

META
actors



EYESCREAM STUDIO
Business Introduction

아이스크림스튜디오(주)

We Make Eyes Screaming

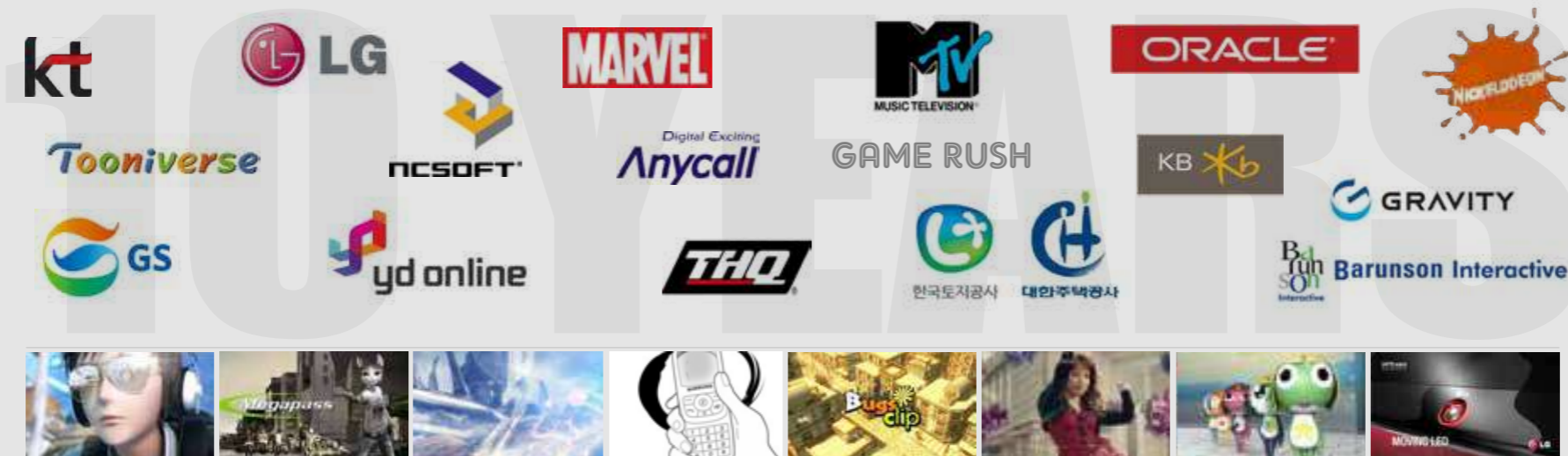
The eyes are amused, the mind is moved

EYESCREAM Studio composed of artists who have accumulated skills and expressive power through high-end CGI industry such as TV commercials

It was established in 2012 to plan/develop/produce original creative content IP specializing in visual fun and visual completeness

EYESCREAM
S T U D I O

High-end CGI work for a wide range of domestic and foreign clients, high quality and high production efficiency based on rich overseas collaboration experience



Organization

With the quality-led development team as the main focused
Original IP Production
 Supervisor group

- The highest quality level in Korean animation industry
- Toward Supervisor Growth for All Employees
- In the Production Process a labor-intensive sector Detach / Sourcing
- Globalized Pipeline
- Long term partnerships with partners, high efficiency



Gwangju Head Office, Seoul Office

A representative IP



15+ languages, 40+ countries, 140+ channels exported/released

First place in the ratings for EBS Children's Program, when every new season released
(Nielsen Research)



2013 Season1 Winner of Minister of Culture Award
2013 Season1 Commendation of Mayor of Gwangju City

2015 Season2 YMCA Award for Best Broadcasting Award
2015 Season2 Culture Minister Awarded Korea Content Awards



공동제작 : EBS  감수: 서울대공원  Hanulha aqua planet 

Licensing



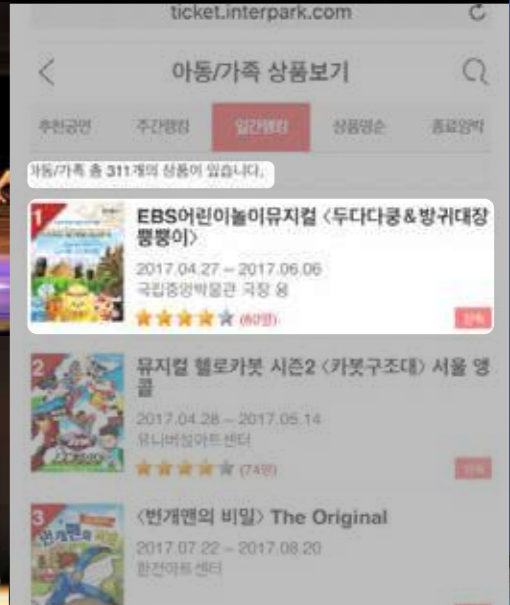
More than
80 manufacturers,
400 items
Kor,Chn,Rus



Musical



1st place for children's musical



Franchise cafe



<해피 피크닉> 교육센터

In-Door Theme Park



Dome Ride Film

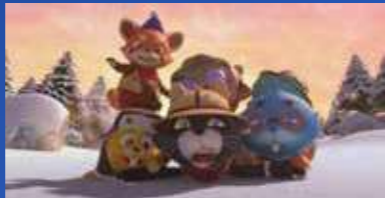


TV Series

A representative steady seller animation of EBS

The story of moles, adventurers, and unique animal friends making together while enjoying camping and adventure

시즌3
두다다쿵
신기한 동물 탐험



Also Available



두다다쿵 시즌 1 TV시리즈
11min * 26episodes
Season 1 (2013), 문화부장관상 수상



두다다쿵 시즌 2 TV시리즈
11min * 26episodes
Season 2 (2015), 문화부장관상 수상



두다다쿵 라이드 액션 4D체험형 필름
8 min * 3 episodes
(2017) 중국 50여개 전용 상영관에서 상영

Feature Animation

Target • Family, Children
Genre • Adventure
RunningTime • 80min.
Sound Format • 5.1ch Surround
Screen Ratio • 2.35 : 1 Anamorphic Screen Ratio
Language • Korean, English
Releasing Year • 2023

An exciting adventure to find mother Island Huhu !

두다다쿵 후후섬의 비밀

극장판

EYESCREAM
ANIMATION STUDIO

Upcoming Animation pilot Ep in production

The Day I die

The Disaster Survival of an Outcast High School Student Who Decided to Suicide

자살을 결심했던 왕따 고등학생의 재난 생존기

내가 죽는 날

Target 15+/OTT Platform Original Animation Series

Season 1 20 mins x 9 / Disaster Survival

EYESCREAM
ANIMATION STUDIO



Upcoming Animation pilot Ep in production

Title	Seoul Palace
Genre	a comic sitcom
Format	OTT original 26 X 5min
Target	age 20~30 / all ages

재개발을 앞둔 아파트의 다양한 주민들이 벌이는 좌충우돌 생활밀착 코믹 시트콤
Comic sitcom with a variety of residents in old apartments about to be redeveloped

서울 패밀리

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Global Project Supervising

An animation series with the largest volume in Korea
Rainbow Ruby Season 2

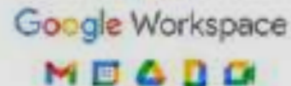
Korea/Canada/China Co-Production



Production period 2017–2019

Director of the entire production at the EYESCREAM STUDIO,
participating as a supervisor for each part as well

- Look Development
- Full Asset Production
- Produce 2 Episode as reference
- Main production education/confirmation/management in China



Virtual Actor



Digital Actor Library System

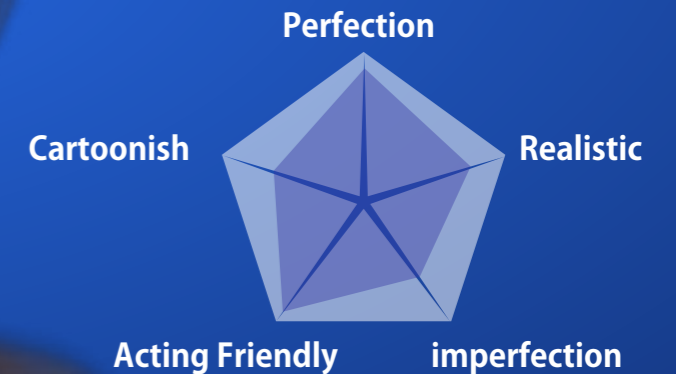
META
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EYESCREAM
STUDIO

Development Concept of MetaActors

Digital Actor Library System
META
actors

Design Parameter



High Compatibility – Responding to traditional industries and a variety of transmedia –

In addition to traditional 3D tools such as Maya, compatibility with real-time engines such as Unreal and Unity, and flexible use for a variety of traditional and transmedia. A Mixed Structure of Riggings and Blend Shapes Optimized for Motion Capture

Design Concept

- Rememberable face
- Avoid competition with humans through human attraction
- Building Identity by original story

Maximum Quality in industrial standards / telework friendly production

A mesh structure that considers subdivisions other than 4K to 8K textures allows selective adjustment from top-level movie quality to low-spec game quality
Building a production system optimized for division of labor/telework with a library structure that can reduce production costs and efficient quality control

Efficiency of the MetaActors Library

Focus development on original elements and other assets on the market to build libraries to maximize content creation efficiency

R&D development, resource creation, and Libraryization from 2019
 Currently, about 100 actors (characters) and over 100,000 Costumes/praps/backgrounds/FX
 have been produced/purchased Libraryization more than 2,000 expression and pose libraries



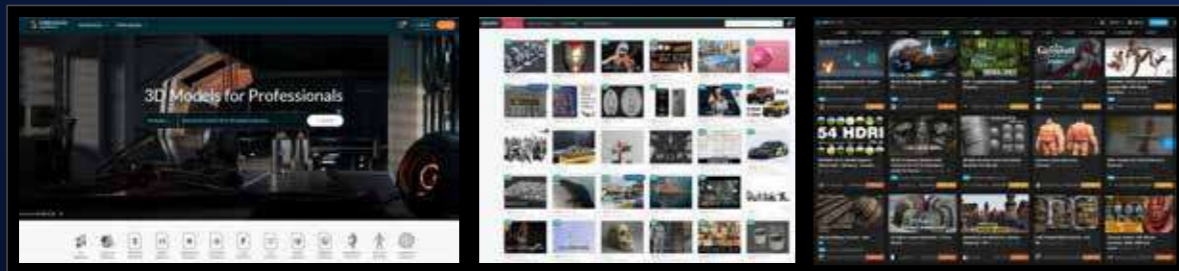
- Character
- BG / Prop
- Pose / Expression
- Aging / Racial
- Clothing
- Hairs
- Fx Sets
- Textures
- Light Sets
- Render Sets



- Development focus on 10% original elements
- 90% universal assets are purchased/processed on the market

Modifying

Turbosquid, CGTrader, ArtStation, etc...



LAYOUT

Select/Adjust from Library

- Positioning
- Acting pose
- Facial Expression

LIGHTING

Select/Adjust from Library

- HDRI mapping
- Lighting
- Wearable lights

RENDERING

Select/Adjust from Library

- Depth of field
- Compositing



ADVANCED GRAPHIC NOVEL contents production process example

| Tone & Manner

***More than 100 accumulated characters,
an average of 4 characters are created and selected every month***

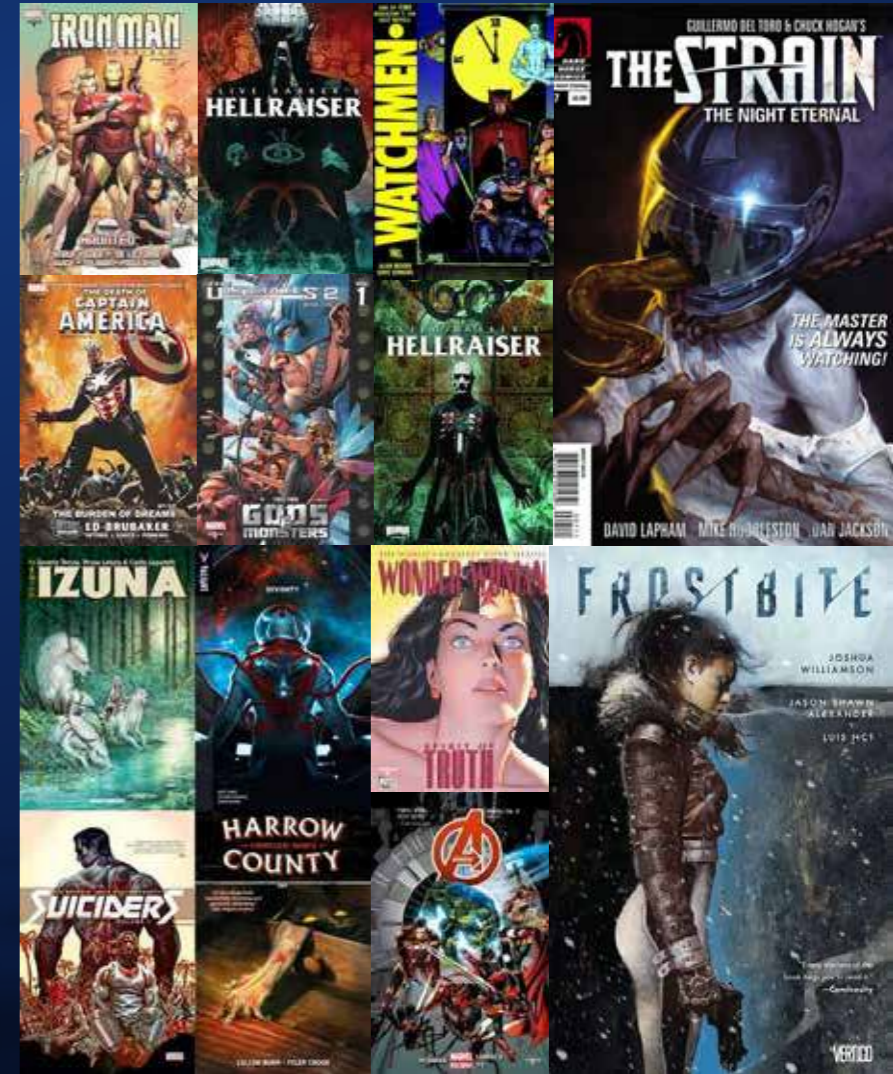
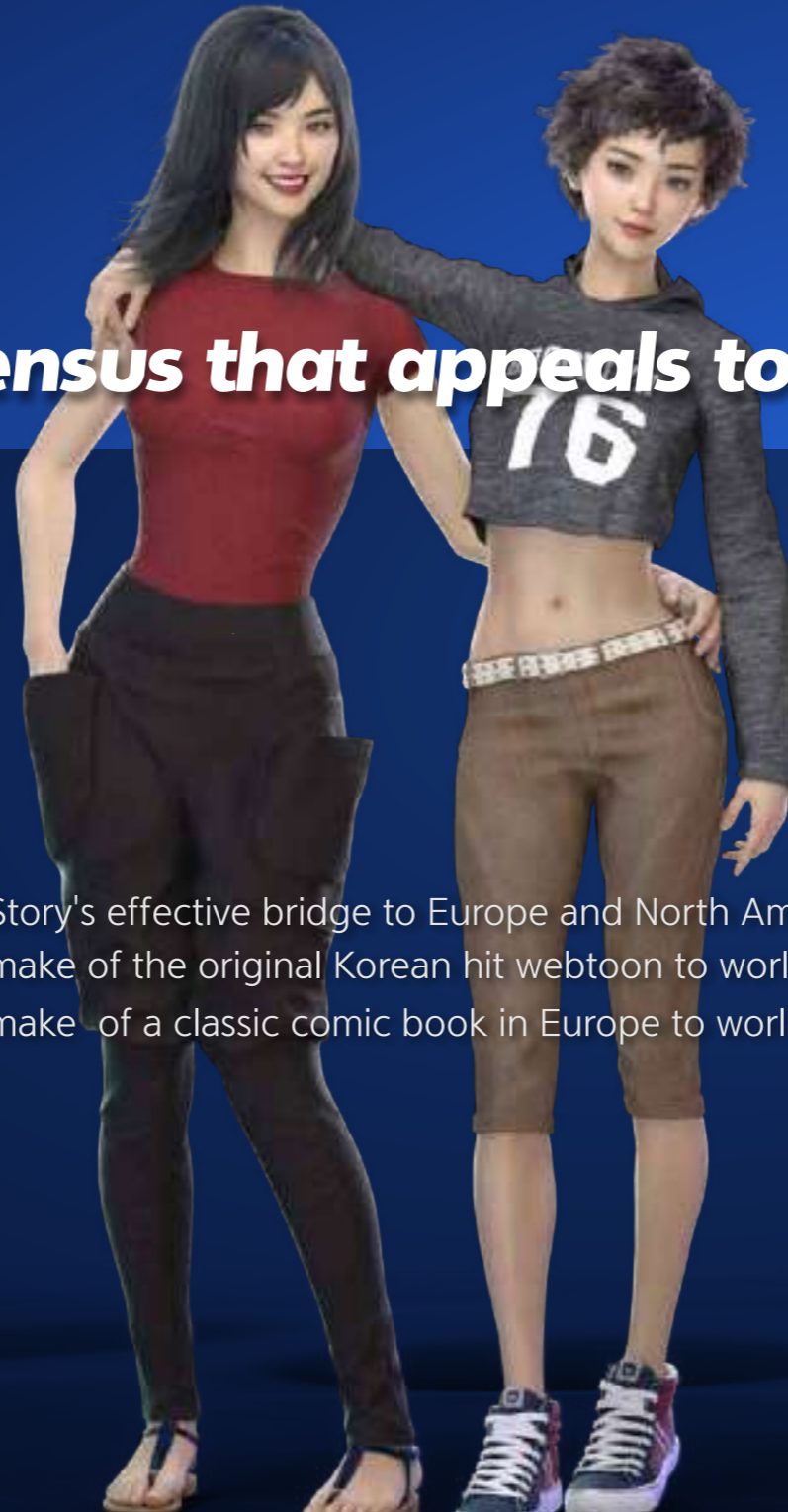


Tone & Manner

Emotional consensus that appeals to both East and West



- K-Story's effective bridge to Europe and North America
- Remake of the original Korean hit webtoon to worldwide
- Remake of a classic comic book in Europe to worldwide



Next-Gen of Graphic Novel



STELLA
CRYPTO ANDROID
2052

META
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UHD Graphic Novel

4K,8K
Display

ULTRA HIGH DEFINITION **Graphic Novel**

ADVANCED GRAPHIC NOVEL CONTENTS

Other delivation will be released such as VR version, 5G Contents Platform, legacy publishing

*Mobile Render



*4K,8K UHD Render



VR Graphic Novel



360° StereoScopic **VR Graphic Novel** for HMD

ADVANCED GRAPHIC NOVEL CONTENTS

Other delivation will be released such as 4K. 8K display version, 5G Contents Platform, legacy publishing



Animation & Graphic Novel in Main Production

The Day I die

The Disaster Survival of an Outcast High School Student Who Decided to Suicide

자살을 결심했던 왕따 고등학생의 재난 생존기

내가 죽는 날

VR Graphic Novel in Pre Production



SNS Activity



EYESCREAM
STUDIO

NFT Based on Graphic Novel



STELLA
CRYPTO ANDROID

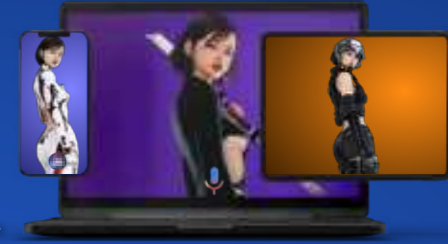
2052

META
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NFT Based on Graphic Novel

STELLA
CRYPTO ANDROID
2052

PUT HER ON YOUR SMART DEVICES





FROM PHASE ZERO TO LAST. **8,888** INDIVIDUAL NFT WILL BE RELEASED TOTAL




META
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Partner for Virtual-Production and Live-Streaming

- TreeTopParty : A leading company in virtual studio technology in Korea is developing innovative CGI production technology platforms
- Motion capture, Virtual production, live broadcast, engine based collaboration partner, currently in progress on the day I die








Real time VFX Production
 크로마 스튜디오에서 실시간으로 배경과 영상을 합성하는 기술로 확장성에 제한이 없이 어떠한 액션이든지 촬영 가능하여 리포먼스 캡처 기술을 한 단계 더 발전시킨 기술. 3D 애니메이션을 실시간으로 제작이 가능하여 제작 기간 및 비용 감축 효과 증대




XR Production
 LED walls 사용하여 가상 배경 시각화하여 현실처럼 촬영하는 기술로 VFX에서 가장 까다로운 리포먼스를 리얼타임으로 구현 가능




Virtual Influencer
 인공지능(AI)의 딥러닝 기술과 컴퓨터 그래픽 기술을 이용해 가상인간을 제작하는 솔루션을 제공. 생성된 가상의 얼굴은 실시간 합성 기술로 표정까지 묘사하여 실제 사람에 가깝게 디지털 유행을 구현




JTBC
 [TVING] Alive, 88 뮤직 쇼케이스







Performance Production
 기존의 동작 캡처 기술에 얼굴 표정과 손가락의 움직임을 동시에 4-6면까지 캡처 가능한 기술 국내 최고의 시설 및 기술 보유




Studio
 180cm 규모의 크로마 및 화이트 블랙의 컬러 교체 가능한 다용도 스튜디오. 오디오 제어 기반의 스튜디오 자동화 및 제어 장치 개발 가상환경과 현실에 위치 정합 솔루션 개발




R&D
 TTP만의 리얼타임 비주얼 프로덕션 노하우로 시공간의 제약을 받고 누구든지 창작자가 될 수 있는 플랫폼 개발



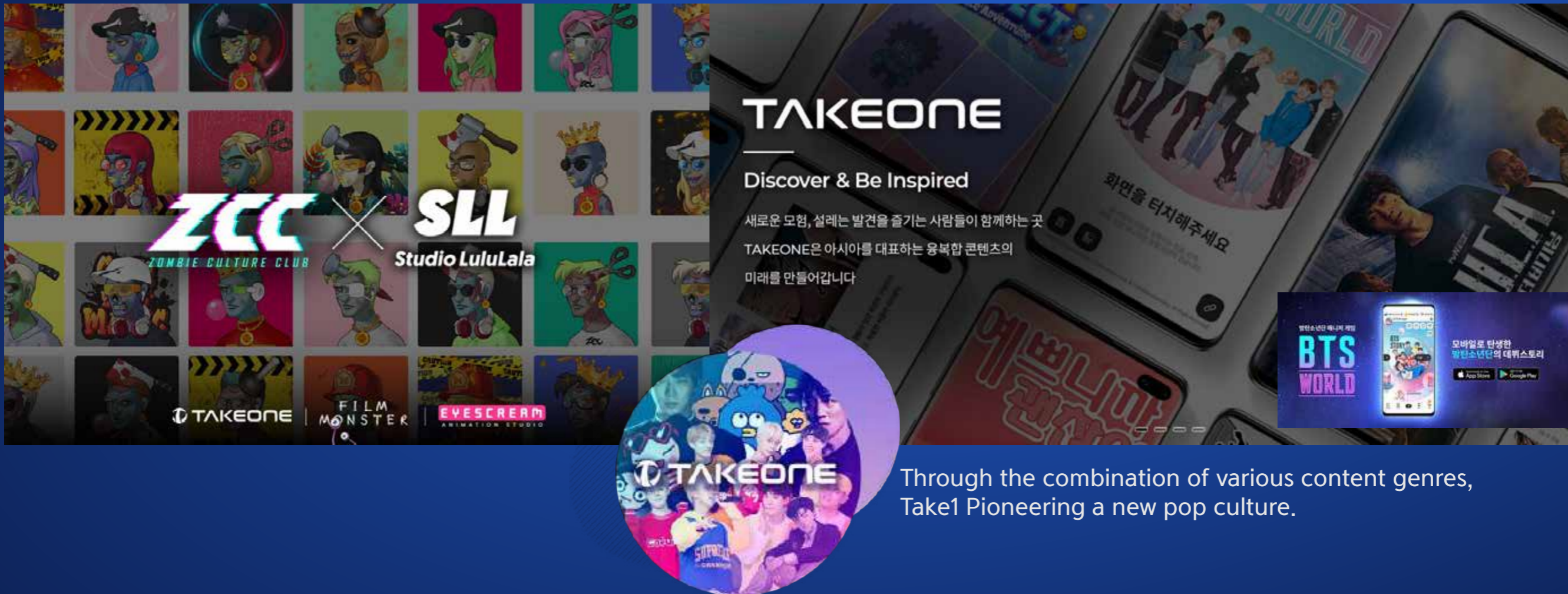
NETFLIX
 합법: 위선간 제작물 (Kingdom)





Partner for Block-chain, NFT

- Takeone : A comprehensive content developer that conducts various businesses in games also in dramas, movies, webtoons, etc.
- NFT of Meta Actors, a collaboration partner in blockchain-based business, and EYESCREAM is a partner in Takeone's animation production



TAKEONE

Discover & Be Inspired

새로운 모험, 실례는 발견을 즐기는 사람들이 함께하는 곳
TAKEONE은 아시아를 대표하는 융복합 콘텐츠의
미래를 만들어갑니다

TAKEONE | **FILM MONSTER** | **EYESCREAM ANIMATION STUDIO**

TAKEONE

BTS WORLD

모바일로 탄생한
방탄소년단의 데뷔스토리

Through the combination of various content genres,
Take1 Pioneering a new pop culture.

Partner for High-End films

- 012VXR : High-end CGI production consisting of lead artists from world-class VFX productions such as ILM and WETA
- Collaborative partners for tasks that require the highest level of virtual human CGI technology, such as dramas, movies, and TVCFs



PROFESSIONAL CAREER
WETA DIGITAL
CG SUPERVISOR
INDUSTRIAL LIGHT AND MAGIC
- SINGAPORE, CG/LIGHTING SUPERVISOR
PROFESSIONAL EXPERIENCE

- 아바타 2
- 제미니 맨
- 얼리타 : 벡룡연출
- 육성필름 : 풍의전쟁
- 스타워즈 - 로그원
- 난자터플2 : 어둠의 허여로
- 스타워즈7 : 깨어난포스
- 이르헨 : 에이전트47
- 스트레인지 매직
- 퍼시픽
- 어벤져스(2012)
- 트랜스포머 3
- 아이언맨 2(2010)
- 메리다와 혼혈왕자(2009)
- 트랜스포머 2 : 울론의복수(2009)
- 터미네이터 4 : 살베이션(2009)
- 스타트랙 : 비기닝(2009)
- D-war



THANKS

감사합니다

EYESCREAM
S T U D I O

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