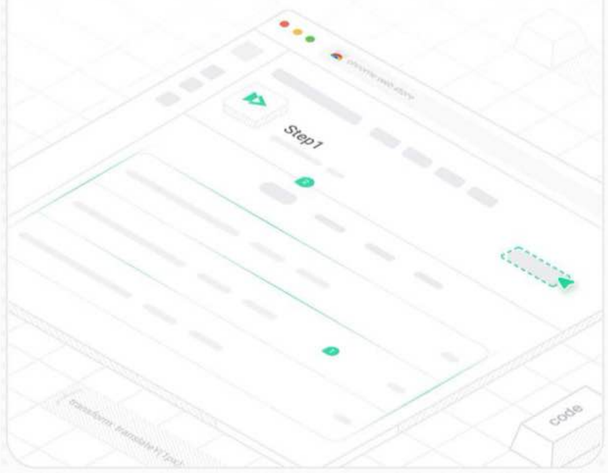
Works on any website

Granular control

Select just the navbar, hero, card, or button you need. Reuse across projects.

No-code editing

Draw on the preview, circle what to change, add annotations. No design vocabulary needed.



Design system

Extract colors, fonts, spacing, shadows, and border radii. Apply to your project in one click.

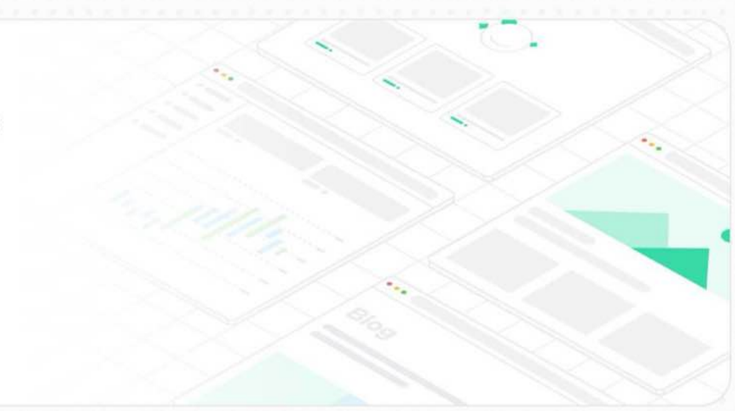
Flagship feature

Mix Vercel's layout, Linear's cards, and Raycast's animations in one conversation.AI fuses them into one design.

Built-in templates

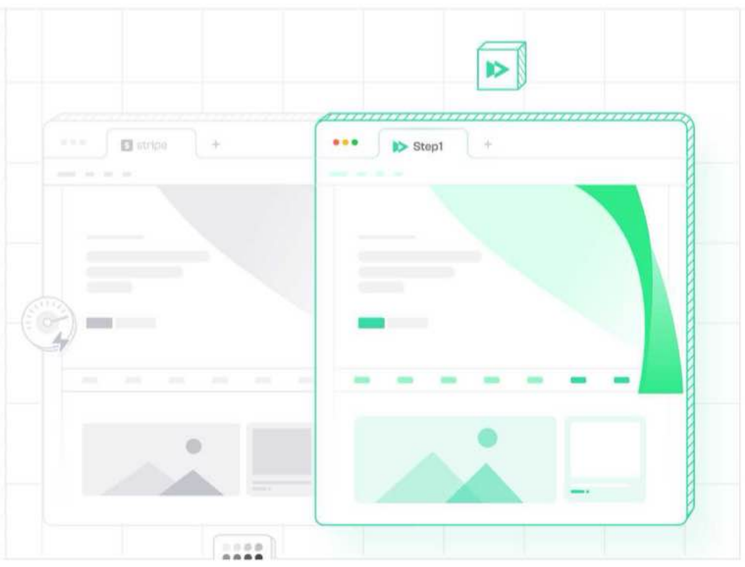
Don't start from scratch. Browse hundreds of ready-to-use templates created by the community. Pick one, customize it, and launch in minutes.

100+ templates · New designs added weekly



[+ AI NATIVE, BUILT JUST FOR YOU +]

Who should use Step1? Suitable for those who build for clients, startups, or just yourself.

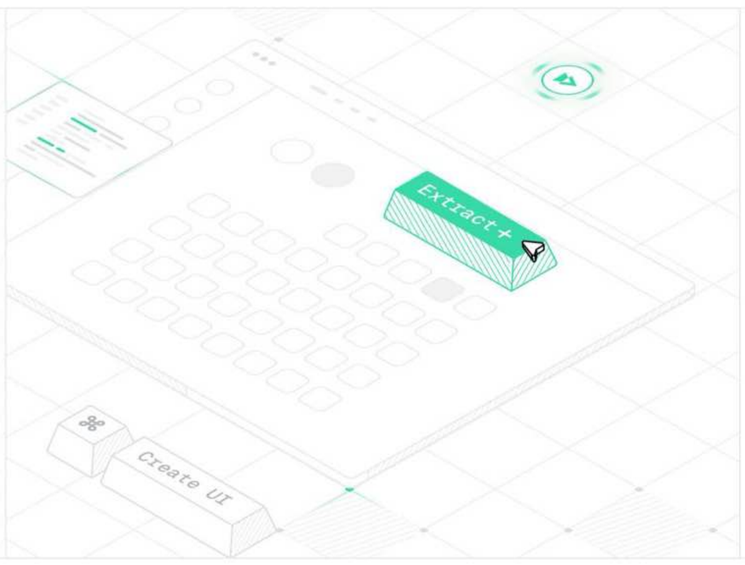


Client sends a reference link? Deliver in 30 minutes.
Client says "make it like Stripe"? Clone it, swap content, adjust brand colors. Days of work → one coffee break.

- Clone client's reference site in one click
- Swap content and brand colors with AI
- Deliver production-ready pages, not mockups

Can't describe it? Just point at it.
"Make it feel like Apple" doesn't work as a prompt. With Step1, point at what you like and extract it. No jargon.

- No coding or design skills required
- Visual Edit mode — draw changes, don't describe them
- Export to code or hand off to your developer



Your code works. Now make it look like Linear.
UI still screams "developer made this"? Extract tokens from Linear or Vercel and reskin your entire project with AI.

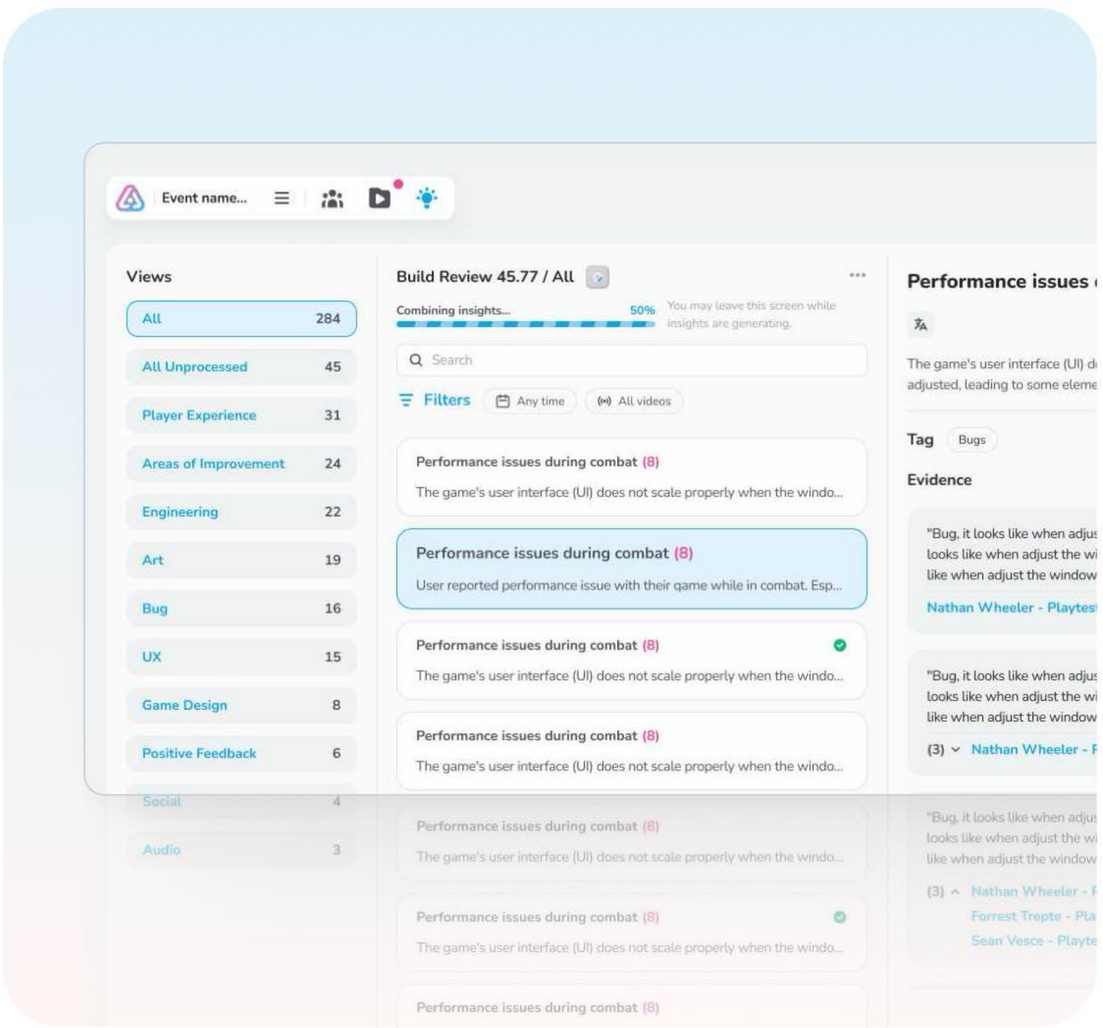
- Extract design tokens and apply to existing projects
- AI-powered reskinning — keep your code, upgrade the UI
- Focus on code — let Step1 handle the design layer

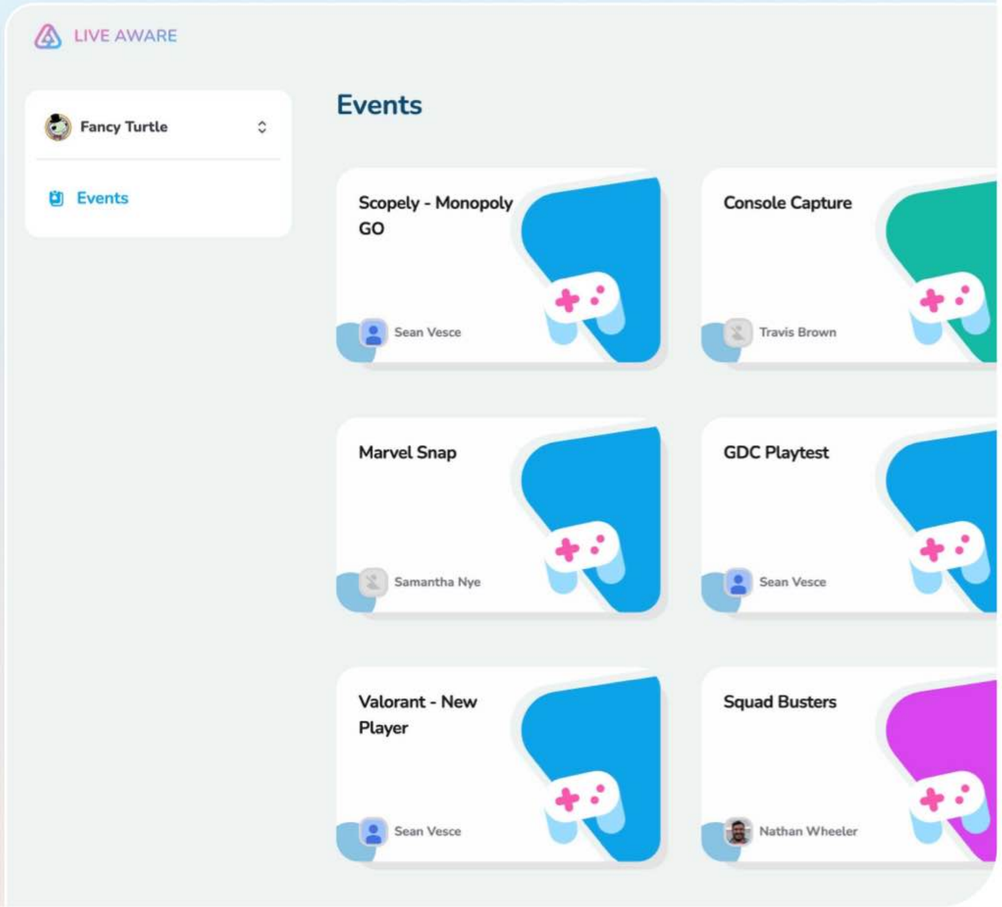
● Live Aware

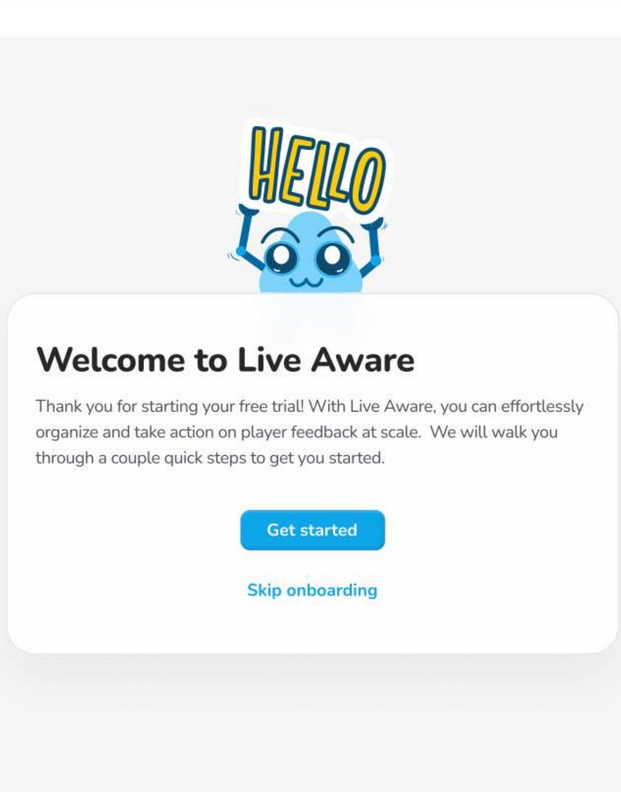
Helping game developers effortlessly capture, analyze, and act on player experiences at every stage of development.

帮助游戏开发者在每一个开发阶段，轻松捕捉、分析并响应玩家体验。

Year / 年份	2021–2026	
Scope / 服务范围	Brand Identity · Website · Product Design · Design System	品牌视觉 • 官网 • 产品设计 • 设计系统
Industry / 所属行业	Gaming / Developer Tools	游戏 / 开发者工具







Live Aware is the project where Zolplay began.

It helps game developers capture, analyze, and act on player behavior across the entire development lifecycle. Think analytics, but built by people who actually understand game development.

The first prototype took shape in 2020. By 2021, the product had been renamed to Live Aware and Zolplay was building its design infrastructure — brand, website, product UI, and eventually a full design system.

This wasn't a client engagement in the traditional sense. This was the relationship that taught us how to be a studio.

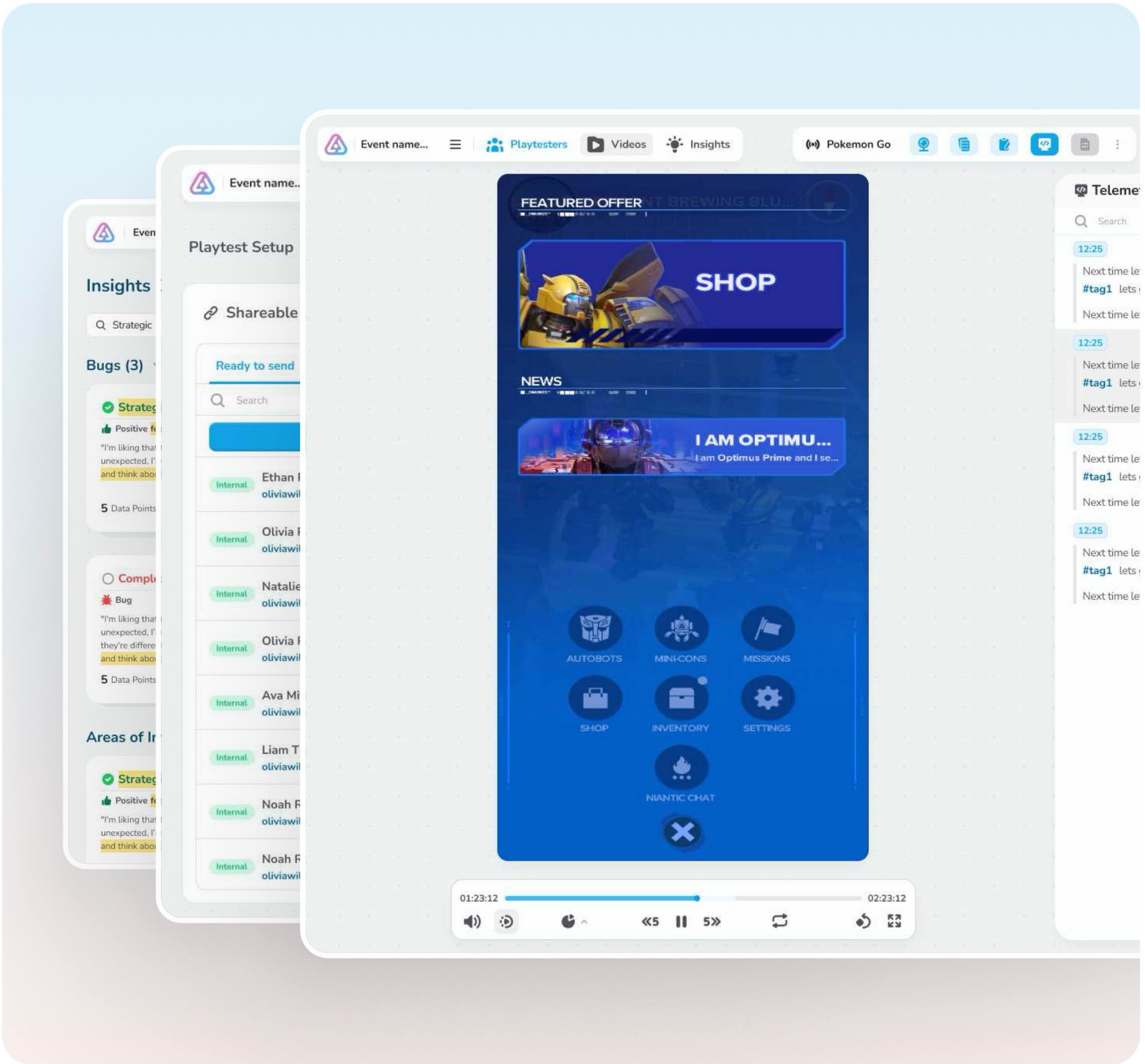
Live Aware 是佐玩的起点。
在工作室成立之前，在 AI 创业公司纷纷登门之前，有一个游戏分析平台的想法在诞生出来。

这个产品帮助游戏开发者在整个开发生命周期中捕捉、分析并响应玩家行为。你可以把它理解为数据分析，但由真正懂游戏开发的人做出来的。

第一个原型在 2020 年成形。到 2021 年，产品更名为 Live Aware，佐玩开始搭建自己的设计基础设施——品牌、官网、产品 UI，最终演变为一套完整的设计系统。

这不是传统意义上的客户项目，而是帮助我们塑造成一家全能工作室的源泉。

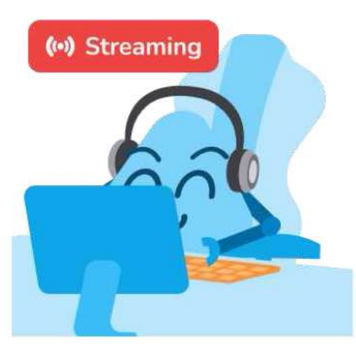
● Live Aware

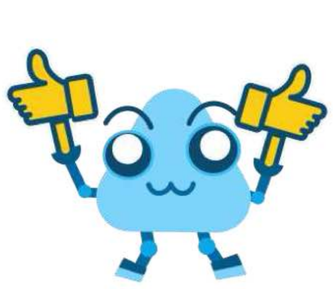


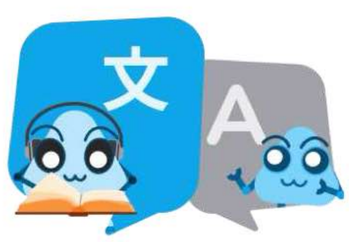
Over five years, the scope expanded through every layer of design work we now offer: brand identity, marketing website, product design, and a comprehensive design system. Every evolution of the product pulled a new capability out of us. We grew because Live Aware's needs grew.

五年间，项目的范围扩展至我们如今所提供的每一个设计层级：品牌识别、营销官网、产品设计，以及一套综合设计系统。产品的每一次演进，都从我们身上逼出了一种新的能力。我们因为 Live Aware 的需要而成长。

● Live Aware







Design System

Typography

Aa

Nunito

Nunito is a well balanced sans serif typeface family. Its rounded terminals give it an aesthetic that is both friendly and professional. Nunito is versatile and legible, making it a great choice for a variety of applications.

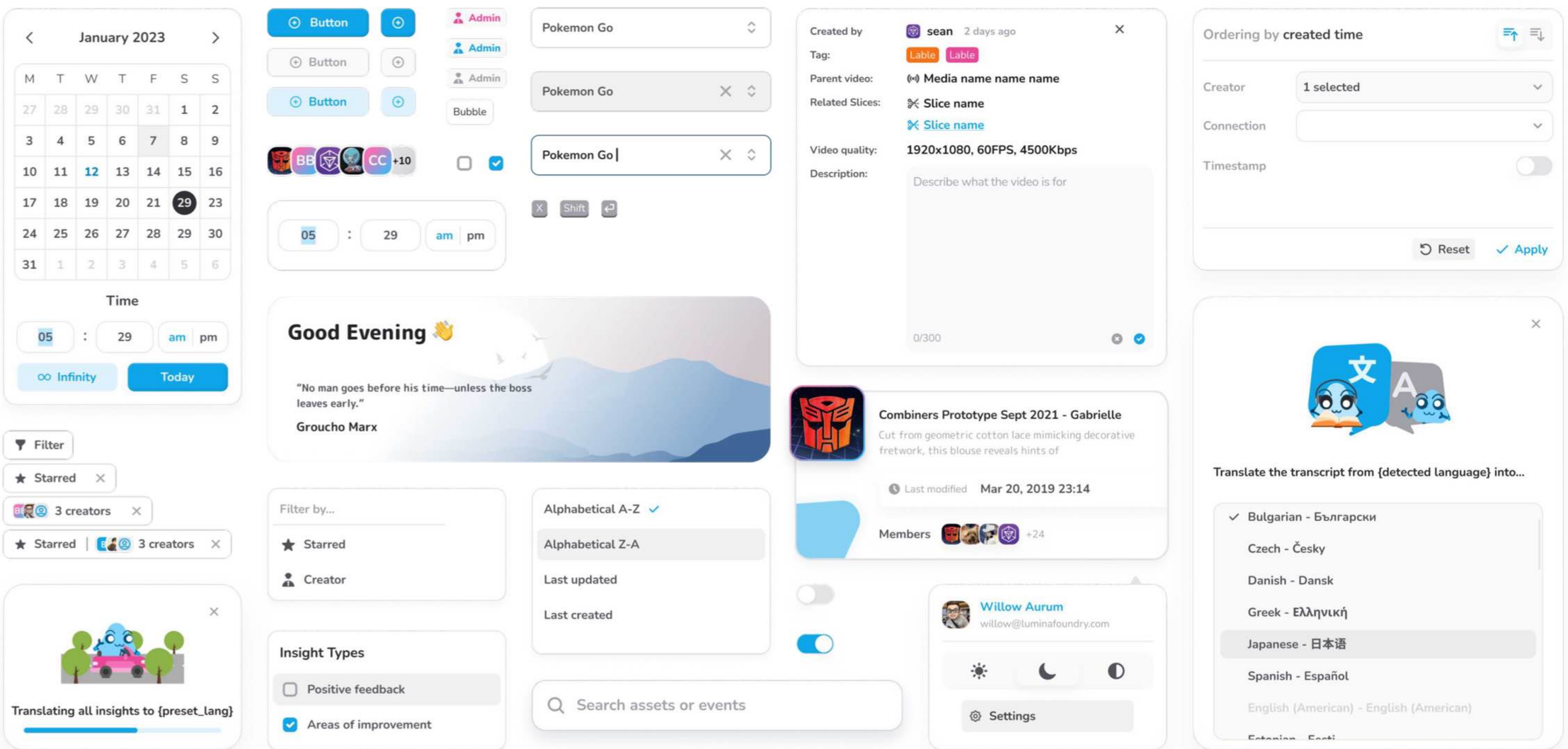
abcdefghijklmnopqrstuvwxyz
abcdefghijklmnopqrstuvwxyz
1234567890<>?{}!@#$%^&

Regular
Medium
SemiBold
Bold

Color Palette

Hex: #000000	Hex: #232328	Hex: #52525B	Hex: #A1A1AA
Hex: #D4D4D8	Hex: #E4E4E7	Hex: #EEF2F3	Hex: #FAFAFA
Hex: #0284C7	Hex: #0EA5E9	Hex: #BAE6FD	Hex: #E0F2FE

Components Library



● RefAssured

Automated reference checking and employment screening SaaS — the solution staffing firms trust.

自动化背景调查与雇佣筛查 SaaS——人力资源机构信赖的解决方案。

Year / 年份	2025–2026	
Scope / 服务范围	Website · Product Design · Design System	网站 • 产品设计 • 设计系统
Industry / 所属行业	HR Tech / SaaS	HR SaaS 工具

RefAssured automates reference checking for staffing agencies, replacing the phone-tag-and-spreadsheet workflow that's been the industry default for decades.

The platform handles everything from initial reference requests through verification, scoring, and reporting, giving recruiters a system they can trust instead of a process they endure.

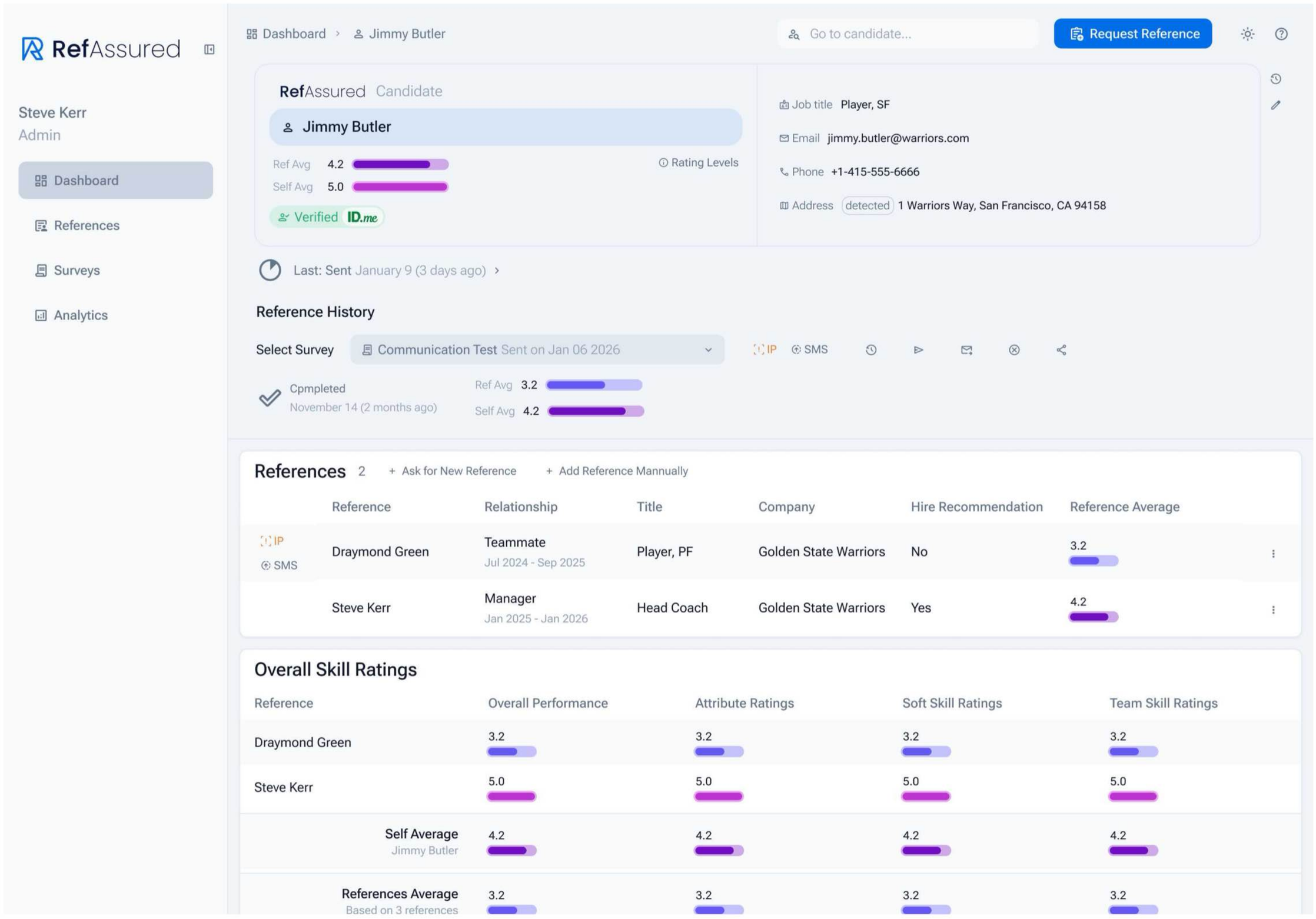
RefAssured had no existing brand identity work with us, they came specifically for product design. The scope was pure systems thinking: information architecture, interaction patterns, and a visual language that could flex across web, plugin, extension, and mobile without breaking.

RefAssured 为人力资源机构自动化背景调查流程。替代了行业几十年来默认的"打电话加电子表格"工作方式。

平台处理从初始背调请求到验证、评分和报告的全流程，给招聘人员一个可以信赖的系统，而不是一个不得不忍受的流程。

设计挑战在于产品的覆盖面。RefAssured 并没有找我们做品牌升级，他们专门为产品设计而来。范围是纯粹的系统思维：信息架构、交互模式、以及一套能在 Web、插件、扩展和移动端之间灵活适应而不崩溃的视觉语言。

● RefAssured


RefAssured
Steve Kerr
Admin
Dashboard
References
Surveys
Analytics
Dashboard › Jimmy Butler
Go to candidate...
Request Reference
RefAssured Candidate
Jimmy Butler
Ref Avg 4.2
Self Avg 5.0
Rating Levels
Verified ID.me
Job title Player, SF
Email jimmy.butler@warriors.com
Phone +1-415-555-6666
Address detected 1 Warriors Way, San Francisco, CA 94158
Last: Sent January 9 (3 days ago) ›
Reference History
Select Survey
Communication Test Sent on Jan 06 2026
IP SMS
Cpmpleted
November 14 (2 months ago)
Ref Avg 3.2
Self Avg 4.2
References 2
+ Ask for New Reference
+ Add Reference Mannually
Reference
Relationship
Title
Company
Hire Recommendation
Reference Average
IP
SMS
Draymond Green
Teammate
Jul 2024 - Sep 2025
Player, PF
Golden State Warriors
No
3.2
Steve Kerr
Manager
Jan 2025 - Jan 2026
Head Coach
Golden State Warriors
Yes
4.2
Overall Skill Ratings
Reference
Overall Performance
Attribute Ratings
Soft Skill Ratings
Team Skill Ratings
Draymond Green
3.2
3.2
3.2
3.2
Steve Kerr
5.0
5.0
5.0
5.0
Self Average
Jimmy Butler
4.2
4.2
4.2
4.2
References Average
Based on 3 references
3.2
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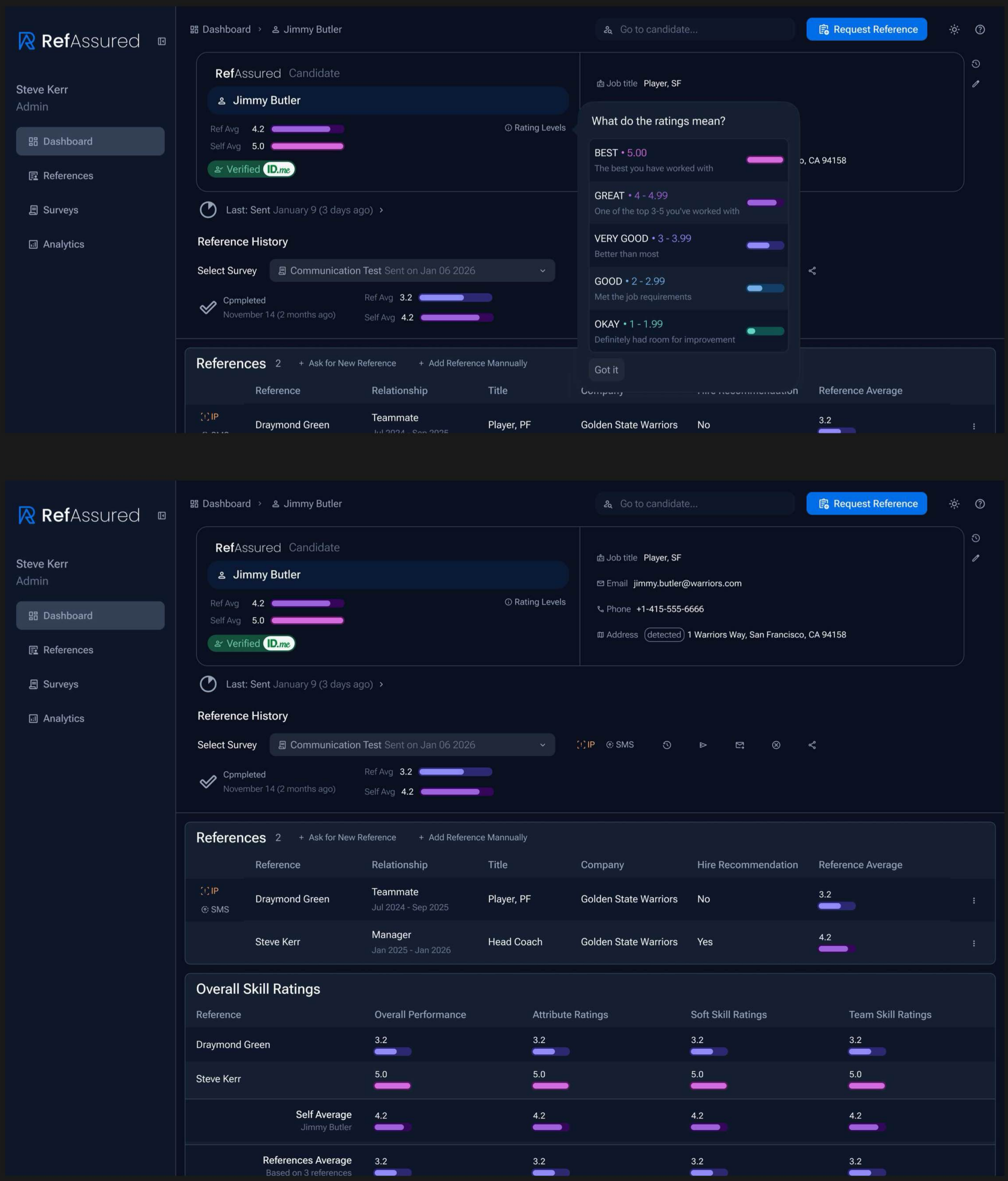
3.2

RefAssured
JANE CANDIDATE
RefAssured insight:
20+ Healthcare Staffing Stats to Know for 2026

● RefAssured


RefAssured
Steve Kerr
Admin
Dashboard
References
Surveys
Analytics
Dashboard › Jimmy Butler
Go to candidate...
Request Reference
RefAssured Candidate
Jimmy Butler
Ref Avg 4.2
Self Avg 5.0
Verified ID.me
Rating Levels
Job title Player, SF
Email jimmy.butler@warriors.com
Phone +1-415-555-6666
Address detected 1 Warriors Way, San Francisco, CA 94158
What do the ratings mean?
BEST • 5.00
The best you have worked with
GREAT • 4 - 4.99
One of the top 3-5 you've worked with
VERY GOOD • 3 - 3.99
Better than most
GOOD • 2 - 2.99
Met the job requirements
OKAY • 1 - 1.99
Definitely had room for improvement
Got it
Last: Sent January 9 (3 days ago)
Reference History
Select Survey
Communication Test Sent on Jan 06 2026
IP
SMS
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November 14 (2 months ago)
Ref Avg 3.2
Self Avg 4.2
References 2
+ Ask for New Reference
+ Add Reference Mannually
Reference
Relationship
Title
Company
Hire Recommendation
Reference Average
Draymond Green
Teammate
Jul 2024 - Sep 2025
Player, PF
Golden State Warriors
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Attribute Ratings
Soft Skill Ratings
Team Skill Ratings
Draymond Green
3.2
Steve Kerr
5.0
Self Average
Jimmy Butler
4.2
References Average
Based on 3 references
3.2

● RefAssured

Step 1:
Be Thoughtful

Automation

Narrow AI

General AI

RefAssured

Applications

This is where AI stops being a capability and becomes an experience. Where the model disappears and the product takes over.

The companies in this chapter are building things people actually use: fitness platforms, communication tools, creative apps, business systems. Their challenge isn't technical novelty. It's making intelligence feel natural. Making it so embedded in the workflow that users forget there's a model behind the curtain. That translation, from raw capability to human experience, is design. And it's the hardest design problem in the stack, because the user doesn't care how it works. They care how it feels.

Two products can run the same model, serve the same market, solve the same problem. One feels considered. The other feels assembled. Users pick the first one. Every time. At the application layer, taste isn't the differentiator. It's the product.

应用

到了这一层，AI 不再是一种能力，而是一种体验。模型消失了，产品接管了一切。

这一章的公司在做人们真正会用的东西：平台、通讯工具、创作应用、商业系统。他们的挑战不是技术上的新奇，而是让智能变得自然。自然到用户忘了幕后有个模型在跑。这个翻译过程就是设计。而且这是整个技术栈里最难的设计问题，因为用户不关心它怎么运行，只关心它用起来什么感觉。

两个产品跑同一个模型，面对同一个市场，解决同一个问题。一个显得经过认真考虑，另一个显得只是拼装完成。用户选哪个？每一次，都是前者。在应用层，品味不是差异化因素——品味就是产品本身。

● Readycall

AI-powered sales copilot — from cold call to signed deal.

AI 驱动的销售副驾——从第一通冷电话到签约成交。

Year / 年份	2026	
Scope / 服务范围	Brand Identity	品牌视觉
Industry / 所属行业	AI / Sales Tech	销售 / AI

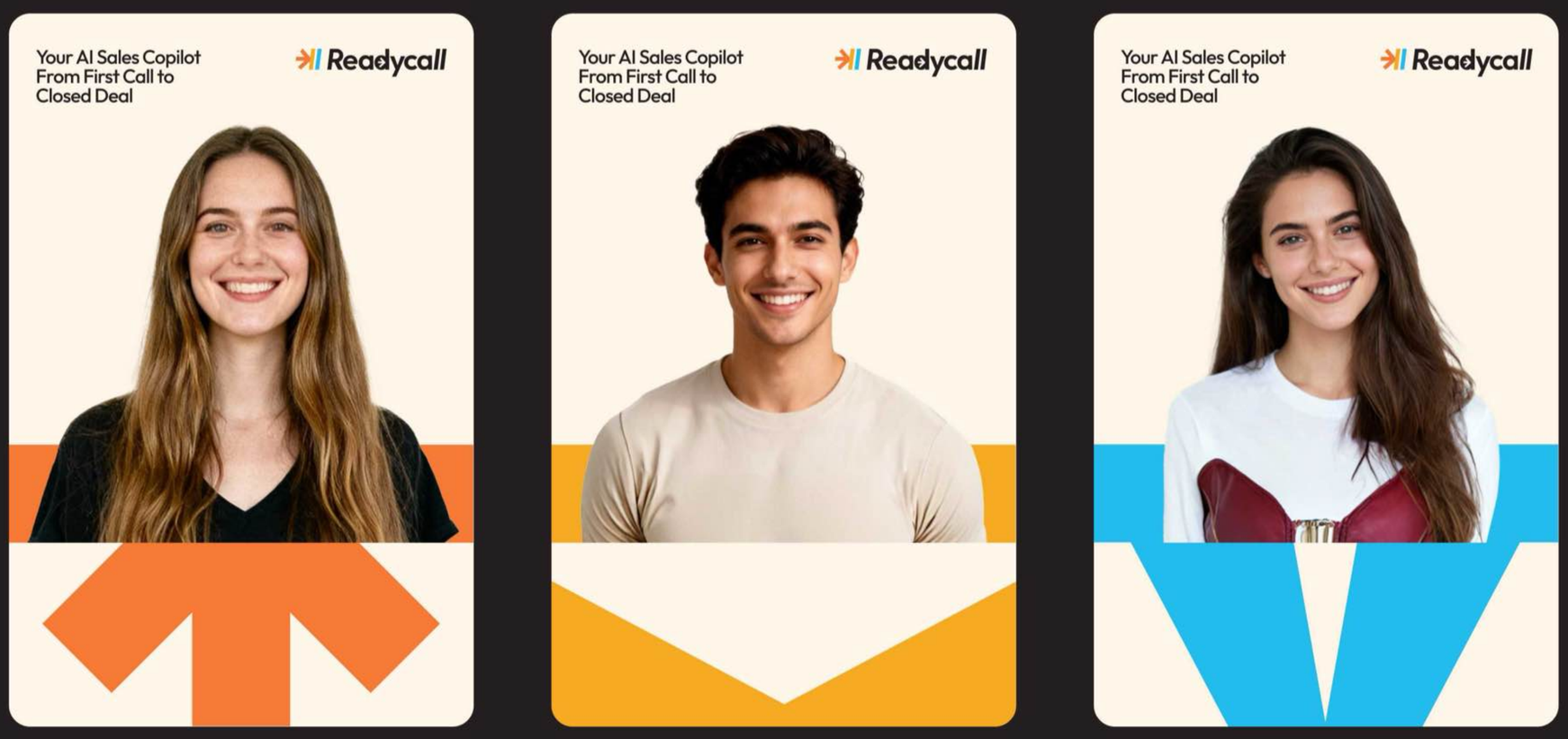
ReadyCall automates the sales floor. The AI copilot guides reps from cold call all the way through close. The numbers were real: 37% lift in close rates, 90 minutes saved per rep per day. ByteDance, Tencent, Sony, EA, Amazon, Meta already trusted it.

Founder Tianyi screened 10 to 20 design teams before landing at Zolplay. What drew them was the prosumer aesthetic, a sensibility that treats the end user as someone with taste and agency, not just a function to optimize. That signal mattered.

ReadyCall 让销售工作自动化运转。AI 副驾引导销售代表从冷电话一路走到成交。数据是真实的：成交率提升 37%，每位代表每天节省 90 分钟。ByteDance、Tencent、Sony、EA、Amazon、Meta 已是它的客户。

创始人 Tianyi 在找佐玩之前，筛选了十到二十个设计团队。最终打动他的，是佐玩的 prosumer 审美取向。一种将用户视为有品味、有主见的人，而非待优化功能点的感性。这个信号很重要。

● Readycall



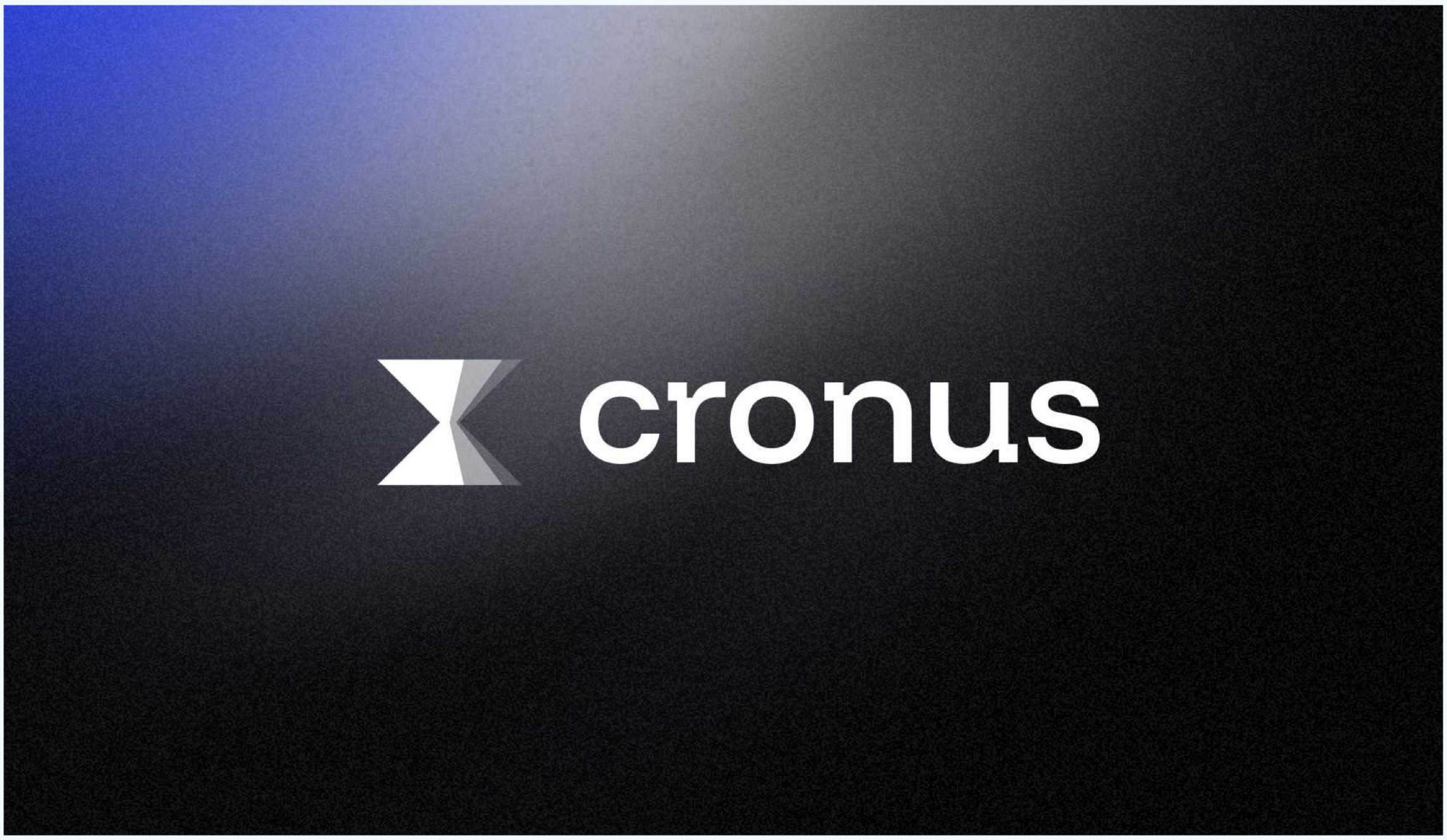
想要更具亲和力的视觉效果，可将品牌调和色1作为底色使用。

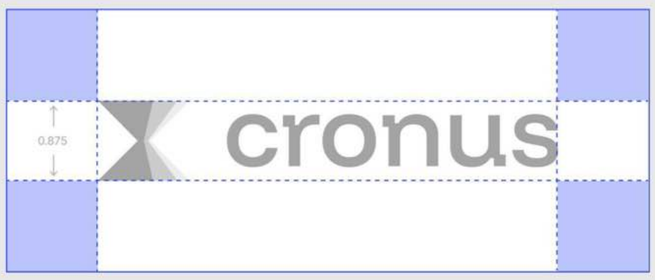
● Cronus

AI-powered time tracking that understands how you actually spend your time — not how you remember spending it.

AI 驱动的时间追踪工具——它理解你真实的时间去向，而不是你以为的那样。

Year / 年份	2025	
Scope / 服务范围	Brand Identity · Landing Page	品牌视觉 • 落地页
Industry / 所属行业	Productivity / AI	效率工具 / AI





Focused
Insightful
Minimalist
Empowering

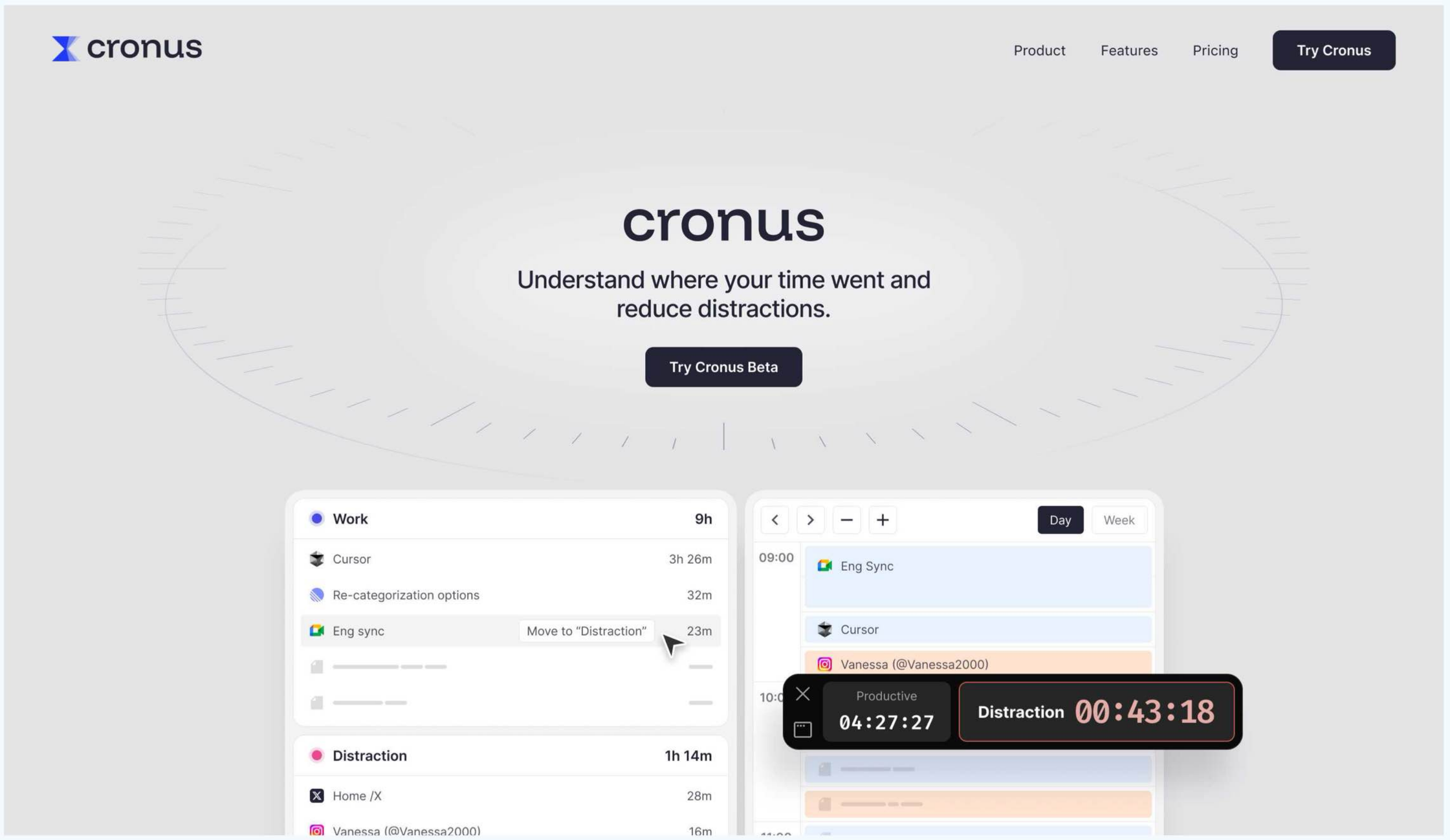
Cronus is an AI-powered time tracking tool built on a simple insight: people are terrible at tracking their own time. They forget, they round up, they categorize wrong. Cronus watches how you work and tells you the truth, all automatically, passively, without the daily guilt of an empty timesheet.

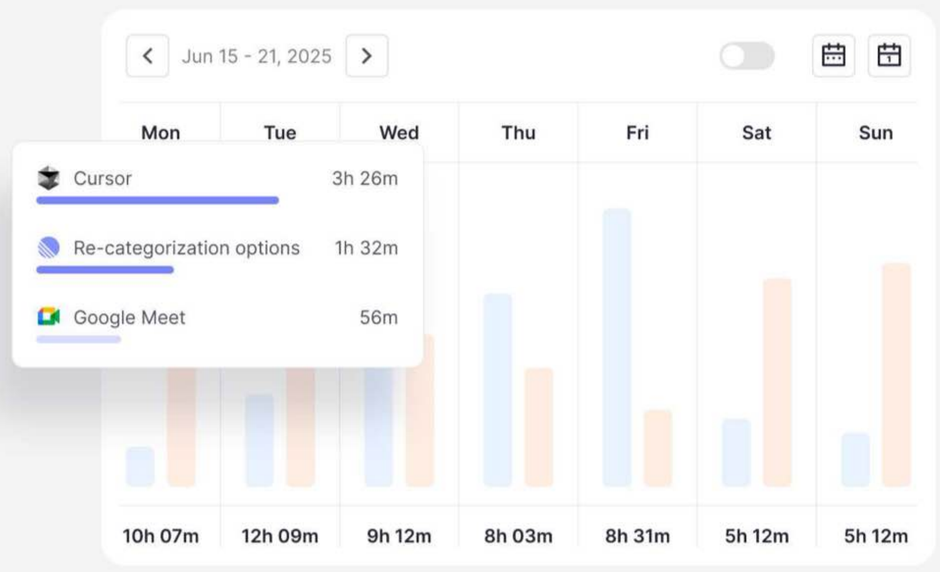
The founder came to Zolplay through BenchFlow's founder, a referral chain that's become one of our most reliable growth channels. When the people building AI tools recommend you to other people building AI tools, that's not marketing. That's reputation.

Cronus 是一款 AI 驱动的时间追踪工具，建立在一个简单的洞察之上：人们非常不擅长记录自己的时间。他们会遗忘，会四舍五入，会分类错误。Cronus 观察你的工作方式，然后告诉你时间都去哪了，无需每天面对空白时间表的愧疚感。

创始人通过 BenchFlow 的创始人介绍找到佐玩。这条转介链已成为我们最稳定的增长渠道之一。当 AI 工具的建造者向另一位 AI 工具的创造者推荐你时，那不是营销，那是口碑。

Cronus





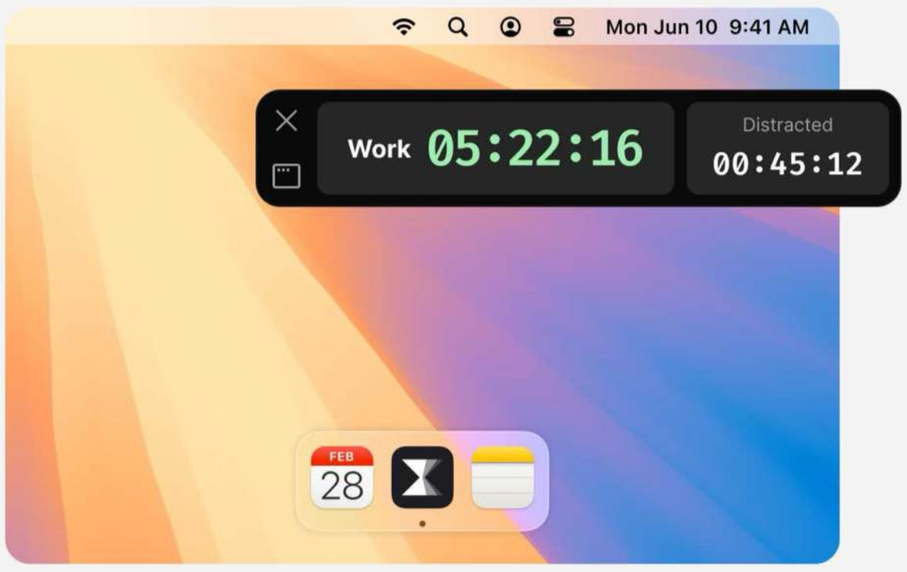
AI Time and distraction tracking

How many hours have you worked last week? How much time were you distracted? Cronus helps you answer these questions using context-aware ai (Not just rule-based categorization).

● Cronus

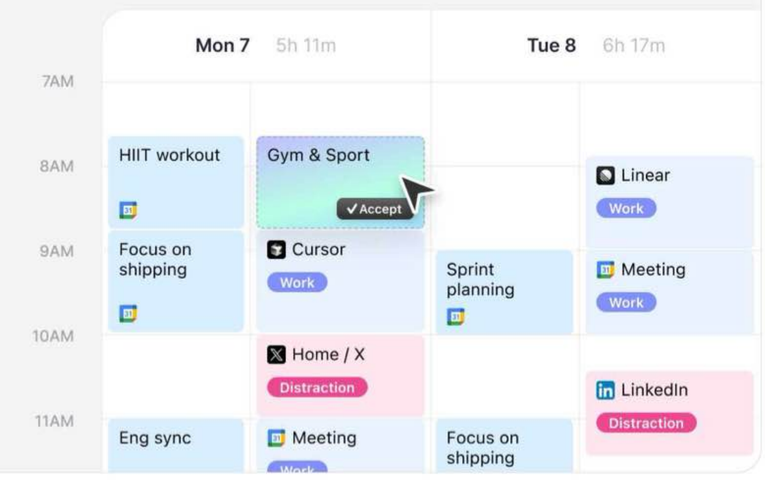
Gamified productivity with Mini-Timer

See your productivity counting up life. No annoying and rule-based blockers. Sometimes you have to used distracted websites for work. Cronus understand what you are doing and categorizes your work accordingly.



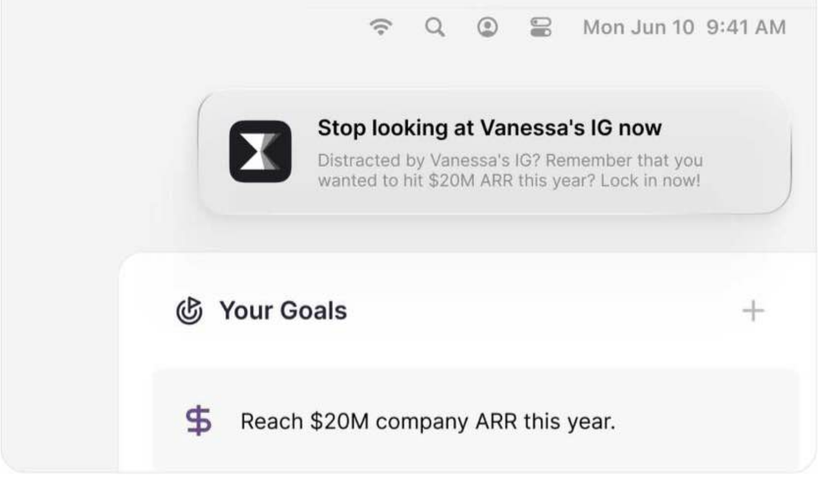
Calendar AI or manual tracking

Went to a conference, had a dinner with friends? Cronus helps you track your non-computer time using your calendar for context. Or create manual entries in one click.



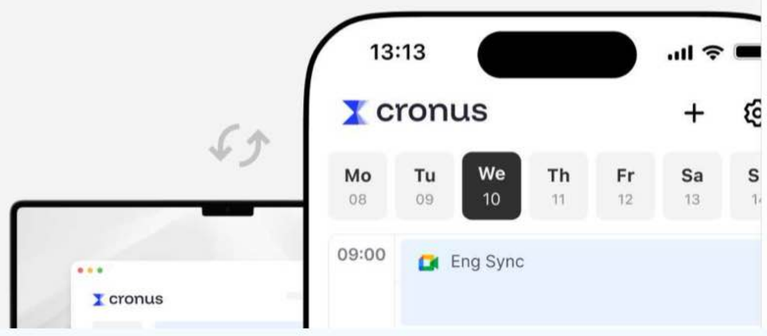
Smart nudges

Cronus understands your distraction and productivity patterns and helps you avoid the root causes and helps you reach your daily and even life goals.



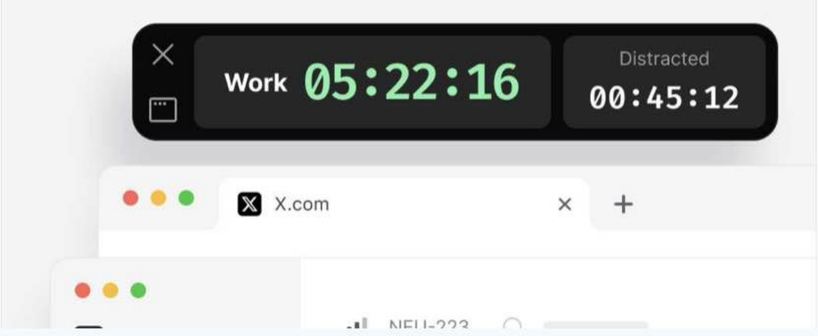
Mobile tracking

Cronus is the first cross-platform time and distraction tracking software. See how productive you were across all your devices in one dashboard (Comming Soon).



Doom scroll prevention

Cronus is not rule-based. Sometimes you need to go on LinkedIn or Twitter to look at people's profiles or just catch up with your network. However, doom scrolling is categorized as a distraction.



Ecosystem & Culture

Products don't exist in a vacuum. They exist inside ecosystems: the events that bring builders into a room, the communities that keep them connected, the cultural infrastructure that turns an industry into a movement.

Design at this layer isn't about interfaces or user flows. It's about atmosphere. It's the visual identity of a conference that makes people want to be in the room. The brand of a payments platform that makes fintech feel human. The event design that transforms a gathering into a moment people remember and reference for years. When you're designing culture, every touchpoint is a signal. The badge, the poster, the stage, the merch. They either reinforce the feeling you're trying to create, or they undermine it. There's no neutral.

The teams here understand something most product companies miss: community doesn't scale through features. It scales through feeling. And feeling is designed.

生态与文化

产品不存在于真空里。它存在于生态之中：把建造者拉进一个房间的活动，让他们保持连接的社区，把一个行业变成一场运动的文化基础设施。

这一层的设计，不关乎界面，不关乎用户流程。关乎氛围。是一场大会的视觉让人想待在这个房间里。是一个支付平台的品牌让金融科技有了人味。是活动设计把一次聚会变成了人们多年后还在提起的时刻。当你在设计文化的时候，每一个触点都是信号。胸牌、海报、舞台、周边——要么在强化你想创造的感觉，要么在破坏它。没有中间状态。

这些团队明白一件大多数产品公司没想通的事：社区不靠功能扩展，靠感觉扩展。而感觉，是被设计出来的。

● LET'S VISION 26

China's defining annual gathering for the AI builder community — developers, founders, and creators shaping the future.

中国最具代表性的年度 AI 创造者社区盛会——开发者、创始人与创作者共同塑造未来。

Year / 年份	2025–2026	
Scope / 服务范围	Brand Identity · Website · Event Design · Social Media	品牌视觉 • 网站 • 活动设计 • 社交媒体
Industry / 所属行业	Events & Culture	活动与文化

LET'S VISION is the annual gathering for China's AI builder community, organized by SwiftGG. It's where the developers, founders, and creators actually building with AI come together. Not a conference. A gathering.

For an event that exists to represent the cutting edge of AI culture, the brand lacked the polish and coherence that the moment demanded.

Zolplay had been in the orbit for a while: sponsoring the 2024 event with gift and merch design, then exhibiting in 2025. By 2026, the relationship was deep enough to make Zolplay the official design partner. The shift from sponsor to design partner reflects what happened when the event organizers saw what the studio could do up close.

LET'S VISION 是中国 AI 创造者社区的年度聚会，由 SwiftGG 主办。这里聚集的，是真正在用 AI 构建未来的开发者、创始人与创作者。这不是一次大会，是一次凝聚。

对于一个代表 AI 文化前沿的活动，品牌在应有的精致度与整体感上差距明显。

佐玩与这个活动的缘分由来已久。2024 年作为赞助商参与礼品与周边设计，2025 年以展商身份亮相。到了 2026 年，双方关系已深厚到足以让佐玩成为官方设计合伙人。从赞助商到设计伙伴的转变，正是活动主办方近距离见证佐玩实力之后的自然选择。

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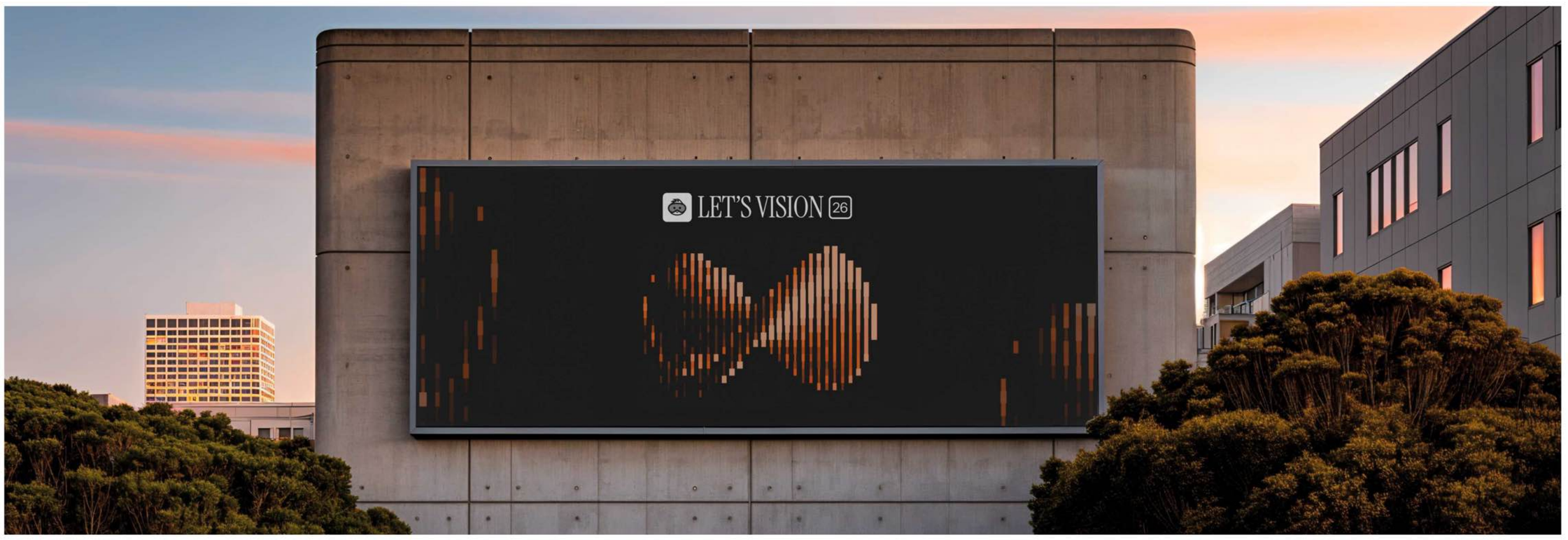
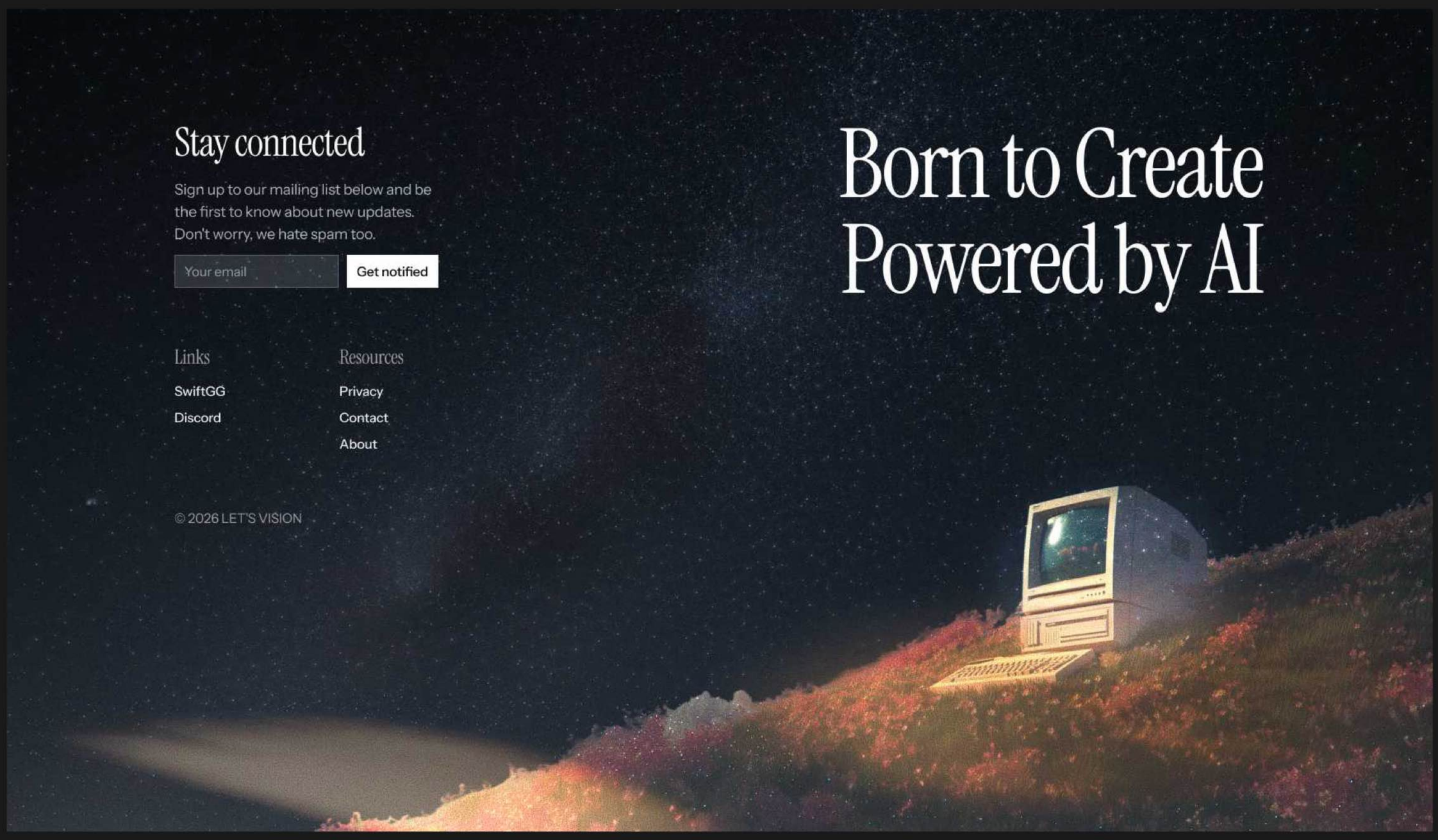


● LET'S VISION 26



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Exhibition Pass

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20+ expert talks
Panel discussions
Hands-on workshops
Meet industry leaders

Purchase

Creator Pro Pass

¥2,499

Everything in Conference Pass
Exclusive welcome dinner
Limited edition event swag
VIP lounge access
Small-group networking

Purchase

● BagelPay

Payment infrastructure for the Chinese market — a Stripe alternative without the compliance headache.

面向中国市场的支付基础设施——真正能用的 Stripe 替代方案，告别合规烦恼。

Year / 年份	2025	
Scope / 服务范围	Brand Identity · Product Design	品牌视觉 • 产品设计
Industry / 所属行业	Fintech	金融科技

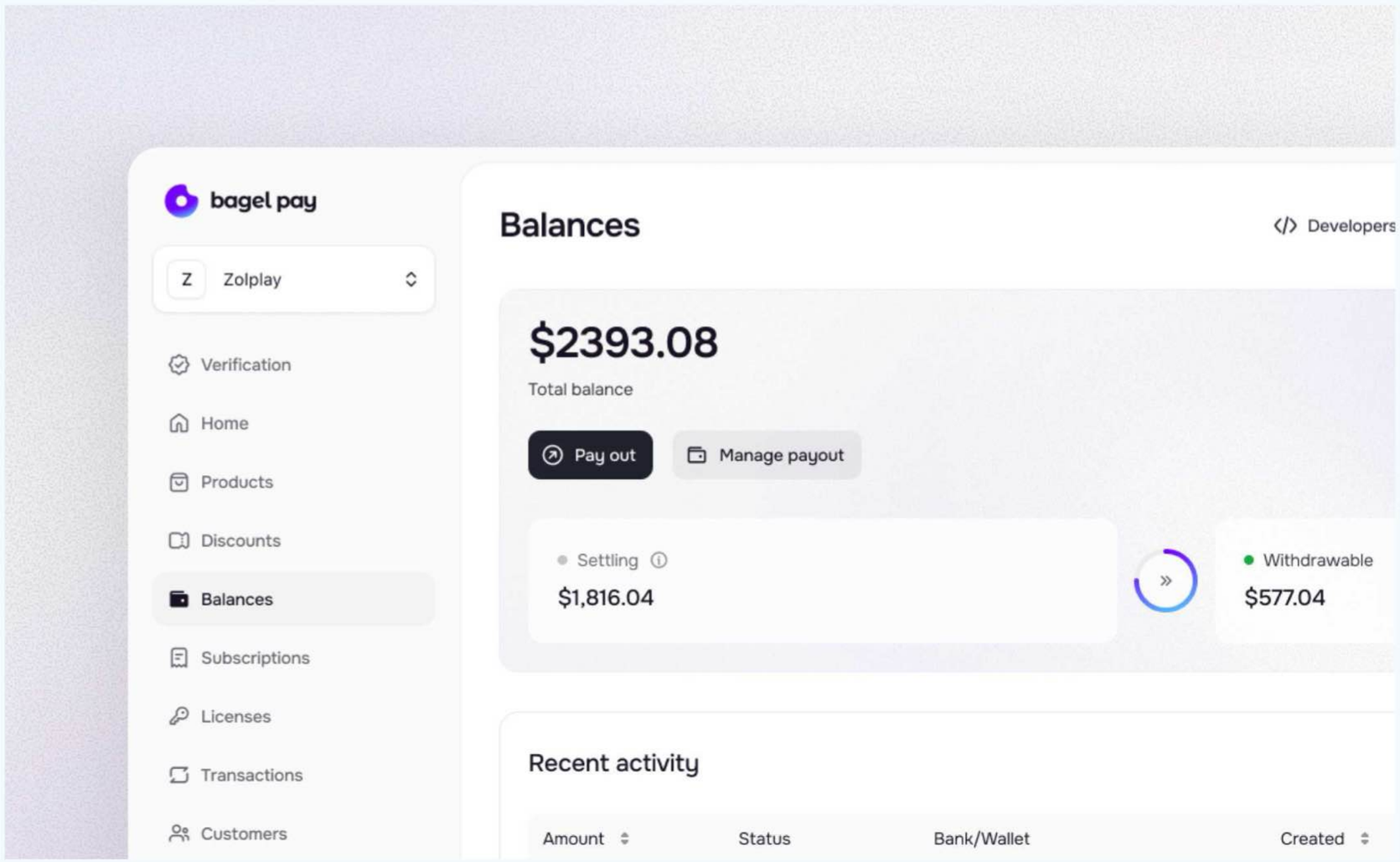
BagelPay is payment infrastructure for the Chinese market, the Stripe-equivalent that actually works for Chinese companies and the overseas merchants they need to transact with. For teams navigating cross-border payments, compliance, and currency complexity, BagelPay does the heavy lifting.

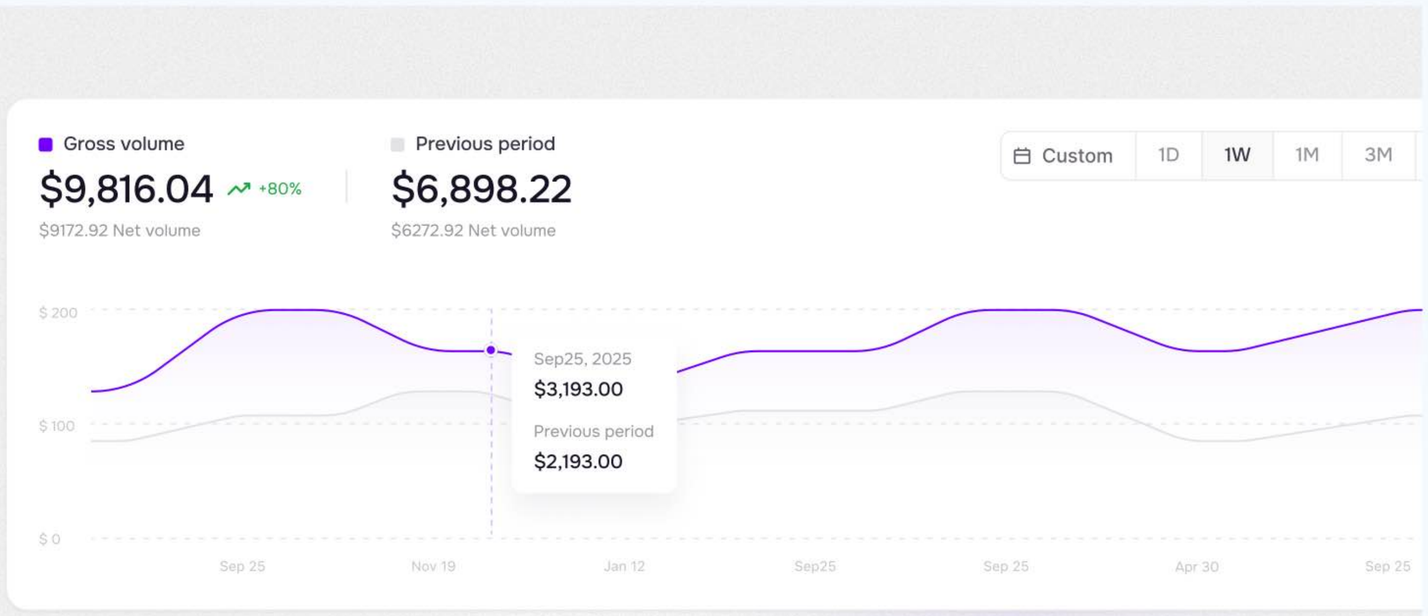
When founder Andrew met the Zolplay team at AdventureX 2025, there was no brand and no designed product to speak of. The infrastructure was real; the face of it wasn't. BagelPay needed both, a visual identity that could stand next to Stripe in a deck, and a product UI that reflected the same level of craft.

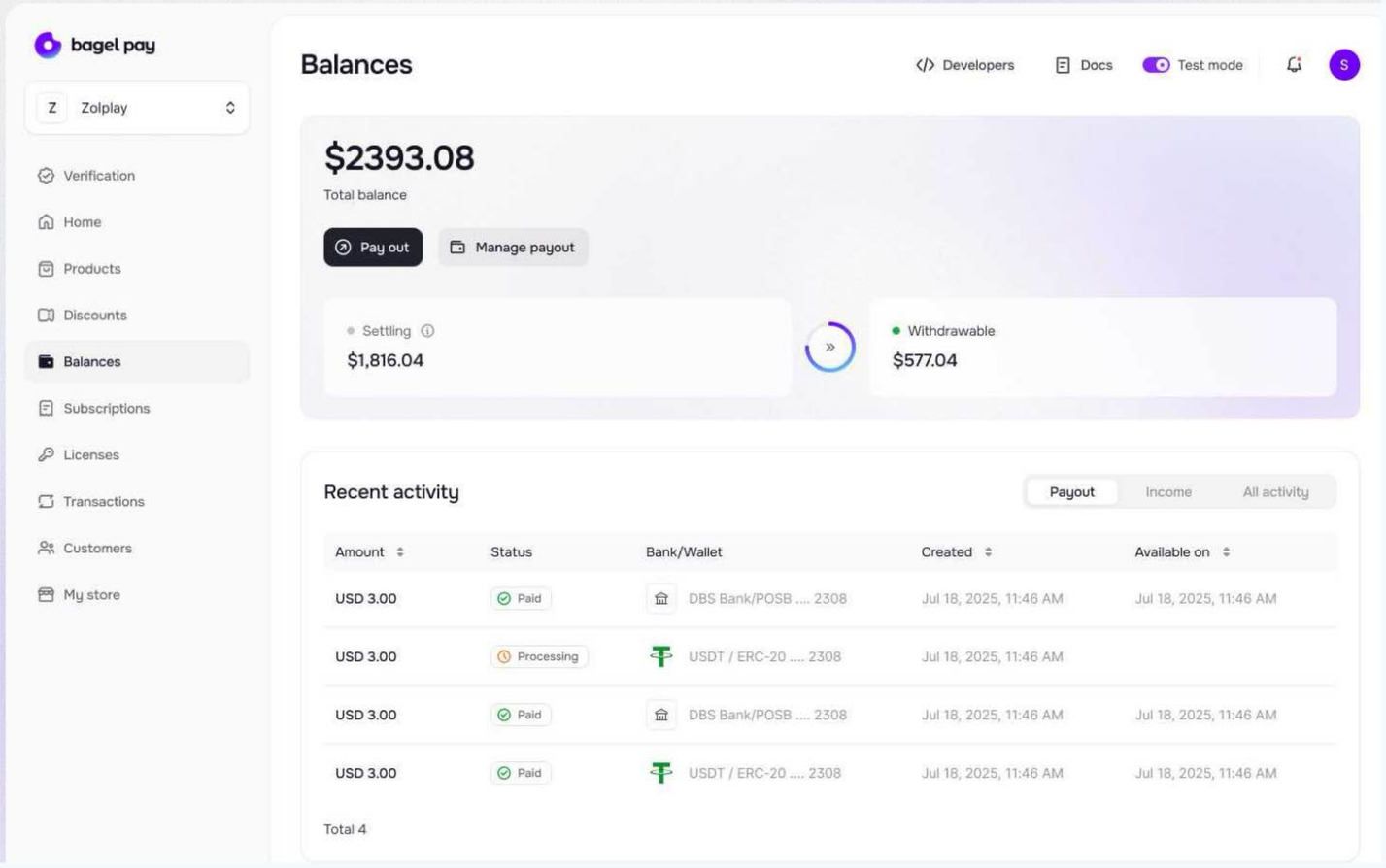
BagelPay 是面向中国市场的支付基础设施。真正能服务于中国企业及其海外商户交易需求的 Stripe 替代方案。对于那些在跨境支付、合规要求和多币种复杂性中挣扎的团队，BagelPay 承担了所有繁重的工作。

创始人 Andrew 在 AdventureX 2025 上与佐玩团队相遇时，BagelPay 既没有品牌，也没有经过精心打磨设计的产品。基础设施是真实的，但它的门面还不完善。BagelPay 需要两件事：一套能在 pitch deck 里与 Stripe 并列而不失位的视觉形象，以及一套同样精心打磨的产品界面。

● BagelPay







Andrew's assessment after delivery: "The highest quality design deliverable I've ever seen in my career."

That's not studio-authored copy. That's a founder who has seen a lot of design work, across a lot of companies, in a category where design quality is often sacrificed for shipping speed — saying we raised the bar.

This engagement also opened the door to Infron — the same TrustAI team brought Zolplay back for their AI infrastructure platform. When a client returns, the work made the case.

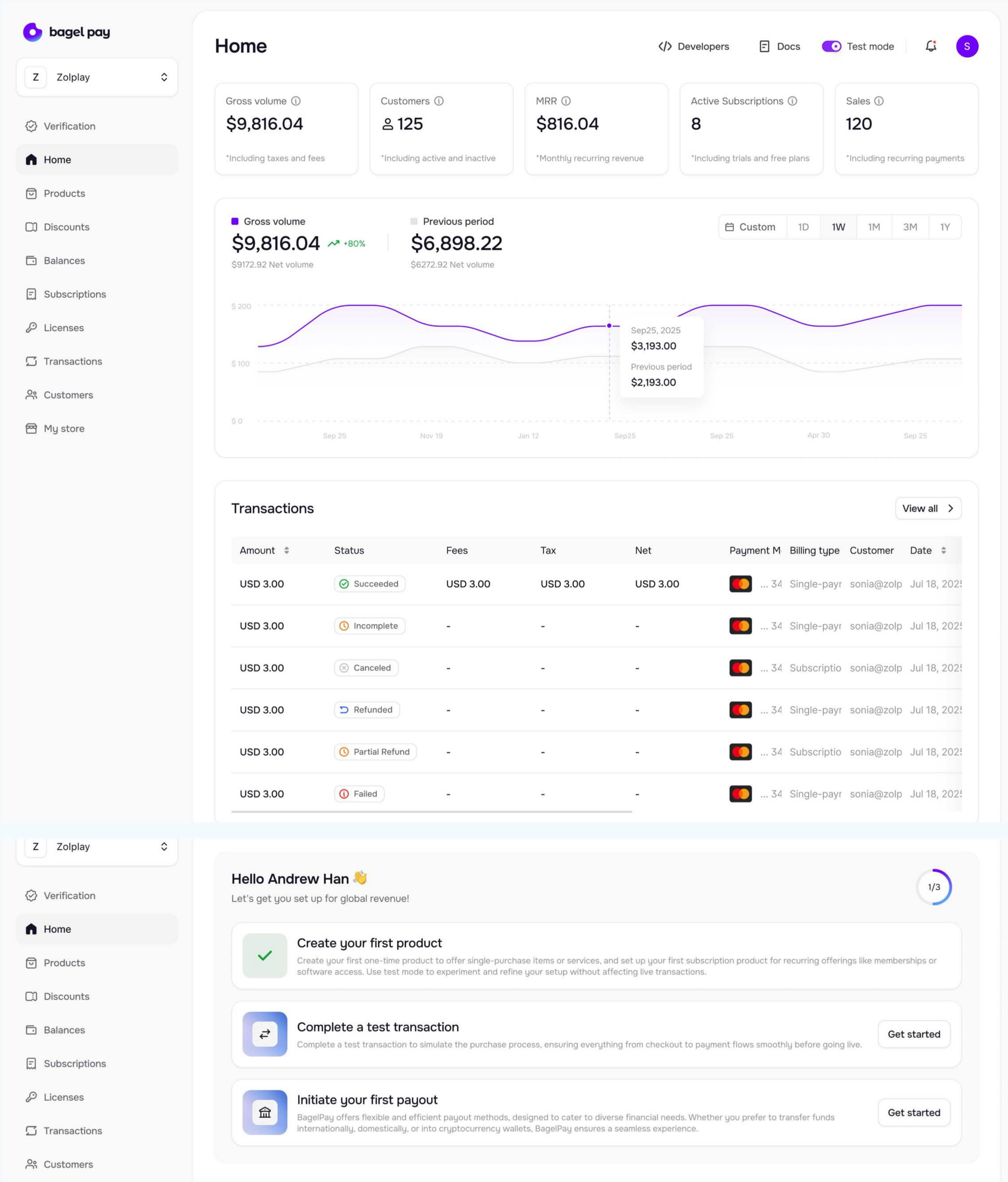
Andrew 收到交付物后的评价是："这是我职业生涯中见过的质量最高的设计交付物。"

这不是工作室自己写的宣传文案。说这话的是一个在设计质量常常为交付速度所牺牲的赛道里，见过大量公司、大量设计工作的创始人——他说我们拔高了标准。

客户端的实施花了两到三个月。当设计真正做对了，工程师会有值得认真构建的东西。交付物的质量，决定了下游每一件事的标准。

这次合作也打开了 Infron 的大门——同一支 TrustAI 团队带着他们的 AI 基础设施平台再度找回 Zolplay。

客户再次跟我们合作，作品自己就证明。


bagel pay
Z Zolplay
Verification
Home
Products
Discounts
Balances
Subscriptions
Licenses
Transactions
Customers
My store
Home
Developers
Docs
Test mode
S
Gross volume
$9,816.04
*Including taxes and fees
Customers
125
*Including active and inactive
MRR
$816.04
*Monthly recurring revenue
Active Subscriptions
8
*Including trials and free plans
Sales
120
*Including recurring payments
Gross volume
$9,816.04 +80%
$9172.92 Net volume
Previous period
$6,898.22
$6272.92 Net volume
Custom
1D
1W
1M
3M
1Y
$ 200
$ 100
$ 0
Sep25, 2025
$3,193.00
Previous period
$2,193.00
Sep 25
Nov 19
Jan 12
Sep25
Sep 25
Apr 30
Sep 25
Transactions
View all
Amount
Status
Fees
Tax
Net
Payment M
Billing type
Customer
Date
USD 3.00
Succeeded
USD 3.00
USD 3.00
USD 3.00
... 34
Single-payr
sonia@zolp
Jul 18, 2025
USD 3.00
Incomplete
-
-
-
... 34
Single-payr
sonia@zolp
Jul 18, 2025
USD 3.00
Canceled
-
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-
... 34
Subscriptio
sonia@zolp
Jul 18, 2025
USD 3.00
Refunded
-
-
-
... 34
Single-payr
sonia@zolp
Jul 18, 2025
USD 3.00
Partial Refund
-
-
-
... 34
Subscriptio
sonia@zolp
Jul 18, 2025
USD 3.00
Failed
-
-
-
... 34
Single-payr
sonia@zolp
Jul 18, 2025
Z Zolplay
Verification
Home
Products
Discounts
Balances
Subscriptions
Licenses
Transactions
Customers
Hello Andrew Han 👋
Let's get you set up for global revenue!
1/3
Create your first product
Create your first one-time product to offer single-purchase items or services, and set up your first subscription product for recurring offerings like memberships or software access. Use test mode to experiment and refine your setup without affecting live transactions.
Complete a test transaction
Complete a test transaction to simulate the purchase process, ensuring everything from checkout to payment flows smoothly before going live.
Get started
Initiate your first payout
BagelPay offers flexible and efficient payout methods, designed to cater to diverse financial needs. Whether you prefer to transfer funds internationally, domestically, or into cryptocurrency wallets, BagelPay ensures a seamless experience.
Get started

● BagelPay

Single Payment | Subscription

Z Zolplay 2

Neu.Salon Current

Neu.Salon

B BagelPay 2

Powered by bagel pay

Order

ORD-1980BCC6C96C3FDC

Date & Time Aug 25, 2025 23:45

Status Succeeded

Order Details

Billing type Single-payment

Confident AI Starter Premium USD 290.00

Payment method VISA ...2346

Subtotal USD 290.00

Discount (10% off for 2 months) -USD 10.00

Total **USD 280.00**

Generate invoice

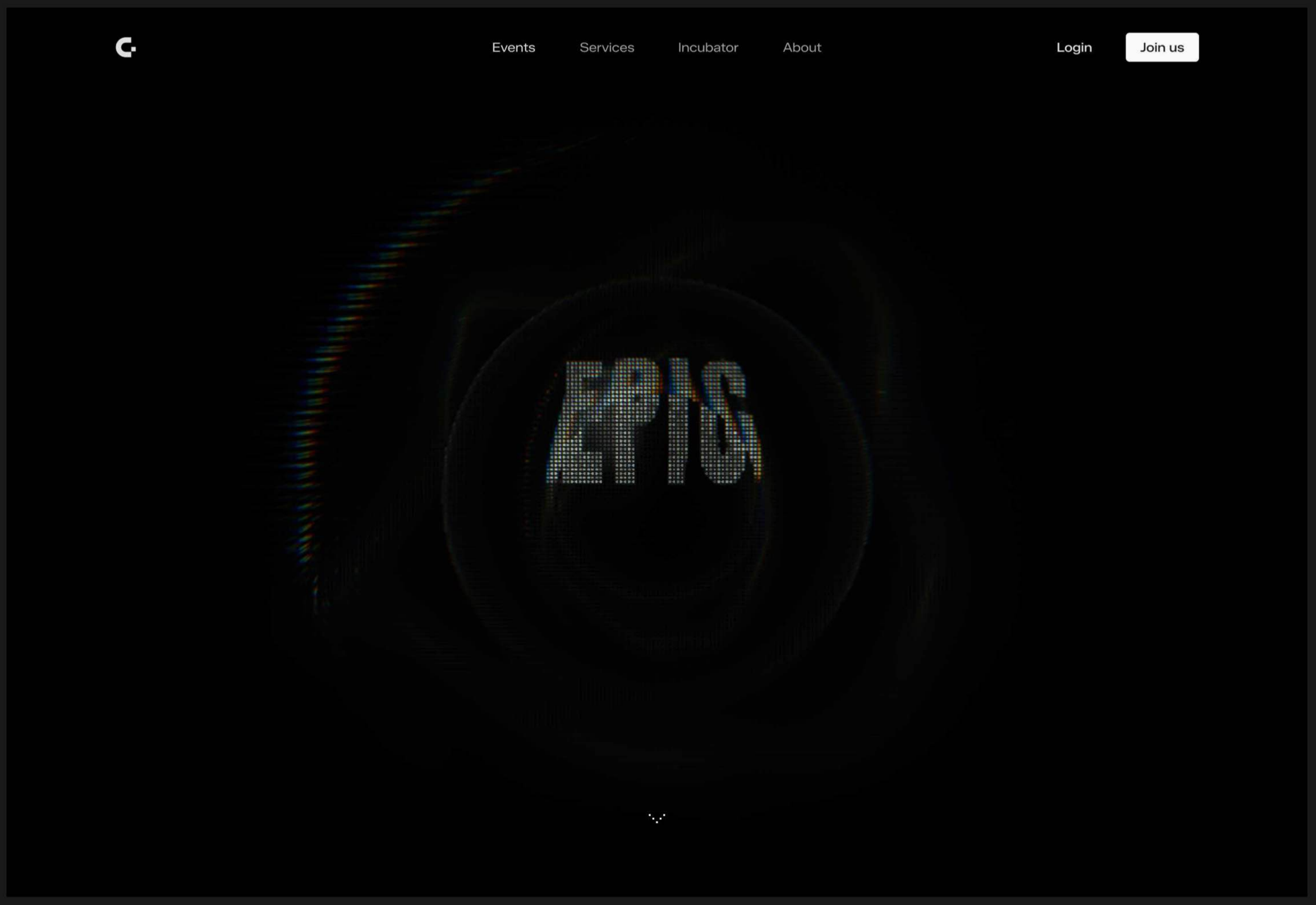
Contact Merchant

● EPIC Connector

Global AI accelerator and incubator — connecting founders and investors across North America, Singapore, China, and Europe.

全球 AI 加速器与孵化器——连接北美、新加坡、中国与欧洲的创始人与投资人。

Year / 年份	2025–2026	
Scope / 服务范围	Website Design & Dev	网站设计与开发
Industry / 所属行业	Ecosystem & Incubator	生态与孵化器



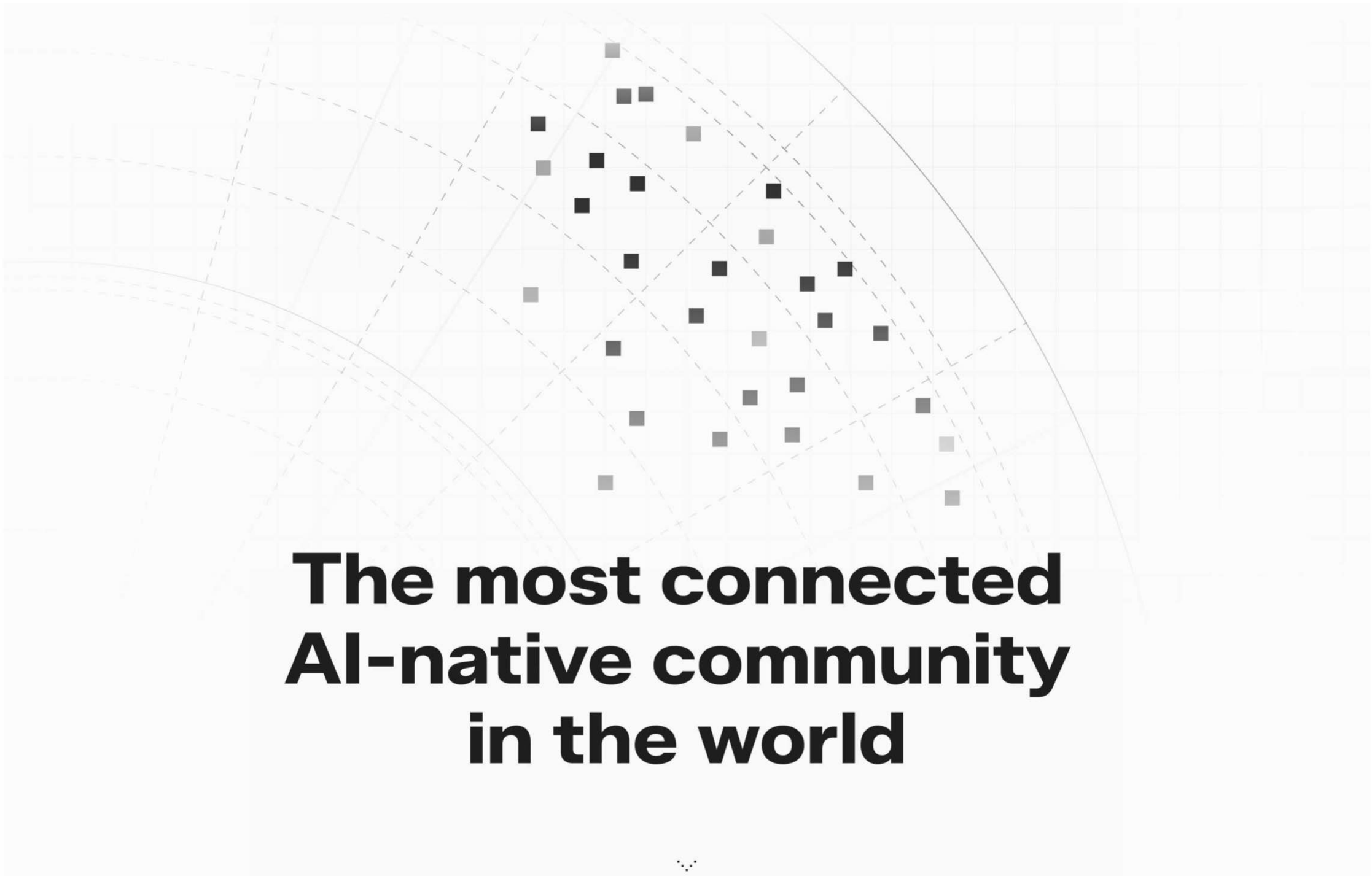
EPIC Connector is a global AI accelerator and incubator, connecting early-stage founders with capital, mentorship, and community across North America, Singapore, China, and Europe. The reach is international. The profile needed to match.

The brief was clear: dark, premium, minimal. A website that could carry event listings, membership sign-up flows, and incubator application portals without feeling like a directory. The kind of site that makes a founder feel like applying here is worth their time.

EPIC Connector 是一家全球 AI 加速器与孵化器，将早期创始人与资本、导师资源及社区网络相连接，覆盖北美、新加坡、中国与欧洲。触达范围是国际级的，品牌形象也需要与之匹配。

主旨很清晰：深色、高端、极简。一个能承载活动列表、会员注册流程与孵化器申请入口，同时不显得像一个目录网站的站点，而是像那种让创始人看到就觉得在这里申请值得花时间的网站。

● EPIC Connector



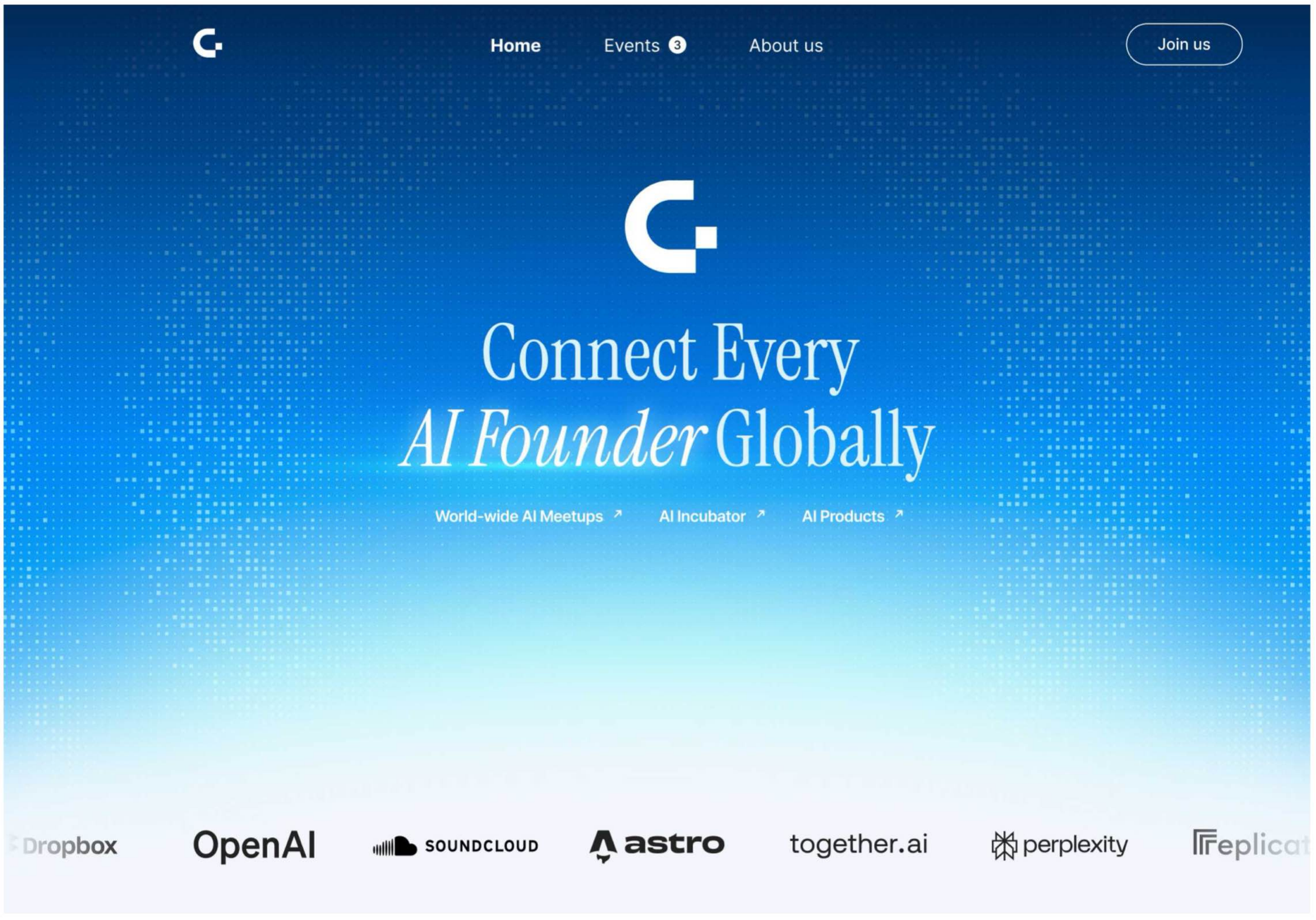
The most connected AI-native community in the world

Base in Singapore, we're the AI-native counterpart to Y Combinator (YC),empowering global AI founders to scale from launch to global dominance.

A premium website that makes applying to EPIC Connector feel like gaining access, not filling out a form. The event listings, membership flow, and incubator application all live in the same visual world: dark, unhurried, self-assured.

一个高端网站，让申请 EPIC Connector 感觉像是获得入场资格，而不是在填表格。活动列表、会员流程与孵化器申请，共存于同一个视觉世界：深沉、从容、自信。

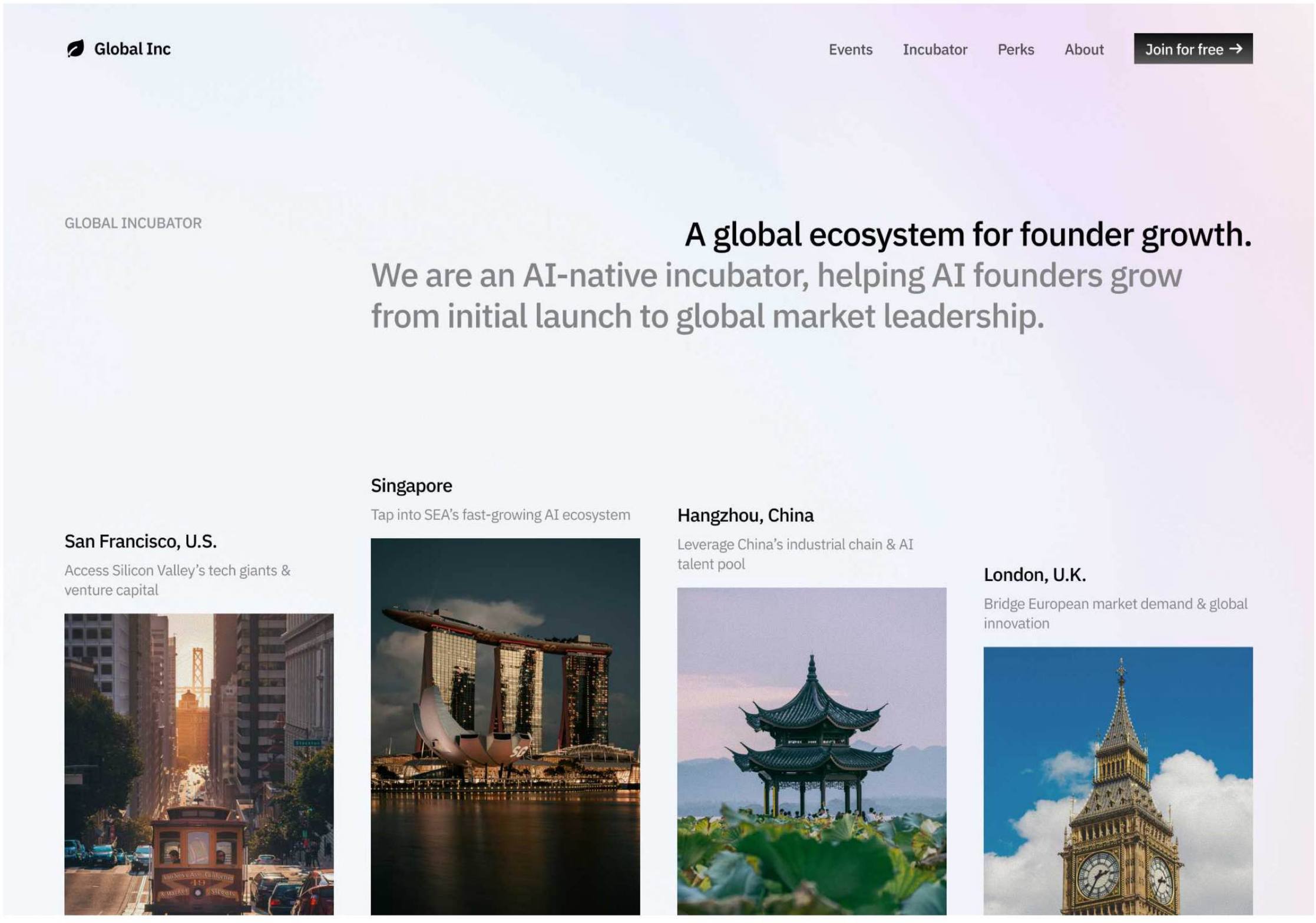
● EPIC Connector



An early design concept.

一版早期探索设计稿。

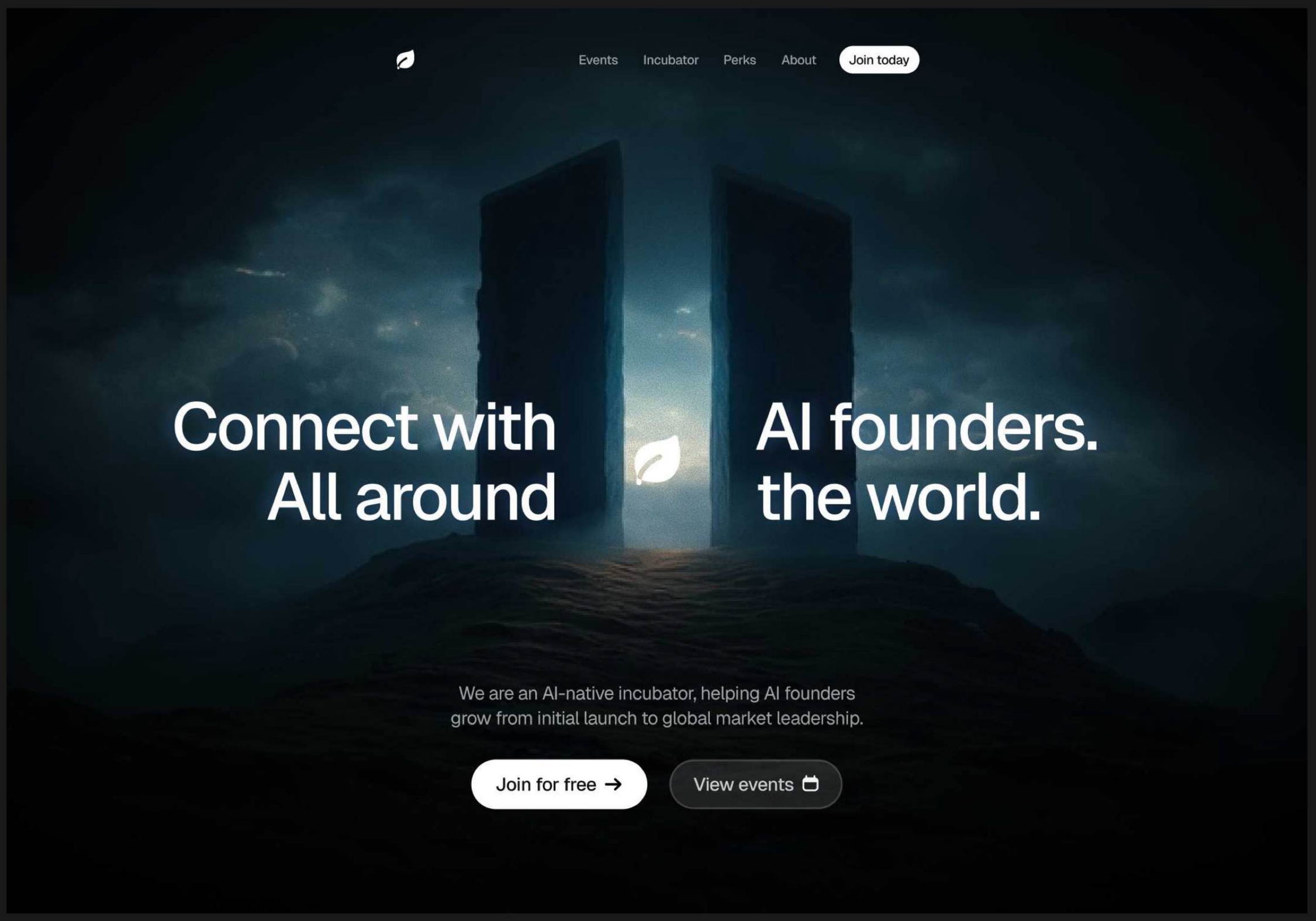
● EPIC Connector



An early design concept.

一版早期探索设计稿。

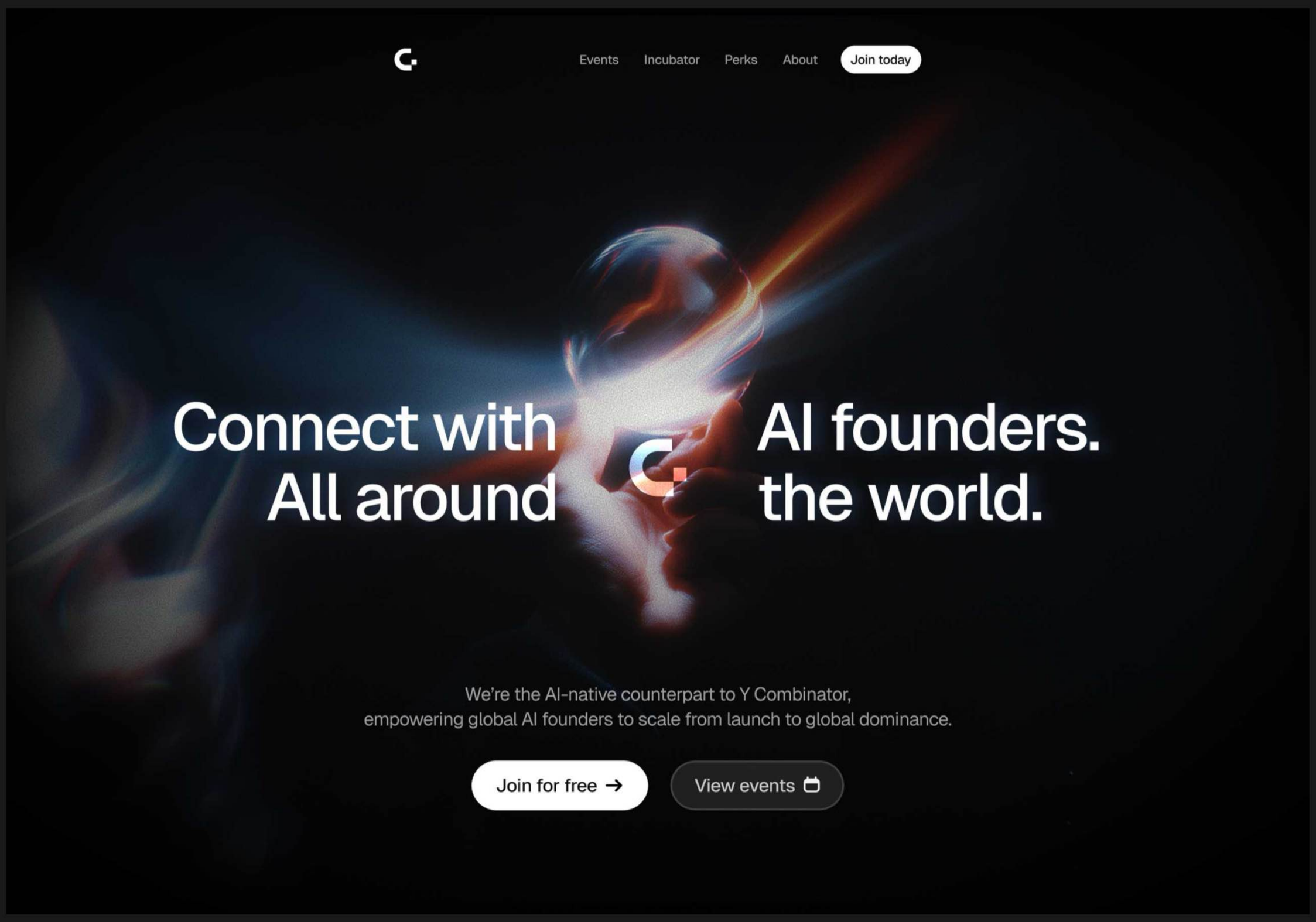
EPIC Connector



An early design concept.

一版早期探索设计稿。

● EPIC Connector



An early design concept.

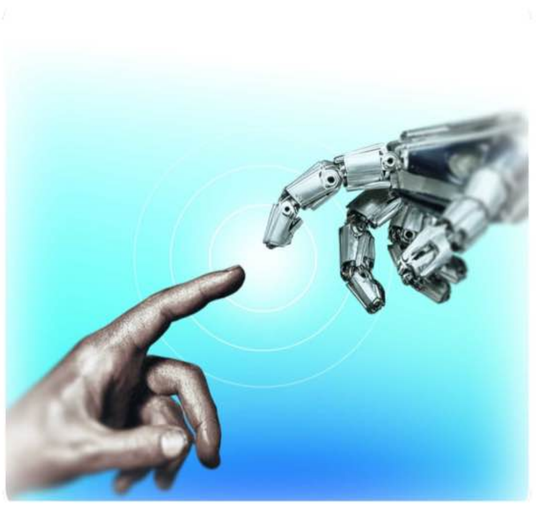
一版早期探索设计稿。

● Berkeley Summit House

Community-driven platform in the Berkeley Hills — ventures, incubator, and foundation empowering the next generation of founders.

扎根于伯克利山的社区驱动平台——风险投资、孵化器与基金会，赋能下一代创始人。

Year / 年份	2025–2026	
Scope / 服务范围	Website Design & Dev	网站设计与开发
Industry / 所属行业	Community / Incubator	社区 / 基金会



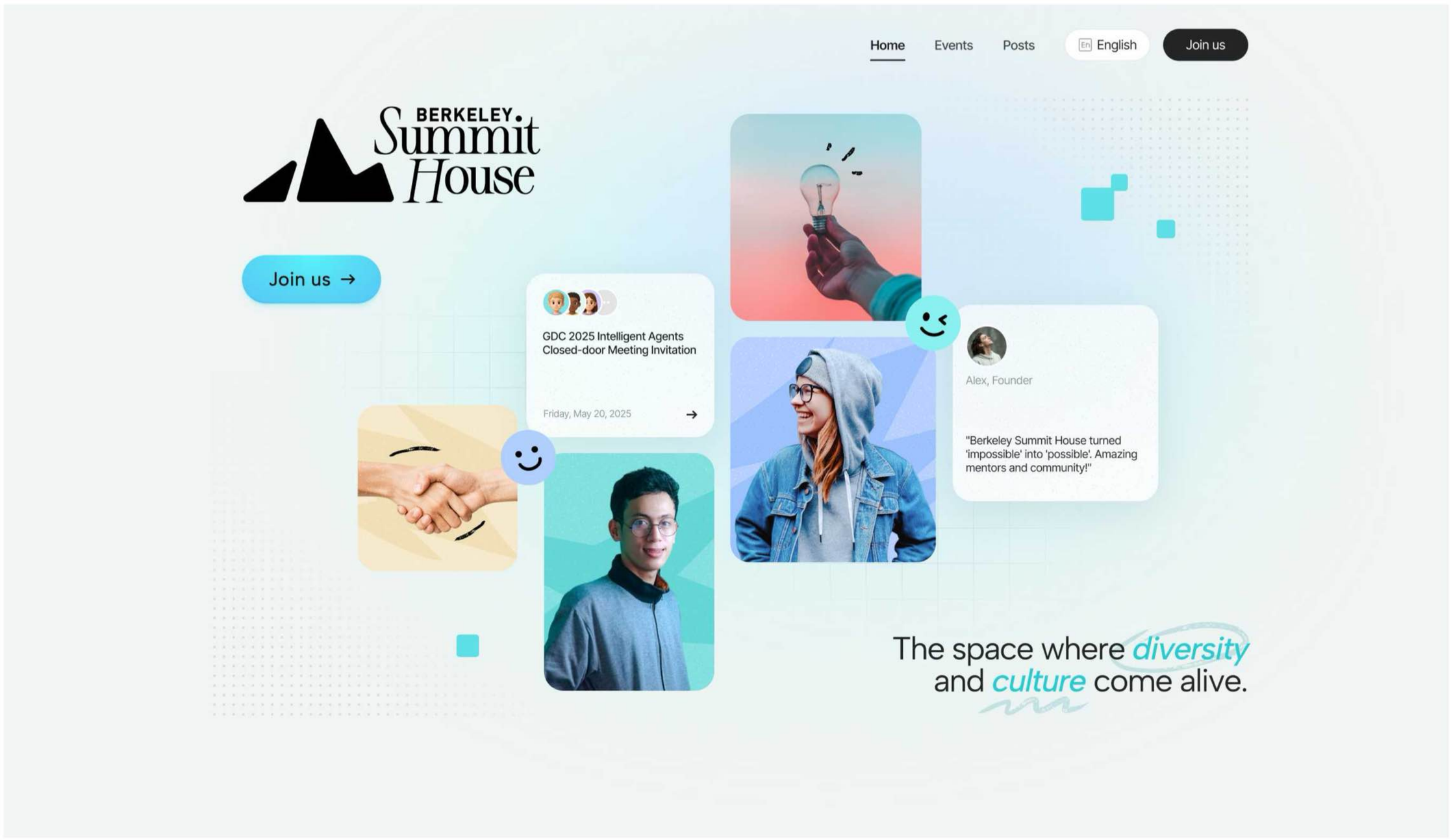
Berkeley Summit House sits in the Berkeley Hills with three interconnected missions: Ventures, an Incubator, and a Foundation. The ethos at the center of it all: "a chance to be believed in." For founders who don't always come from the obvious places or networks, that phrase carries real weight.

Serena, had a specific feeling in mind: calm. Floating. The kind of design quality she'd lean towards: unhurried, confident, premium without being cold. The site needed to feel like the place itself: elevated, rooted, open.

Berkeley Summit House 坐落于伯克利山，承载着三项相互交织的使命：创投（Ventures）、孵化器（Incubator）与公益基金会（Foundation）。核心精神浓缩为一句话："a chance to be believed in"，被相信的机会。对于那些并非来自显赫背景或人脉圈子的创始人，这句话有着真实的分量。

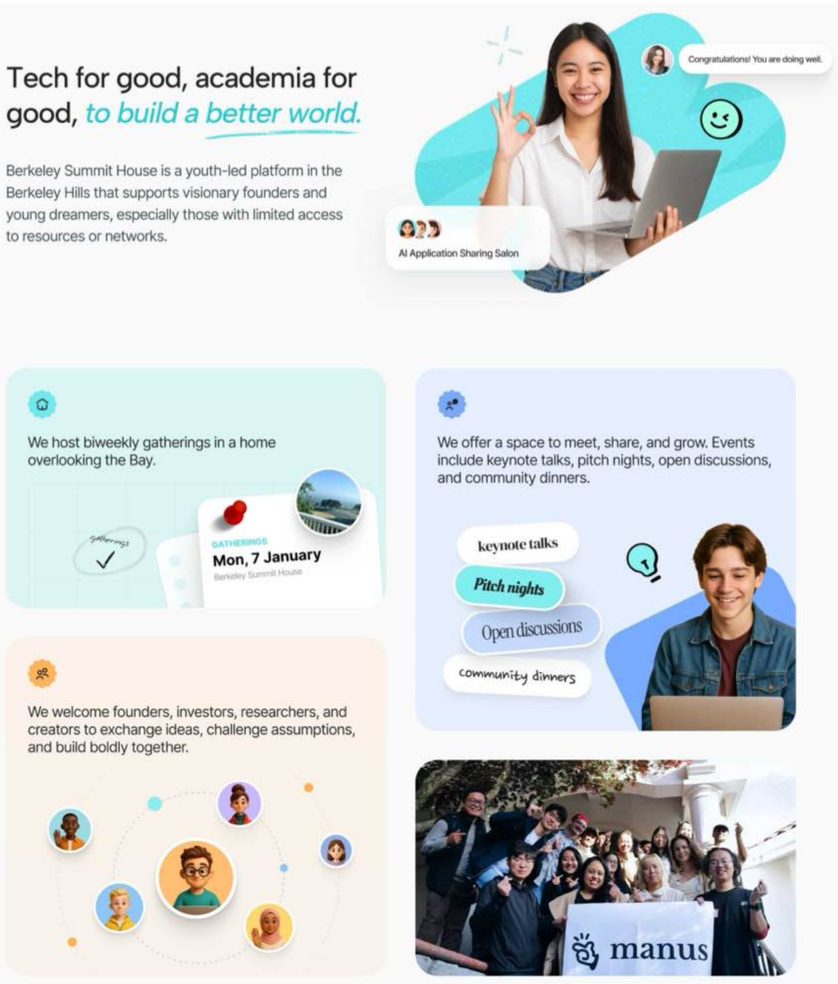
Serena 心中有一个明确的感觉：宁静，漂浮感。她喜欢不急迫、自信，高端而不冷漠的风格。
这个网站需要像这个地方本身一样：有格调，有根基，开放而包容。

● Berkeley Summit House

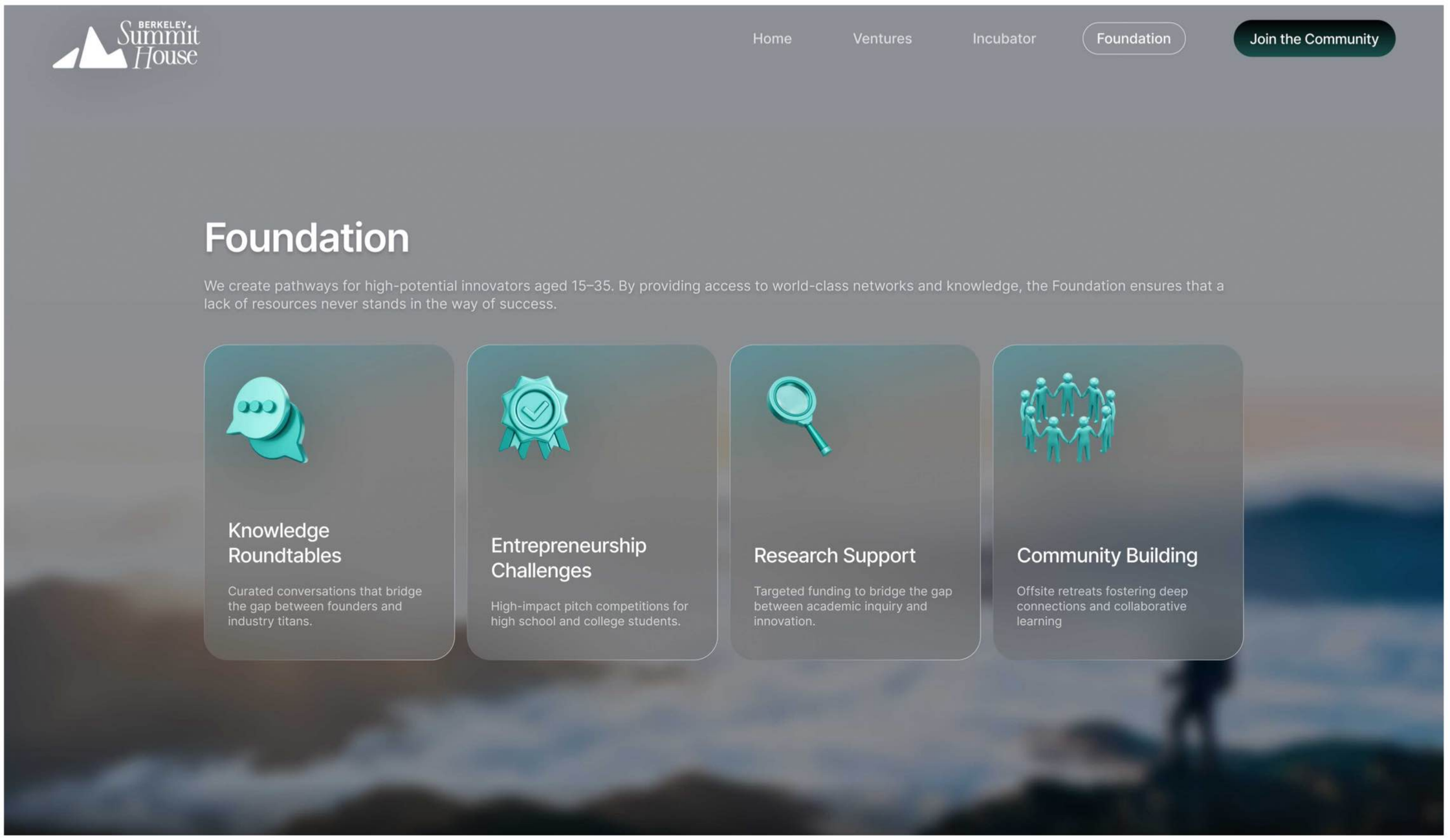


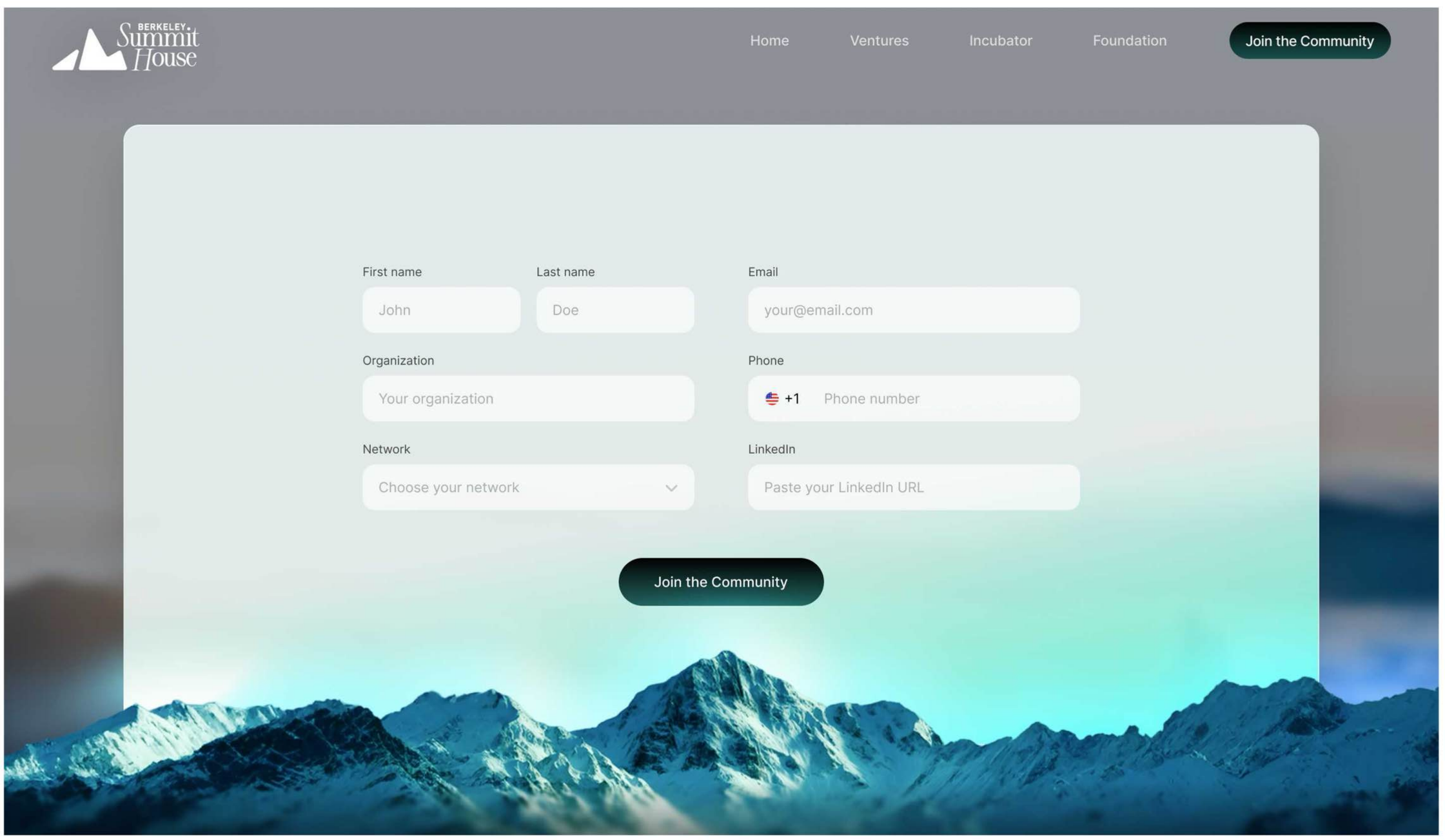
Some early design drafts that didn't make the cut.

一些未被选中的早期方向探索实验设计稿。



● Berkeley Summit House





● PerforMad

BlueFocus's overseas marketing arm — one-stop platform helping 5,000+ brands go global.

蓝色光标旗下的海外营销部门——服务 5000+ 品牌出海的一站式平台。

Year / 年份	2025	
Scope / 服务范围	Website · Illustration & Character IP	网站 • 插画与 IP 形象
Industry / 所属行业	Marketing / Ad Tech	营销 / 广告

PerforMad is the overseas marketing arm of BlueFocus, one of the largest marketing conglomerates in China. The scale is institutional: 5,000+ brands served, ¥16 billion in annual ad spend, 80% of China's top 50 enterprises going overseas running through their platform.

A company operating at that scale, in three markets and three languages, needs a web presence that matches its authority. What they had wasn't keeping pace with the business. PerforMad needed a website that could represent their services credibly to brand clients in China, globally, and across Southeast Asia — simultaneously.

亿帆出海是蓝色光标旗下的海外营销平台——中国最大的营销集团之一。体量是机构级的：服务 5000+ 品牌，年广告投放额 160 亿元人民币，中国 Top 50 企业中 80% 的出海业务经由其平台运转。

在这个体量上、跨越三个市场与三种语言运营的公司，需要与其权威地位相称的网络形象。而他们已有的网站，早已跟不上业务的节奏。亿帆出海需要一个能同时向中国、全球及东南亚品牌客户有力展示其服务的网站。

AIGC 营销解决方案

让 AI 成为你的全球化营销增长引擎

免费体验 AI 素材生成

Seelie

希灵 亲和可爱聪明

SEELIE PERFORMAD

设计思路

本次设计选取海豹为原型，海豹水陆双栖的特征，象征跨地域连接能力，隐喻平台以强大的跨地域连接力，助力企业无缝拓展全球市场，弥合文化差异

名字来源

英文名 Seelie，中文名希灵，寓意"远见之光"，用远见和希望，助力企业走向世界

外观设计

流线型身体，突出亲和力与灵活性
水陆双栖的造型，象征跨地域连接能力

叙事

Seelie 是一只活泼且善于交际的海豹，他在数字海洋中穿梭，将企业与多元化的国际受众连接在一起

Sticker Design

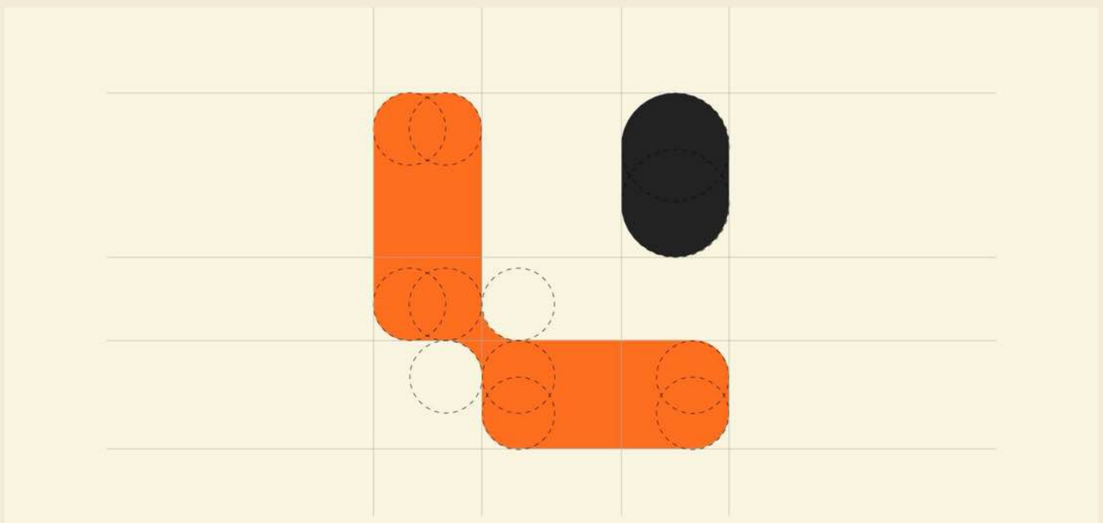
表情包设计

● PaddingLeft

Year / 年份	2024	
Scope / 服务范围	Brand Identity	品牌视觉
Industry / 所属行业	Culture / Fashion	文化 / 时尚

Engineer swag — fashion infused with the things only insiders know and are proud to wear.

程序员潮牌——把内行人懂得、值得骄傲的东西穿出来。



PaddingLeft is a software developer streetwear brand by Randy Lu — pendants, stickers, insider culture made wearable.

The things only we devs know and are proud of deserve to be worn.

PaddingLeft 是由 Randy Lu 创立的一个开发者潮牌。将吊坠、贴纸和程序员圈内文化做成可穿戴的产品。

把内行人懂得、值得骄傲的东西穿出来。

Zolplay Originals

佐玩原作

Every studio has a question it can't answer with client work alone: do we actually believe what we sell?

This chapter is our answer. These are the products we built because we wanted them to exist. No client brief. No retainer. No external deadline. Just ideas that kept showing up in conversations until we stopped ignoring them and started building. They're where we take the risks we ask our partners to take. Where we test whether our convictions about taste, craft, and soul hold up when we're the ones making the calls.

If the rest of this book is proof of partnership, this section is proof of principle. We don't just preach that design is the differentiator. We bet on it with our own time, our own money, and our own name on the product.

每个工作室都有一个靠客户项目回答不了的问题：你自己信不信你卖的那套东西？

这一章是我们的回答。这些产品是我们因为想让它们存在而做出来的。没有客户简报，没有月费合同，没有外部截止日期。只是那些在对话中反复出现的念头，直到我们不再忽视它们，开始动手。这里是我们承担风险的地方——那些我们要求合作伙伴去承担的风险。这里是我们检验自己关于品味、工艺和灵魂的信念，在我们自己做决定的时候还能不能站得住脚。

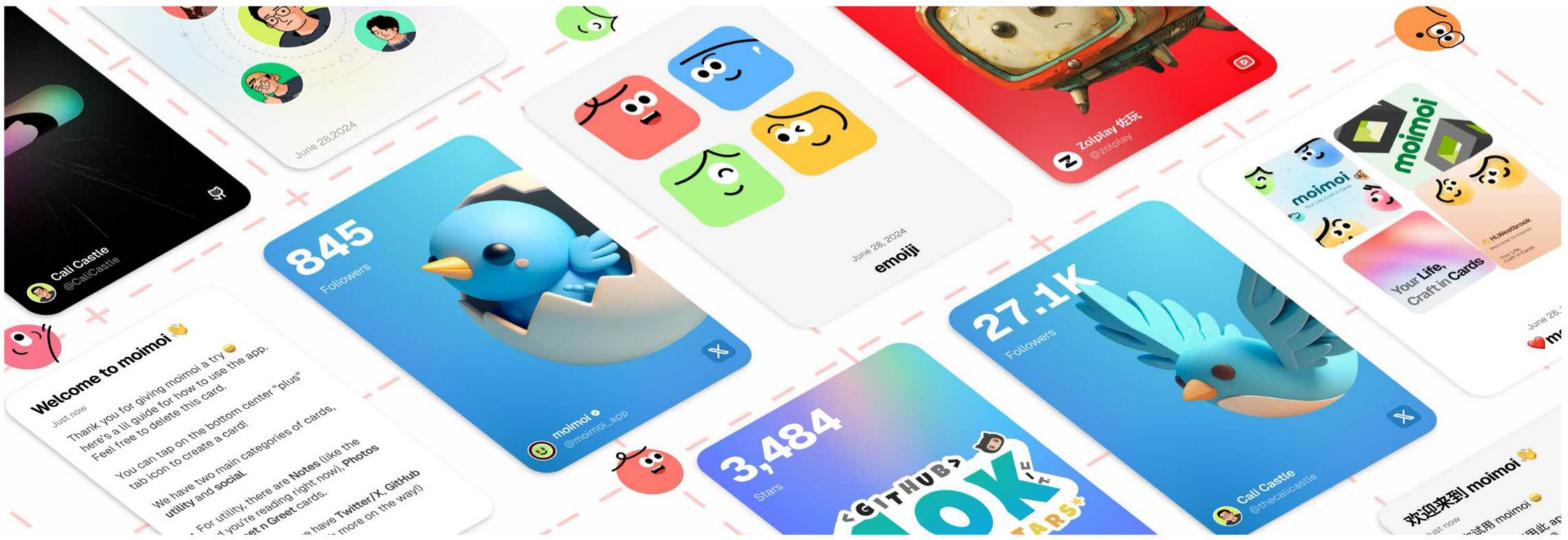
如果这本书的其他部分是合作的证明，这一章就是信念的证明。我们不只是嘴上说设计是差异化因素。我们用自己的时间、自己的钱、自己的名字，押在了上面。

● moimoi

Year / 年份	2023–2024	
Scope / 服务范围	Brand Identity · Character IP · iOS App	品牌视觉 • 角色 IP • iOS App
Industry / 所属行业	Consumer / Social	C 端 / 社交

Social identity app — aggregate your digital presence into one card, meet people nearby, share visual notes. From the French moi: me.

社交身份聚合应用——将你的数字足迹汇于一张名片，发现附近的人，分享视觉笔记。名字来自法语 moi：我。



Social profiles are scattered. You have a Twitter handle, a GitHub, a portfolio site, and none of them talk to each other. When you meet someone at a conference or a meetup, the exchange is clumsy: scan a QR code, follow on one platform, forget the rest. There was no product that treated your entire digital identity as a first-class design object. Something beautiful, portable, and yours.

We'd been thinking about this since 2023. As a studio that lives in the intersection of design and engineering, we kept running into the same friction at events and in our own community.

moimoi is the most personal product Zolplay has ever built, and the studio believes about design: that personal expression in digital spaces deserves more craft and character than it usually gets.

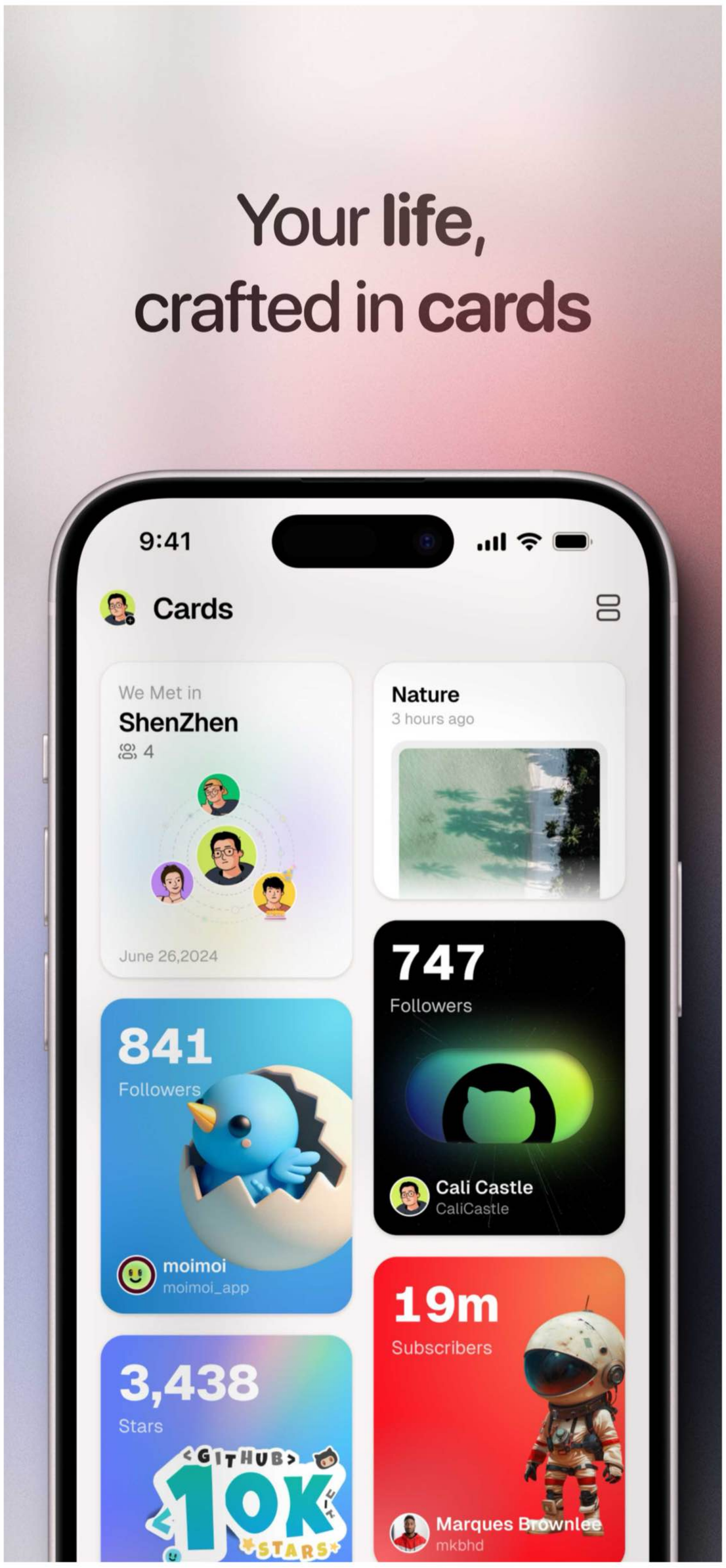
人们的社交档案四散各处。你有 Twitter 账号、GitHub、作品集网站，也许还有微博，但它们彼此割裂，互不相连。在会议或聚会上认识新朋友，交换联系方式总是一番笨拙的仪式：扫个二维码，在某个平台上互相关注，其余的就全忘了。没有任何产品，把你的整个数字身份当作一个一等设计对象来对待。一个既美观，又随身携带，真正属于你的名片产品。

2023 年起，我们就一直在思考这个问题。作为一个活在设计与工程交叉地带的工作室，在各种活动和自己的社区中，我们一次次踩进同样的坑。

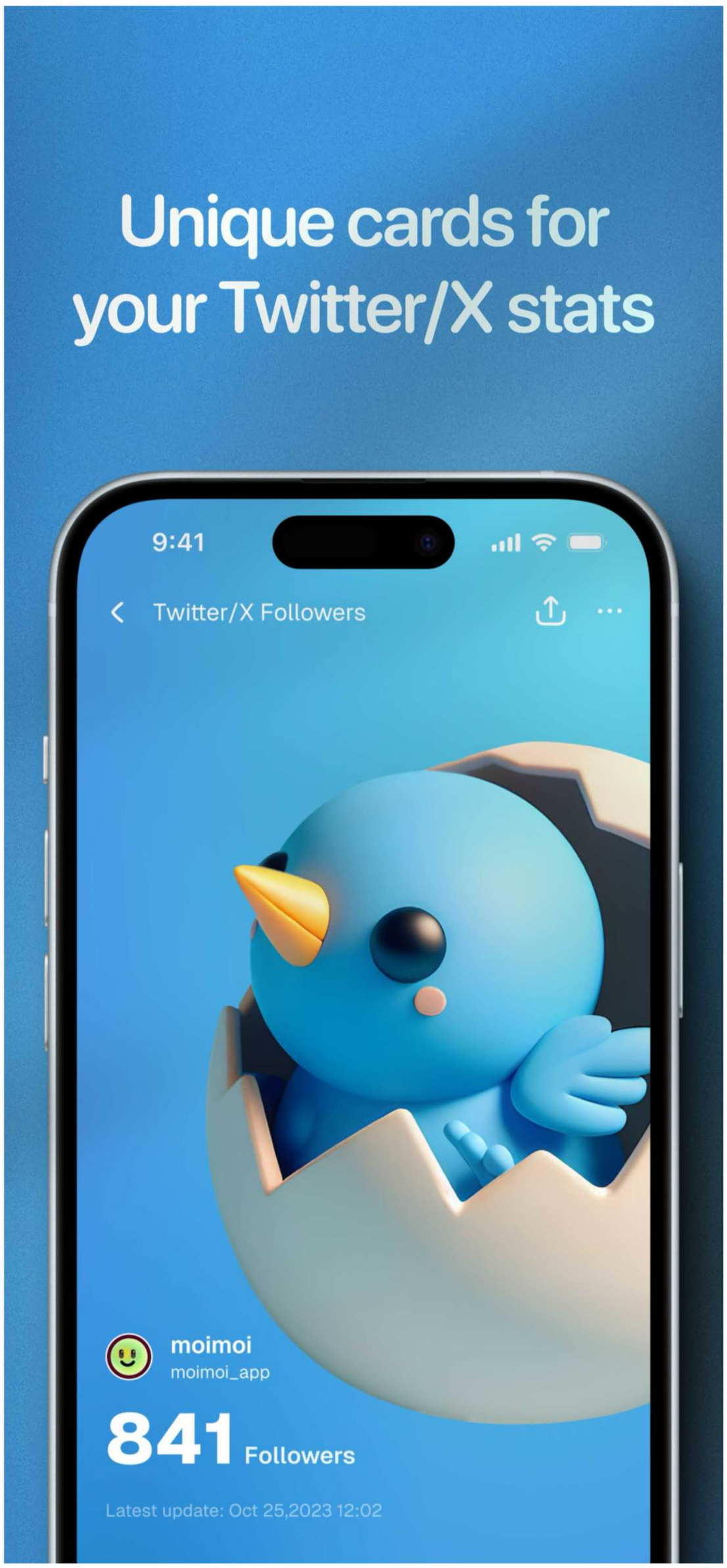
moimoi 是佐玩做的第一款原创产品，也是最接近真实表达我们设计信仰的那一个：个人在数字空间中的表达，理应拥有远比现在更多的匠心与个性。

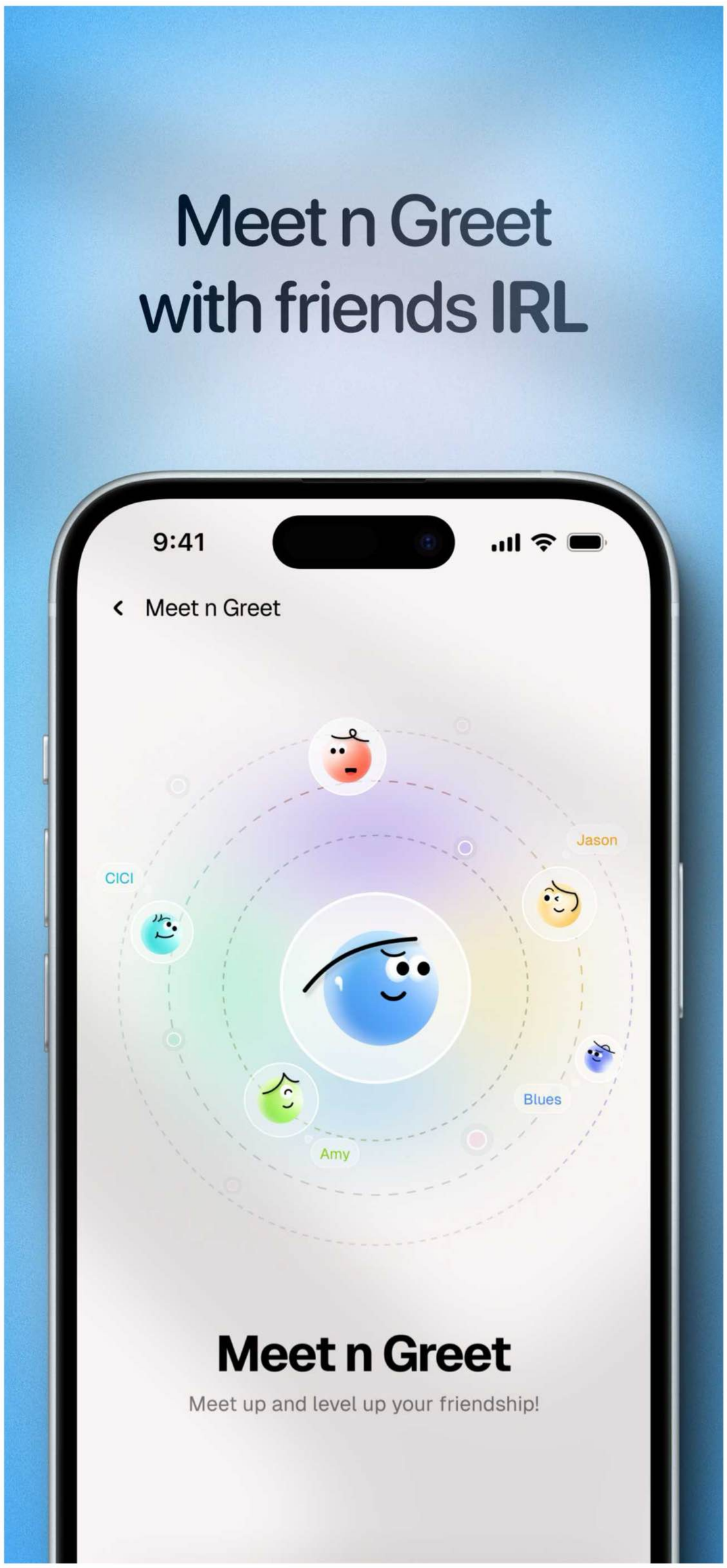
● moimoi

Start your
moimoi journey
9:41
moimoi
Hello~
Sign in to get started
Sign in with Apple
By continuing your agree to our Privacy Policy and Terms of Service


Your life,
crafted in cards
9:41
Cards
We Met in
ShenZhen
4
June 26,2024
Nature
3 hours ago
747
Followers
Cali Castle
CaliCastle
841
Followers
moimoi
moimoi_app
19m
Subscribers
3,438
Stars
GITHUB
10K
STARS
Marques Brownlee
mkbhd

● moimoi


Unique cards for your Twitter/X stats
9:41
Twitter/X Followers
moimoi
moimoi_app
841 Followers
Latest update: Oct 25,2023 12:02


Meet n Greet with friends IRL
9:41
Meet n Greet
Jason
CICI
Blues
Amy
Meet n Greet
Meet up and level up your friendship!

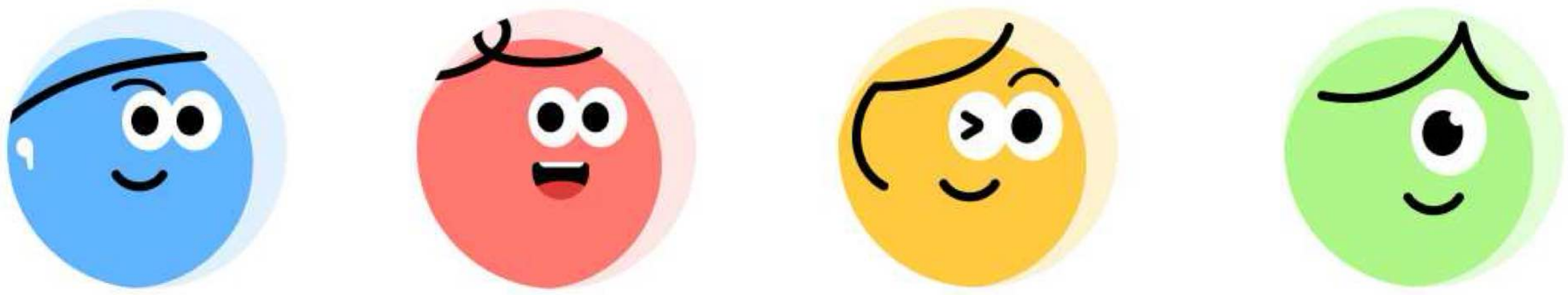
● moimoi

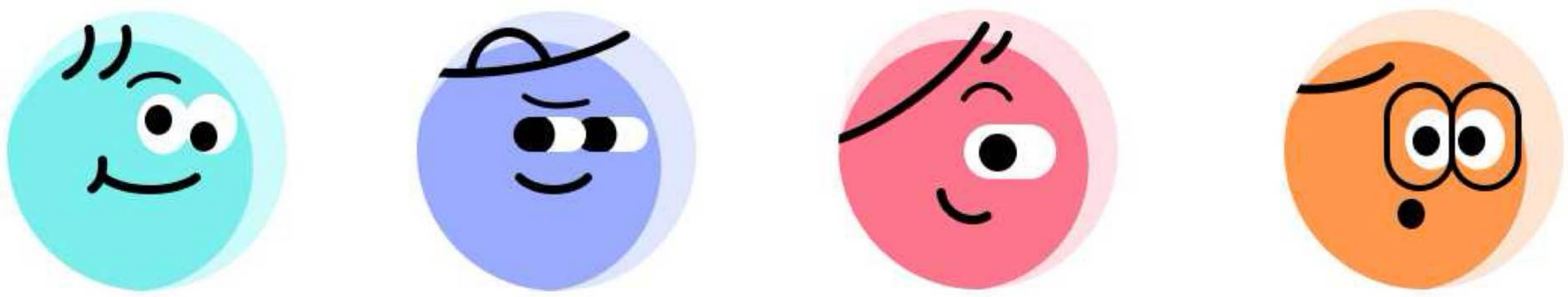
moimoi

Widgets

Bring new life to your home screen

➜ Your Life, Crafted in Cards



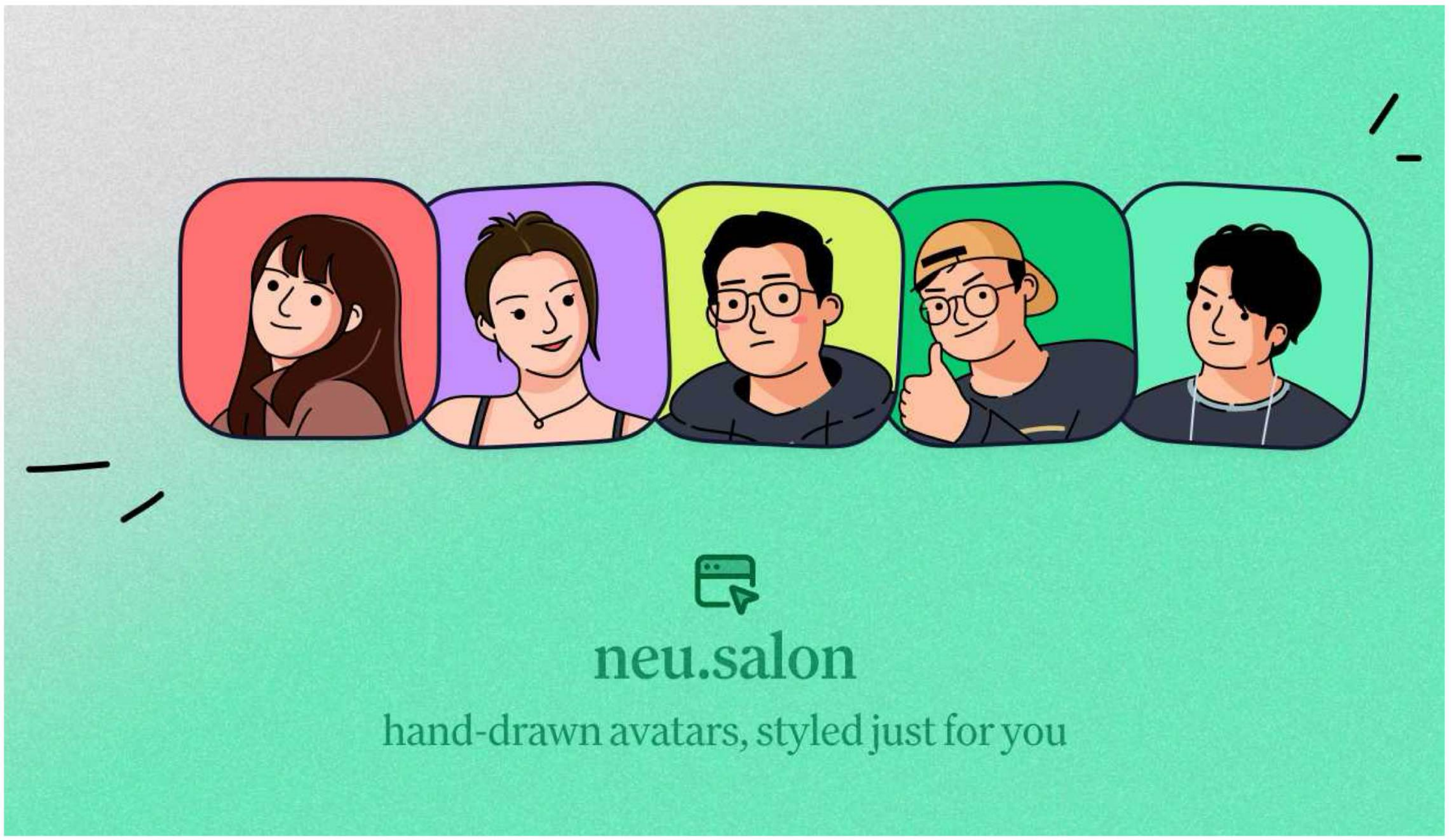


● neu.salon

Hand-drawn avatar portraits — every line by a human, no AI, no shortcuts. $59 per portrait.

手绘头像肖像——每一笔都出自人手，无 AI，不走捷径。每幅 $59。

Year / 年份	2024–2025	
Scope / 服务范围	Website · Product	网站 • 产品
Industry / 所属行业	Creative Services / Consumer	创意服务 / 消费产品



Around September 2024, AI-generated profile pictures were everywhere. Midjourney was peaking, and suddenly everyone's avatar looked like it came off the same assembly line. Flawless, soulless, interchangeable. The tech was impressive. The output wasn't.

Avatars are usually the first image someone associates with you online. They carry identity, personality, character. And yet people were handing that over to a model trained on everyone else's face.

For a design studio that believes in craft above all else, this was both a frustration and an opportunity.

2024 年 9 月前后，AI 生成头像已无处不在。Midjourney 正值巅峰，人人的头像看起来都像流水线产物，却没有灵魂，千人一面。技术令人叹服，产出则未必。

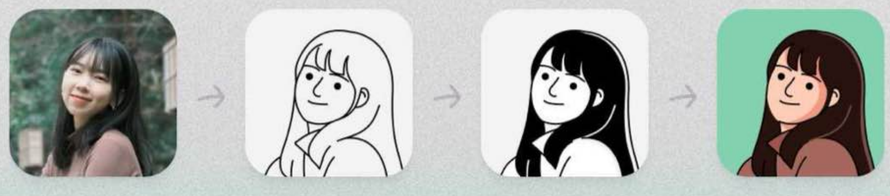
头像往往是别人在网上对你形成的第一印象，承载着身份、个性与气质。然而人们正在把这件事，交给一个用无数张陌生面孔训练出来的模型来完成。

对于一个将手艺奉为最高准则的设计工作室来说，这既是一种厌倦，也是一个机遇。

Cali Castle
@calicastle

neu.salon
hand-drawn avatars, styled just for you

Sonia
@thesonia33



neu.salon
hand-drawn avatars, styled just for you

Anthony Fu
@antfu7

neu.salon
hand-drawn avatars, styled just for you

Evan You
@youyuxi

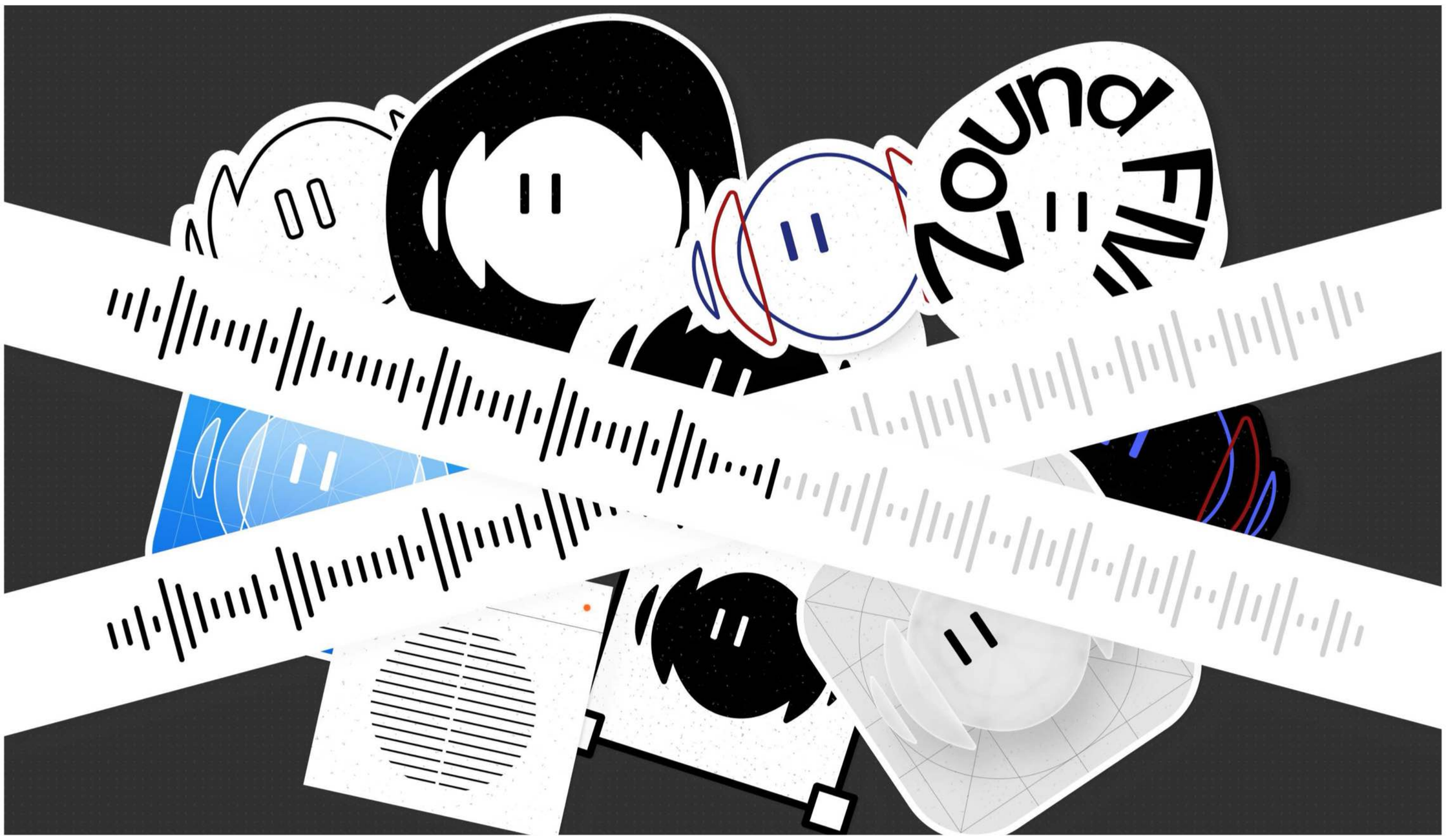
neu.salon
hand-drawn avatars, styled just for you

● Zound.fm

Your podcasts, reimagined. Your personal podcast curator that gets you.

播客体验，重新定义。你的个人播客 DJ——为你量身定制的 AI 播客编辑。

Year / 年份	2025	
Scope / 服务范围	Brand Identity · Website	品牌识别 • 网站
Industry / 所属行业	Consumer / Media / AI	C 端 / 媒体 / AI



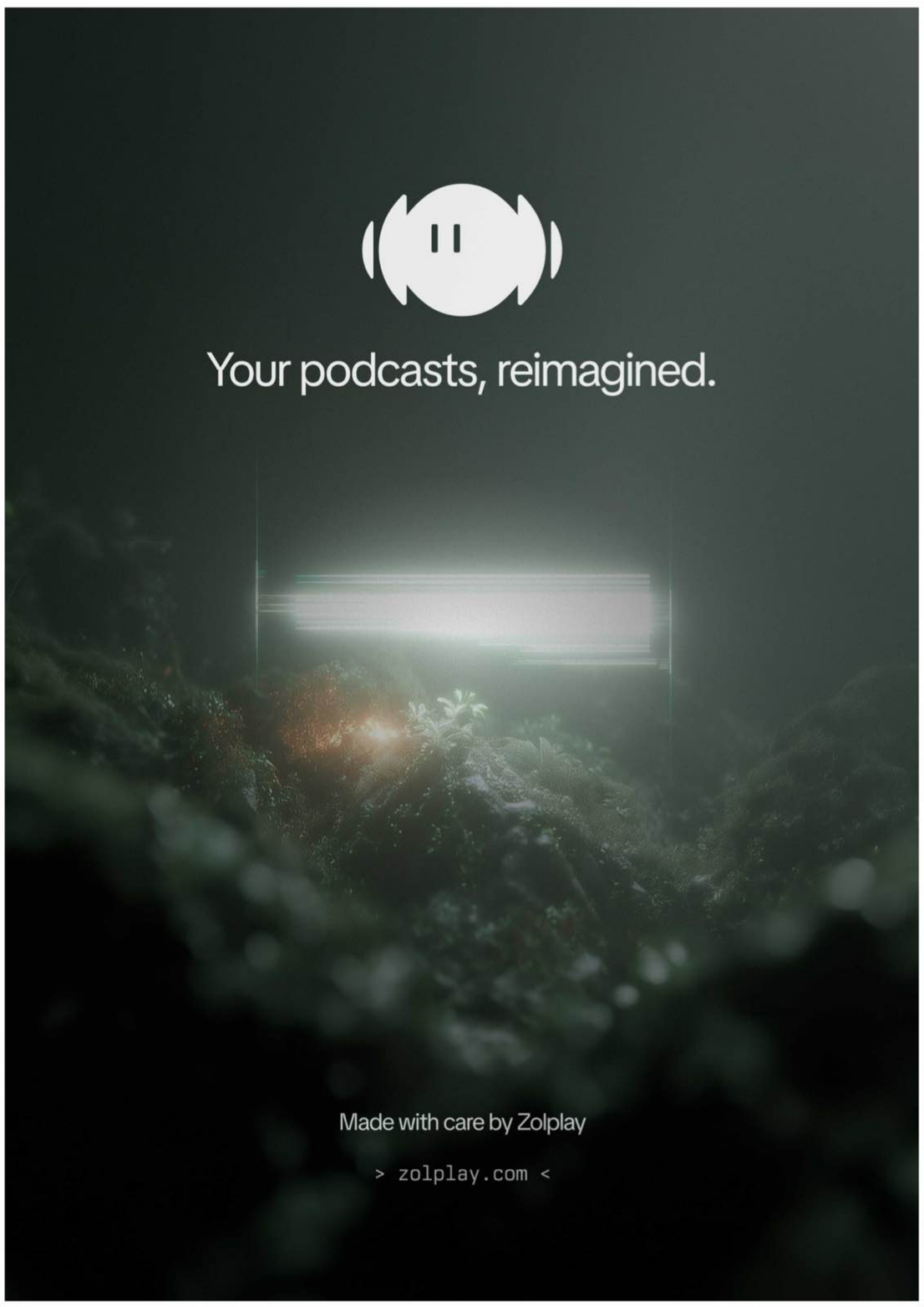
Every design studio eventually turns the lens on itself. Zound.fm started as a question we kept coming back to: Why do podcast apps still feel like music players wearing a different skin?

Podcasts changed how a generation learns, thinks, and connects. But the apps we use to listen haven't evolved in a decade. They're built around libraries and queues, borrowed mechanics from music streaming that were never designed for long-form conversation. Discovery is broken. Listeners drown in feeds they'll never finish, while missing the conversations that would actually matter to them.

每间设计工作室最终都会把镜头对准自己。Zound.fm 始于一个我们反复回到的问题：为什么播客应用到现在还像是换了一个壳的音乐播放器？

播客改变了一代人学习、思考和连接的方式。但我们用来收听的应用十年来几乎没有进化。它们围绕收藏库和播放队列构建，从音乐流媒体借来的机制，从未为长篇对话而设计。探索机制也不尽人意。听众淹没在永远听不完的订阅流里，却错过了那些真正对他们重要的对话。

● Zound.fm



Zound.fm didn't ship as a product. Not yet.

After AdventureX, the team made a deliberate call to deprioritize the MVP — shifting it from a formal project to a workshop-level initiative within Labs, driven by passion rather than resource allocation. The market moved fast.

Zound.fm may yet find its moment. The vision hasn't changed. But even as it sits, it stands as proof that when a studio builds for itself with the same standards it holds for others, the work speaks.

Zound.fm 还没有作为产品正式发布。至少目前还没有。

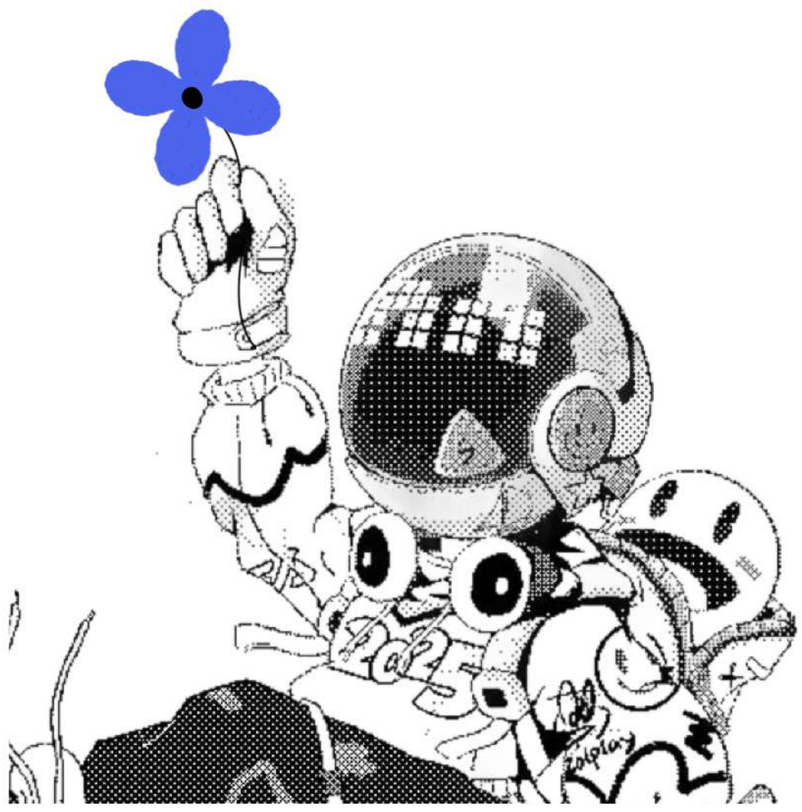
AdventureX 之后，团队做出了一个深思熟虑的决定：将 MVP 从正式项目降级为实验室内部的工作坊级项目，由热情而非资源分配来驱动。市场也变化很快。

Zound.fm 也许终会找到它的时刻。我们愿景没有变。但即使现在这样静静地放着，它也是一个证明：当一间工作室用对待他人的同等标准来为自己做产品时，作品自己会证明。

● Zolplay

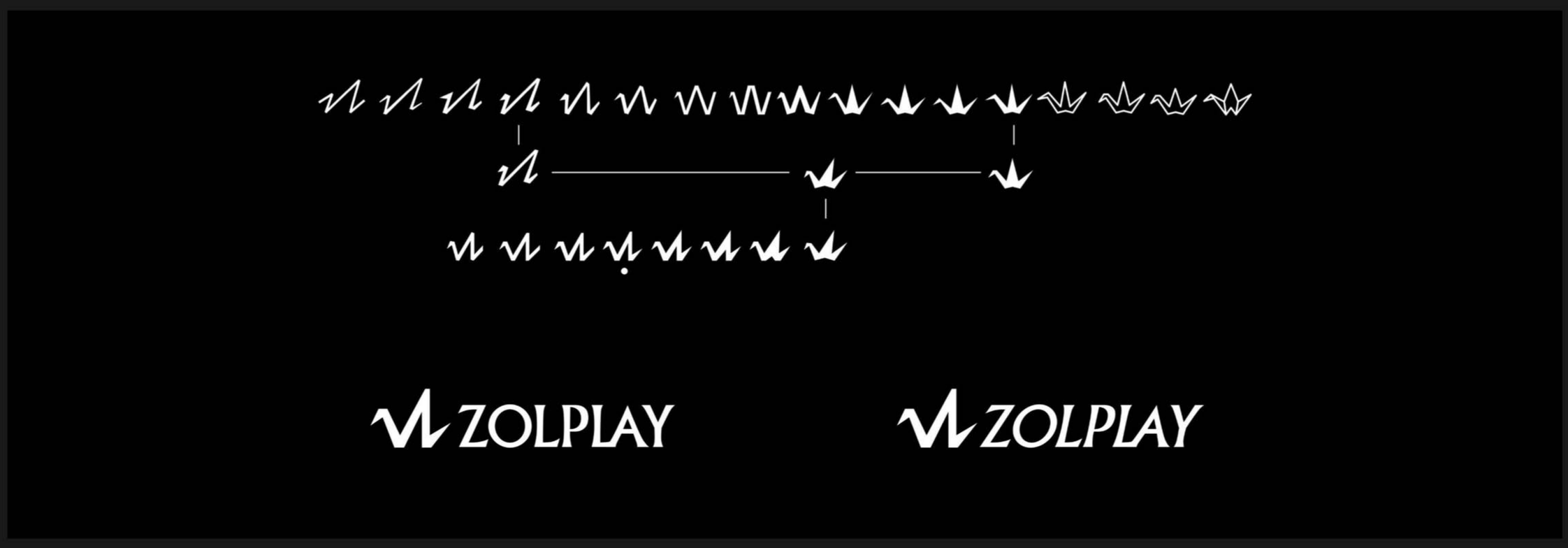
We create for fun.

为有趣而创造。



We create for fun.

为有趣而创造。



Taste is knowing what deserves to be made.
Craft is making it real.

Our internal branding iteration process for the new Zolplay “origami” logo.

佐玩为全新「千纸鹤」的 Logo 进行的内部品牌更新迭代过程。

● Zolplay

We create for fun.

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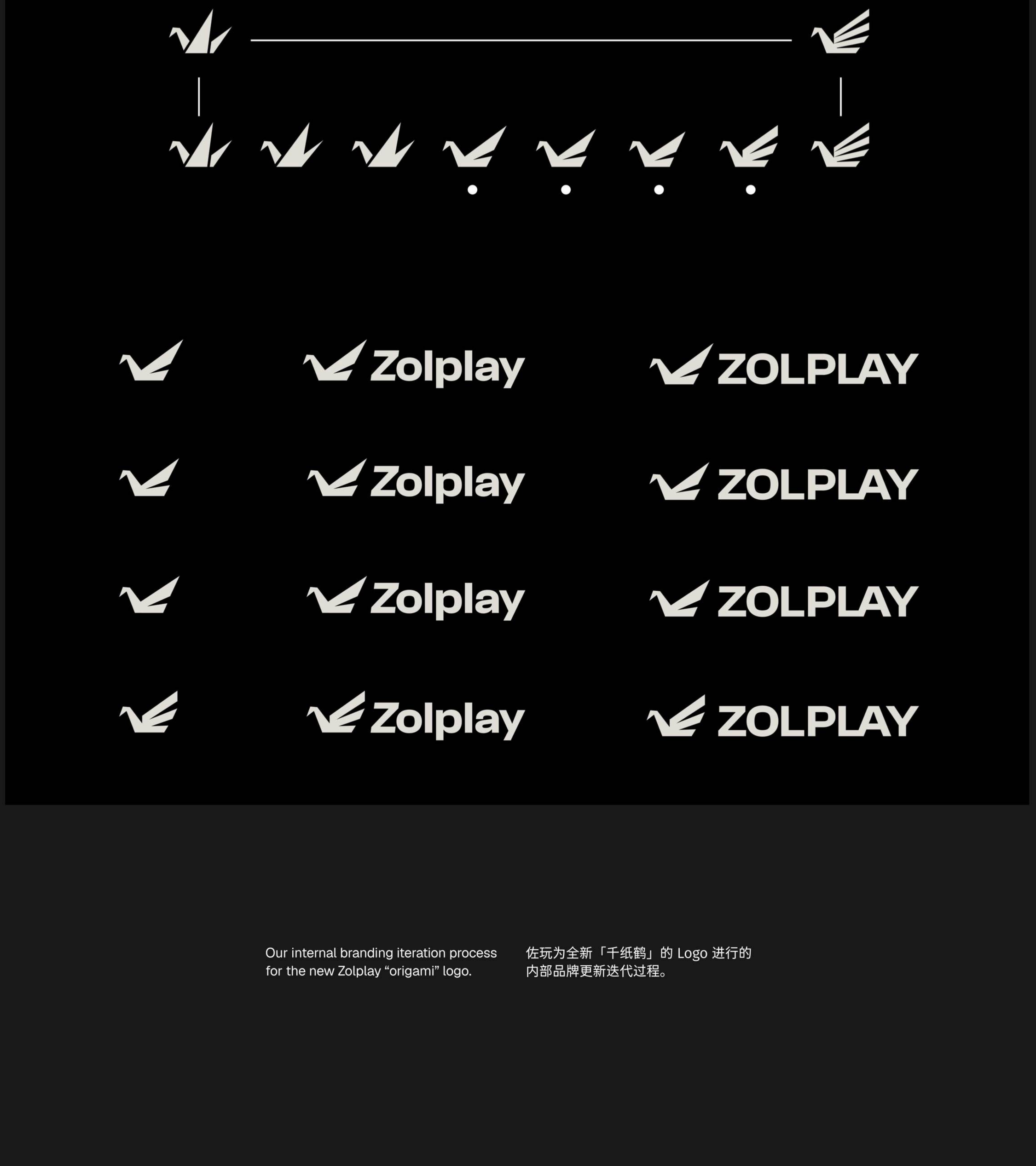

Our internal branding iteration process for the new Zolplay “origami” logo.

佐玩为全新「千纸鹤」的 Logo 进行的内部品牌更新迭代过程。

Soul

灵韵

Essay

随笔

What If We're Asking the Wrong Question?

我们会不会问错了问题?

There's a conversation happening everywhere right now. In studios. In startups. In group chats at 2 AM. It goes something like this: "Is design dead? Will AI replace us? Should we be scared?"

现在到处都在吵这件事。工作室里，推上，凌晨两点的群聊里。话题永远是那几个："设计已死！前端已死！""AI 会不会把我们替掉？""该焦虑了吧？"

I've heard it a hundred times. I've had it myself, sitting alone in our office in Shenzhen, staring at a model that just generated in twelve seconds what would've taken my team a week.

我听了不下一百遍。自己也想过，一个人坐在深圳的办公室里，盯着一个模型用十二秒生成了我们团队要花一周才能做完的东西。

But here's the thing. Those are the wrong questions. All of them.

但你知道吗，这些问题可能问错了。

The real question is simpler, and much harder: **now that everyone can make things, what's worth making?**

真正的问题更简单，也更难：**当所有人都能做东西了，什么东西才值得做?**

Think about what's actually happening right now.

你想想现在到底在发生什么。

A model can generate a logo in four seconds. A landing page in twelve. A brand identity by lunch. The output looks clean. The spacing is correct. The colors are harmonious. By every measurable standard, it's good.

模型四秒钟能生成一个 logo。十二秒一个落地页。午饭前一套品牌视觉。产出的东西看起来很干净，间距是对的，配色是和谐的。按任何可量化的标准，它都挺好的。

So why does it feel like nothing?

那为什么看着它什么感觉都没有?

I keep coming back to this. I've shown AI-generated designs to founders, to designers, to people who don't know the first thing about design. The reaction is almost always the same. They nod. They say "that's nice." And then they move on. They don't screenshot it. They don't send it to a friend. They don't feel anything.

我一直在想这件事。我把 AI 生成的设计给创始人看过，给设计师看过，给完全不懂设计的人看过。反应几乎一模一样：他们点点头，说"挺好的"，然后就划走了。不会截图，不会转给朋友，不会有任何情绪波动。

"正确"和"有意义"不是同一件事。从来都不是。只不过现在我们不得不面对这个差距了。

"Correct" and "meaningful" are not the same thing. They never were. We just didn't have to confront that gap until now.

So here's where it gets interesting. Here's the part nobody's talking about yet.

The studios and teams that figure out how to think with AI, not against it, not in spite of it, will build things we haven't imagined yet. Faster than ever. With fewer constraints. At a level of craft that was previously impossible for teams this size.

What becomes possible when you remove the bottleneck of production and the only thing left is judgment?

I think the answer is: everything gets harder. And better.

Harder because you can't hide behind process anymore. You can't blame the timeline. You can't blame the tooling. You can't blame the budget. The excuses evaporated. If it shipped and it's mediocre, that was a choice. Your choice. You had the tools to make it great and you chose not to. That's a new kind of accountability, and most teams aren't ready for it.

Better because the teams who actually have something to say, a point of view, a standard, a reason for existing beyond "we can build it," those teams are about to have superpowers.

接下来才是真正有意思的部分。也是目前还没什么人在聊的部分。

那些搞明白怎么跟 AI 一起思考，而不是对抗它、也不是无视它的工作室和团队，会做出我们现在想都想不到的东西。比以前更快，限制更少，而且手艺水准是以前这个体量的团队根本不可能达到的。

我在我们自己的工作里已经看到了。以前要做八周的项目，现在四周就完成了。不是因为偷工减料，而是因为以前吃时间的那些环节（开文件、出素材、试方向）被解决了。剩下的只有思考、决策、品味。

当你把生产的瓶颈移除了，剩下的只有判断力，会发生什么？

我觉得答案是：一切变得更难了。也更好了。

更难是因为你没有借口了。不能怪时间不够，不能怪工具不行，不能怪预算紧张。借口蒸发了。如果一个东西上线了但很平庸，那是你的选择。你手里有做出好东西的全部工具，你选择了不用。这是一种全新的责任感，大多数团队还没准备好。

更好是因为那些真正有话要说的团队，有自己的审美标准、有存在的理由、不只是"我们能做"的团队，即将拥有超能力。"还行"和"一眼就认出来"之间的差距，正在变成一条鸿沟。站在正确那一边的人，是那些在所有人都在追求速度的时候，选择投资品味的人。

The gap between "good enough" and "unmistakable" is about to become a canyon. And the teams on the right side of it will be the ones who invested in taste when everyone else was investing in speed.

I don't know what design looks like in five years. Nobody does. Anyone who tells you otherwise is selling a course.

That's what this book is. Not a portfolio. Not a manifesto. A snapshot of a studio in motion, in the middle of the biggest shift our industry has ever seen. Figuring it out in real time. Getting some things right. Getting some things wrong. Caring about every single one of them.

The tools change. The taste stays.

What are you going to make with yours?

五年后的设计长什么样，我不知道。没有人知道。谁要是说他知道，那他一定在卖课。

这本书不是作品集，不是宣言。是一个工作室在运转中的真实写照，在我们这个行业经历过的最大变革中间。实时摸索。有些做对了，有些做错了。每一个都认真对待。

工具会变。品味不会。

你打算用你的品味做些什么？

Get in Touch

联系我们

Great work starts with a conversation.

好的作品从一次对话开始。

Whether you're shaping an idea or reshaping a product, we'd love to hear what you're building.

不管你是在打磨一个什么想法，还是在重新设计一个产品，我们都很想听听你在做什么。

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