

EQUITY RESEARCH UPDATED 07/11/2025

Midjourney

TEAM

Jan-Erik Asplund Marcelo Ballve
Co-Founder Head of Research
jan@sacra.com marcelo@sacra.com

DISCLAIMERS

This report is for information purposes only and is not to be used or considered as an offer or the solicitation of an offer to sell or to buy or subscribe for securities or other financial instruments. Nothing in this report constitutes investment, legal, accounting or tax advice or a representation that any investment or strategy is suitable or appropriate to your individual circumstances or otherwise constitutes a personal trade recommendation to you.

This research report has been prepared solely by Sacra and should not be considered a product of any person or entity that makes such report available, if any.

Information and opinions presented in the sections of the report were obtained or derived from sources Sacra believes are reliable, but Sacra makes no representation as to their accuracy or completeness. Past performance should not be taken as an indication or guarantee of future performance, and no representation or warranty, express or implied, is made regarding future performance. Information, opinions and estimates contained in this report reflect a determination at its original date of publication by Sacra and are subject to change without notice.

Sacra accepts no liability for loss arising from the use of the material presented in this report, except that this exclusion of liability does not apply to the extent that liability arises under specific statutes or regulations applicable to Sacra. Sacra may have issued, and may in the future issue, other reports that are inconsistent with, and reach different conclusions from, the information presented in this report. Those reports reflect different assumptions, views and analytical methods of the analysts who prepared them and Sacra is under no obligation to ensure that such other reports are brought to the attention of any recipient of this report.

All rights reserved. All material presented in this report, unless specifically indicated otherwise is under copyright to Sacra. Sacra reserves any and all intellectual property rights in the report. All trademarks, service marks and logos used in this report are trademarks or service marks or registered trademarks or service marks of Sacra. Any modification, copying, displaying, distributing, transmitting, publishing, licensing, creating derivative works from, or selling any report is strictly prohibited. None of the material, nor its content, nor any copy of it, may be altered in any way, transmitted to, copied or distributed to any other party, without the prior express written permission of Sacra. Any unauthorized duplication, redistribution or disclosure of this report will result in prosecution.

www.sacra.com



Midjourney

Visit Website

Al image generation tool for creating visuals from text prompts via web or Discord

#ai-models #ai

REVENUE FUNDING \$200,000,000 \$50,000,000

<u>2023</u> <u>2025</u>

Details

HEADQUARTERS

San Francisco, CA

CEO

David Holz

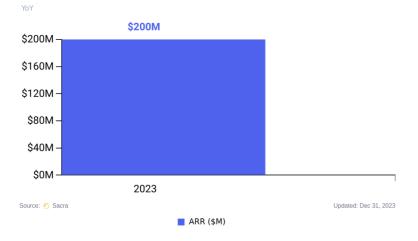




Revenue



\$200.0M



Sacra estimates that Midjourney hit \$200 million in annual recurring revenue (ARR) as of 2023.

With an estimated 21 million Discord community members and a blended average monthly subscription price of around \$30 across all tiers, Midjourney likely maintains approximately 1.4 million paying subscribers. The company's subscription-only model has proven remarkably effective, with users distributed across Basic (\$10/month), Standard (\$30/month), Pro (\$60/month), and Mega (\$120/month) tiers based on GPU usage and feature access.

Valuation

Midjourney has not raised external funding and remains completely self-funded since its founding in 2021. The company operates with approximately 40-45 employees and has built its \$200M+ ARR business entirely through organic growth and reinvested profits.

Founder David Holz has maintained the company's independence by rejecting venture capital, allowing Midjourney to operate without external investor pressure or dilution. This approach has enabled the company to focus on product development and user experience rather than growth metrics typically demanded by venture investors.

Midjourney is a cloud-based Al image generation platform that transforms text prompts and reference images into high-quality visual content. Users can access the service through two primary interfaces: the original Discord bot using the /imagine command, or a comprehensive web application launched in August 2024 that provides a Canva-style dashboard experience.

The platform operates on a continuous model improvement cycle, with the current V6.1 serving as the default generation engine while V7 enters public testing. Each model version represents a complete neural network retrain optimized for better image coherence, text rendering accuracy, and generation speed. Users can generate images at 1024×1024 resolution by default, with support for custom aspect ratios including 16:9 and other formats.

The editing suite includes upscaling options, zoom-out functionality, panning controls, and in-painting through the Vary Region feature. A key differentiator is the personalization system introduced in V6.1, which creates individual style profiles that subtly train private sub-models based on user preferences and can be recalled for consistent styling across future generations.

Midjourney's newest addition is video generation through their V1 video model, launched in June 2025. Users can upload static images and generate four different five-second video variations, with the ability to extend clips up to 21 seconds. The video system includes motion controls and text-described camera movements, expanding the platform beyond static imagery.

The workflow typically involves users entering descriptive prompts, receiving four thumbnail variations within 30 seconds, then selecting preferred options for upscaling or further refinement. The platform offers both Fast mode for immediate processing and Relax mode for unlimited usage on higher-tier subscriptions, with all generated content stored in user galleries for future reference and iteration.

Business Model

Midjourney operates a B2C subscription model with tiered pricing based on GPU usage and feature access. The company monetizes through monthly and annual subscriptions rather than per-image pricing, allowing users predictable costs while Midjourney captures value from heavy usage patterns.

The four-tier structure ranges from Basic (\$10/month) for casual users to Mega (\$120/month) for professional creators, with each tier providing different amounts of Fast generation time and Relax mode access. This usage-based tiering allows Midjourney to serve both hobbyists and professional designers while maximizing revenue from power users who generate hundreds of images monthly.



The company's cost structure centers on GPU compute expenses for running inference on their proprietary models, balanced against subscription revenue. Unlike traditional SaaS companies with primarily software costs, Midjourney must continuously invest in computational infrastructure to serve generation requests, making their margin profile more similar to cloud computing providers.

Midjourney's self-funded approach creates a unique competitive advantage by eliminating the pressure to rapidly scale or pursue aggressive customer acquisition. This allows the company to focus on product quality and user experience rather than growth metrics, resulting in high customer satisfaction and organic word-of-mouth growth.

The platform's viral nature within creative communities creates a self-reinforcing flywheel where impressive generated images shared on social media drive new user acquisition. This organic growth model reduces customer acquisition costs while building a passionate user base willing to pay premium prices for advanced features.

Competition

Vertically integrated incumbents

Adobe Firefly leverages deep integration with Creative Cloud applications, allowing users to generate images directly within Photoshop and Illustrator workflows. This native integration provides significant workflow advantages over Midjourney's standalone approach, particularly for professional designers already embedded in Adobe's ecosystem. Adobe's enterprise positioning includes IP indemnification promises, addressing corporate concerns about copyright liability that Midjourney hasn't fully resolved.

Microsoft's integration of DALL-E 3 through Bing Image Creator and ChatGPT Plus creates massive distribution advantages, reaching users who might never discover Midjourney independently. The combination with GPT-4 for prompt engineering and Azure's enterprise compliance features positions Microsoft strongly in corporate markets where Midjourney currently has limited penetration.

Open source alternatives

Stable Diffusion and its ecosystem of tools like Automatic1111 and ComfyUI provide free alternatives that technically sophisticated users can run locally. While these require more technical expertise, they offer unlimited generation without subscription costs and complete control over model training and customization. This creates pricing pressure on Midjourney's lower tiers and appeals to users concerned about content policies or data privacy.

Leonardo AI, Ideogram, and Playground have built user-friendly interfaces around open source models, combining ease of use with lower costs than Midjourney's premium tiers. These platforms often offer freemium models with generous free credits, making them attractive alternatives for price-sensitive users or those with occasional generation needs.

Bundled creative platforms

Canva's Magic Media reaches over 180 million monthly active users through its design platform, providing 500 free Al-generated images monthly. This integration threatens Midjourney's position in social media and marketing design, where users may prefer staying within a single platform rather than switching between tools. The bundled approach reduces friction and provides immediate utility within existing creative workflows.

TAM Expansion

New product categories

Video generation represents Midjourney's most significant TAM expansion opportunity, addressing a market estimated at \$26 billion by 2027. The company's V1 video model provides a foundation for competing with specialized video AI platforms while leveraging their existing user base and brand recognition. Future development of real-time generation and batch processing modes could capture additional use cases in rapid prototyping and bulk content creation.

3D object generation and hardware development represent longer-term expansion vectors that could significantly increase addressable market size. By moving into three-dimensional asset creation, Midjourney could serve game development studios, architectural visualization firms, and product design teams currently underserved by 2D image generation tools.

Customer base expansion

The standalone web application removes Discord's learning curve barrier that previously limited adoption among mainstream creative professionals and marketing teams. This interface expansion opens Midjourney to small business owners, social media managers, and corporate marketing departments who found the Discord-based workflow intimidating or unprofessional.

Enterprise licensing and API access represent substantial revenue opportunities as companies seek to integrate AI generation into their workflows. While Midjourney currently lacks official enterprise features, growing demand for brand-safe AI tools creates room for premium tiers with enhanced compliance, custom model training, and dedicated support.

Geographic expansion

European market expansion requires navigating the EU AI Act's transparency and copyright disclosure requirements by August 2025. Early investment in compliance infrastructure could provide competitive advantages as US rivals may pause European operations rather than meet regulatory requirements. The 450 million person EU market represents significant untapped revenue potential.

Local language optimization and region-specific style training could unlock Asian and Latin American markets where English-centric prompting creates barriers to adoption. Cultural customization of generated imagery styles could differentiate Midjourney from competitors focused primarily on Western aesthetic preferences.

Risks

Copyright liability: Midjourney faces ongoing legal challenges from artists claiming the platform was trained on copyrighted works without permission. These lawsuits could result in significant financial damages, force changes to training data practices, or require expensive licensing agreements that would impact the company's cost structure and competitive positioning.

Compute cost inflation: The company's business model depends heavily on GPU availability and pricing, making it vulnerable to supply constraints or cost increases in cloud computing infrastructure. Competition from larger Al companies for limited GPU resources could drive up operational costs faster than Midjourney can raise subscription prices.

Model commoditization: As open source alternatives like Stable Diffusion continue improving and major tech companies integrate AI generation into existing platforms, Midjourney's premium positioning could erode. The company must continuously innovate to justify subscription costs as generation quality becomes commoditized across the industry.

DISCLAIMERS

This report is for information purposes only and is not to be used or considered as an offer or the solicitation of an offer to sell or to buy or subscribe for securities or other financial instruments. Nothing in this report constitutes investment, legal, accounting or tax advice or a representation that any investment or strategy is suitable or appropriate to your individual circumstances or otherwise constitutes a personal trade recommendation to you.

This research report has been prepared solely by Sacra and should not be considered a product of any person or entity that makes such report available, if any.

Information and opinions presented in the sections of the report were obtained or derived from sources Sacra believes are reliable, but Sacra makes no representation as to their accuracy or completeness. Past performance should not be taken as an indication or guarantee of future performance, and no representation or warranty, express or implied, is made regarding future performance. Information, opinions and estimates contained in this report reflect a determination at its original date of publication by Sacra and are subject to change without notice.

Sacra accepts no liability for loss arising from the use of the material presented in this report, except that this exclusion of liability does not apply to the extent that liability arises under specific statutes or regulations applicable to Sacra. Sacra may have issued, and may in the future issue, other reports that are inconsistent with, and reach different conclusions from, the information presented in this report. Those reports reflect different assumptions, views and analytical methods of the analysts who prepared them and Sacra is under no obligation to ensure that such other reports are brought to the attention of any recipient of this report.

All rights reserved. All material presented in this report, unless specifically indicated otherwise is under copyright to Sacra. Sacra reserves any and all intellectual property rights in the report. All trademarks, service marks and logos used in this report are trademarks or service marks or registered trademarks or service marks of Sacra. Any modification, copying, displaying, distributing, transmitting, publishing, licensing, creating derivative works from, or selling any report is strictly prohibited. None of the material, nor its content, nor any copy of it, may be altered in any way, transmitted to, copied or distributed to any other party, without the prior express written permission of Sacra. Any unauthorized duplication, redistribution or disclosure of this report will result in prosecution.

Published on Jul 11th, 2025