

Underwater XR Immersive Experience Content

Underwater XR Content, XR Camera Housing Manufacturing Technology

Mobile XR Smart Aquarium Bus Experience Service

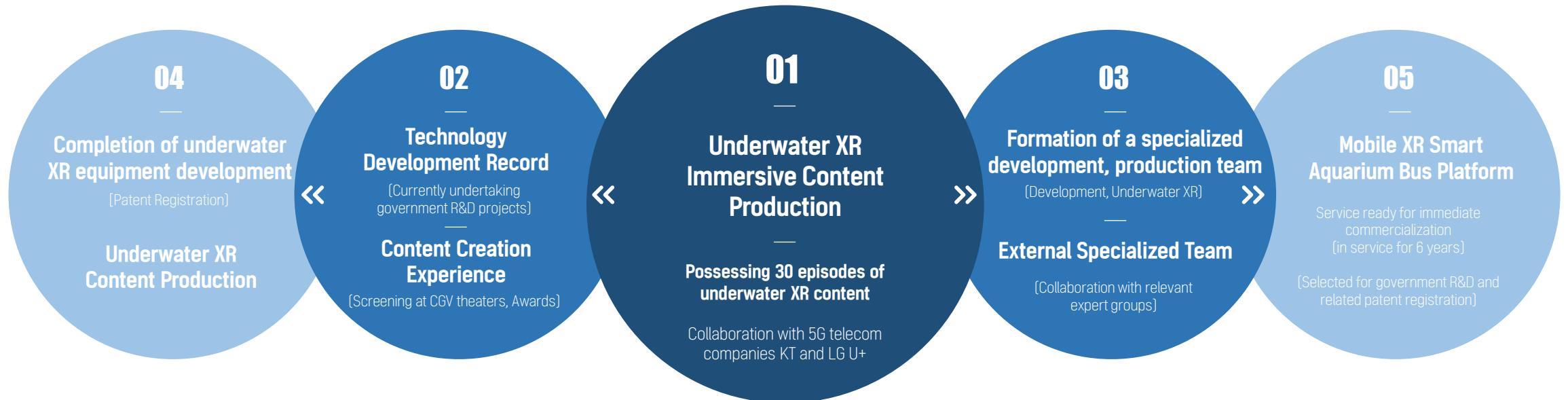
Company Introduction

Core Competencies

Securing capabilities as an **Underwater XR immersive content** producer and **Mobile XR smart aquarium bus** service operator

SHIN YONGSOO _ CEO

• Date of establishment : March 27, 2019

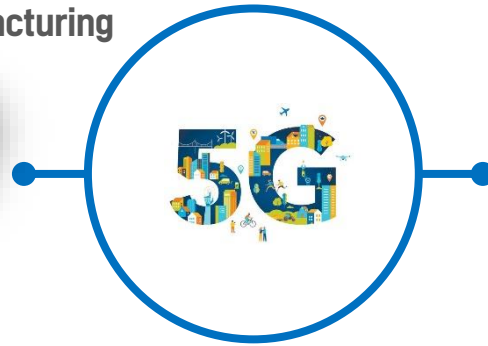
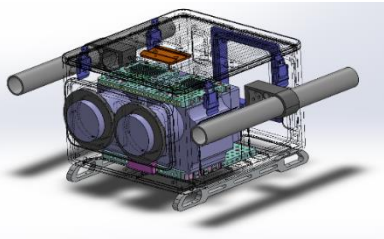


Business Areas

Main Business Area



Underwater XR Service
Content Production and Equipment Manufacturing
[Patent Registration]

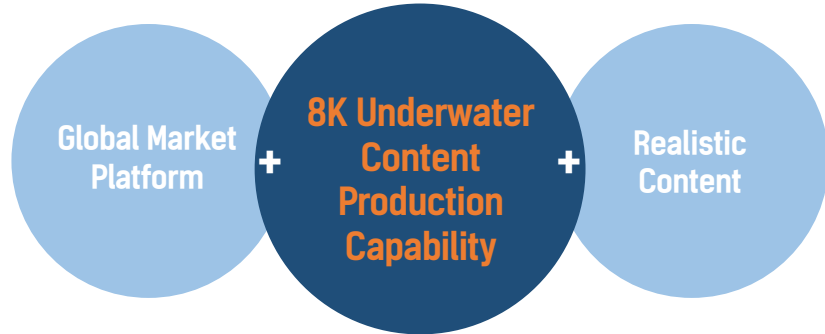
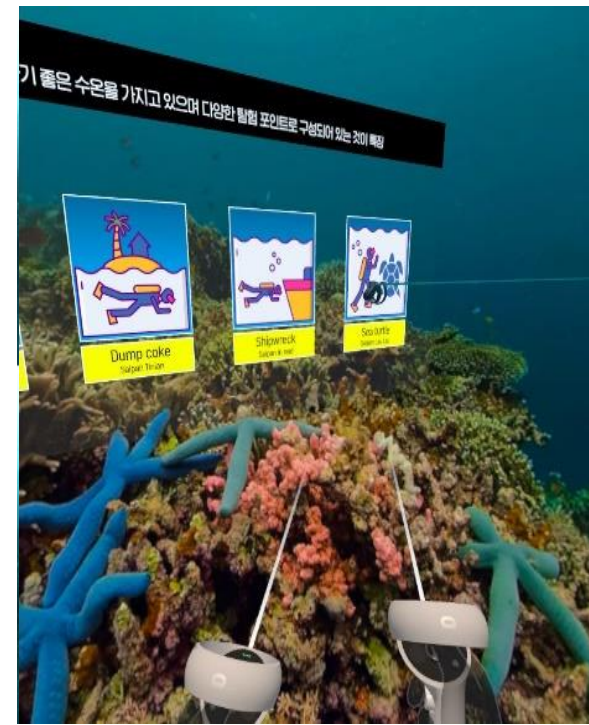
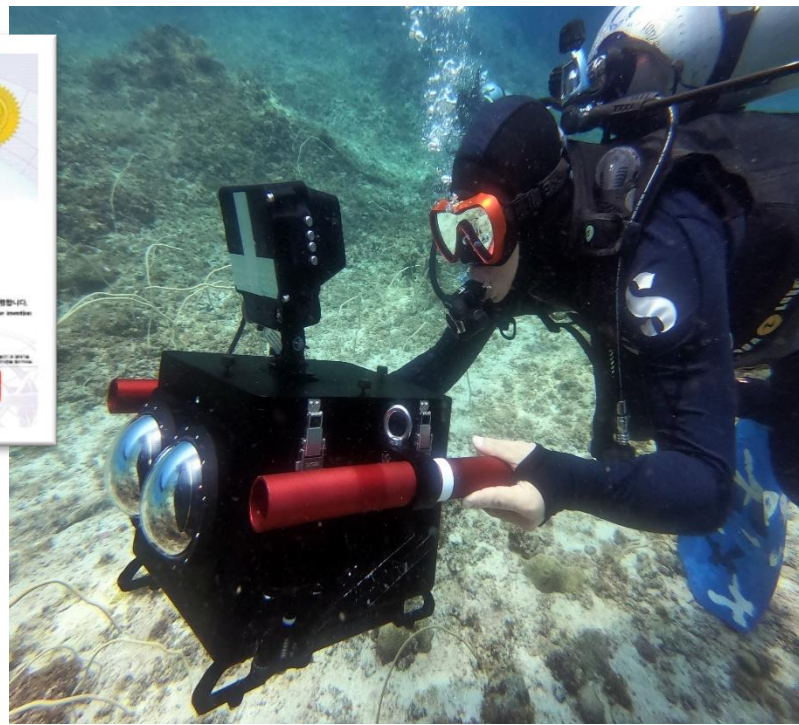


Mobile XR Smart Aquarium Bus
Platform Service
[Patent Registration]



Business Areas

Underwater XR
(S3D VR, Panorama)

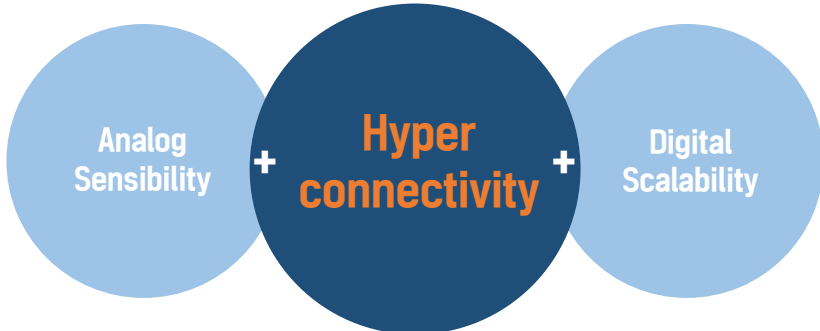


[Commercialization] >> [A space that everyone loves] << [Realism]



Business Areas

Mobile XR Smart Aquarium Bus Platform



[Aquarium]

>>

[5G]

<<

[XR/AI/UX]

Business Areas

Differentiation and Strengths

Why Underwater XR Immersive Content?



01 UW Production Expertise



CEO – Over 10 years of production/development experience, expertise in content creation

02 High Content Exclusivity



Exceptional production of underwater XR content enhances content competitiveness [high entry barriers]

03 High Content Utilization



Can be utilized in various locations such as existing experience centers, exhibition halls, etc.

04 Application of Various Content



Various programs can be applied according to regional (or national) environments

05 No Geographical Limitations



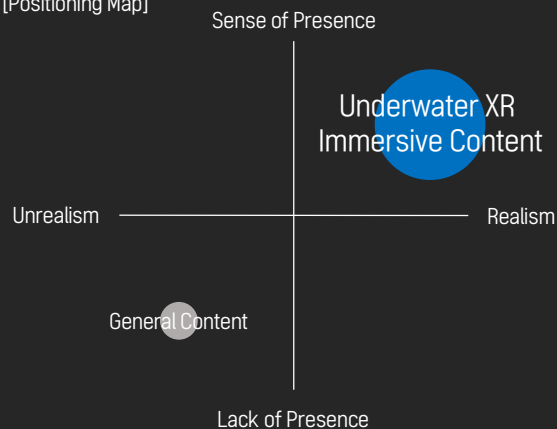
With an easily accessible underwater environment, it can be directly applied to the global market

06 Wide Content Utilization



No limitations based on gender, age, region, etc.

[Positioning Map]

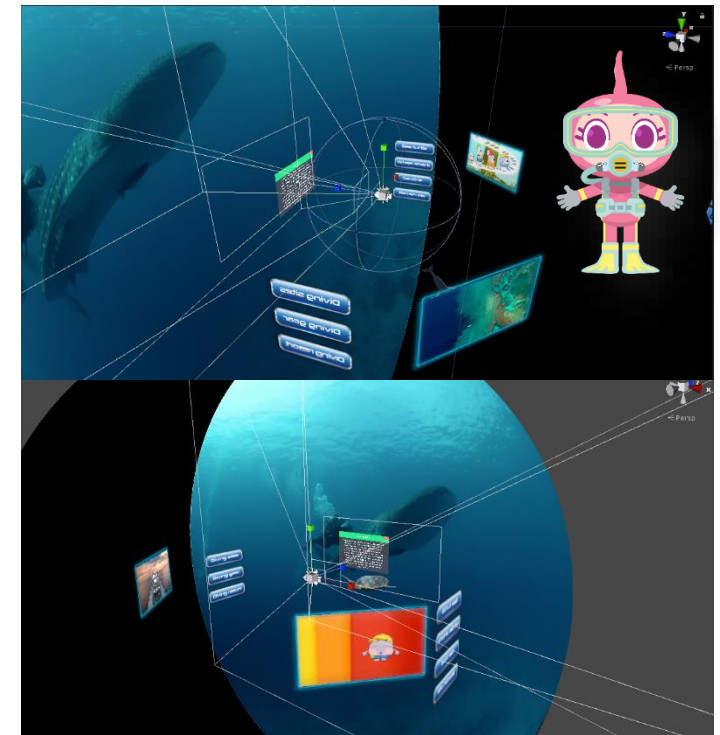
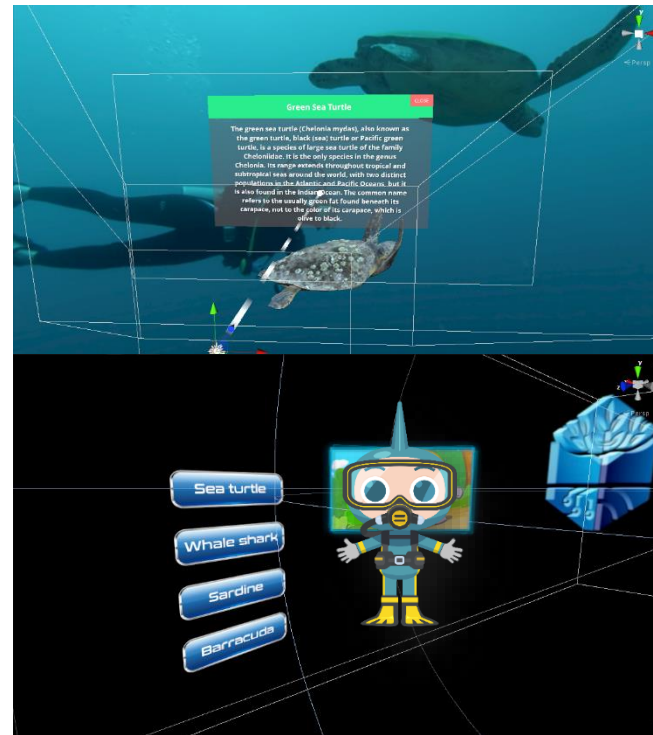
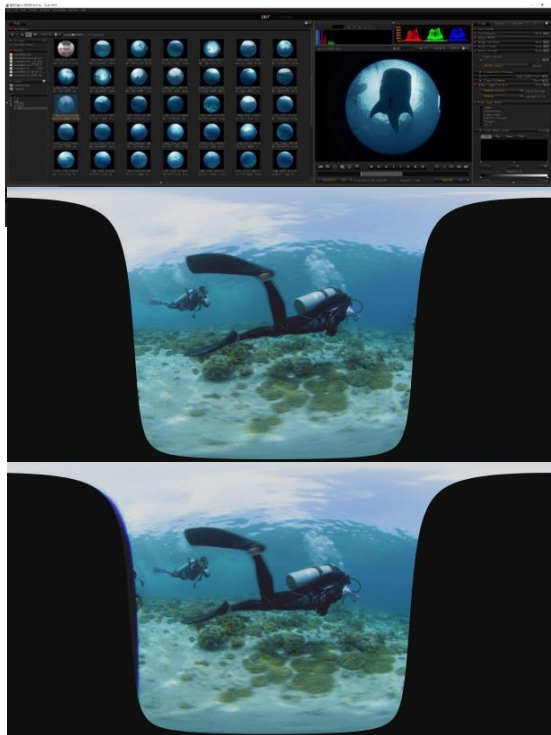


Business Areas

Underwater XR Production Process

Development of an HMD app using Unity for 3D stereoscopic display composition in XR S3D VR with the theme of marine experience tourism

[Underwater S3D VR format + UI/UX implementation using Unity + HMD integration]



Market Analysis

Competitive Advantage

Underwater XR Equipment Status(Our Company)



Production of Equipment Based on Underwater Environment

- Specialized Module Combination Structure – Specialized Rig Housing Production
- 8K Resolution Ultra-High Definition Implementation
(High Expandability with Realistic and CG Content)
- Underwater Balance Structure System (Patent Registered)
- Narrow Interval IOD Below 70mm (Reducing the Distance Between Two Optical Axes)
– Enables 3D VR Stereoscopic Effect Suitable for Underwater Environments
- Loss Data File Extraction (RAW, 16bit Color)
– Allows Utilization of Ultra-High-Quality Content for Various Immersive Experiences



Underwater XR Equipment Status(Competitors)



Equipment Based on General (Terrestrial) Camera Structure

- Integrated Module Structure – Simple Housing Production
- 4K Resolution Implementation (Limited Application Areas)
- General Simple Structure System
- Wide Interval IOD of Over 120mm (Large Distance Between Two Optical Axes)
– Some Difficulty in Achieving 3D VR Stereoscopic Effect in Underwater Environments
- Data Extraction with High Loss Compression File (mp4)
– Low Utilization of Immersive Content Due to Image Quality Degradation After Post-Processing

Marketing

Key Customer Market



5G Commercialization
Countries

Educational Providers
Schools (Marine Life
Series)

Advertising Agencies
PR Firms (Promotional
and Advertising Products)

Scuba Diving Education
Associations
(Top 3 Worldwide) Diving
Education Market

Mobile XR Smart
Aquarium Bus Platform
(Company-Owned)

Collaboration with 5G
Telecom

Providers on XR Content
Sales, Production, and
Global Market Discussions
(Saudi Arabia)

Educational Content
(Ministry of Education,
Ministry of Oceans and
Fisheries, etc.)

XR Content
Production/Sales

HMD
Underwater XR Content
Production

Content Production
Completed

Production of
Experiential Education
Content

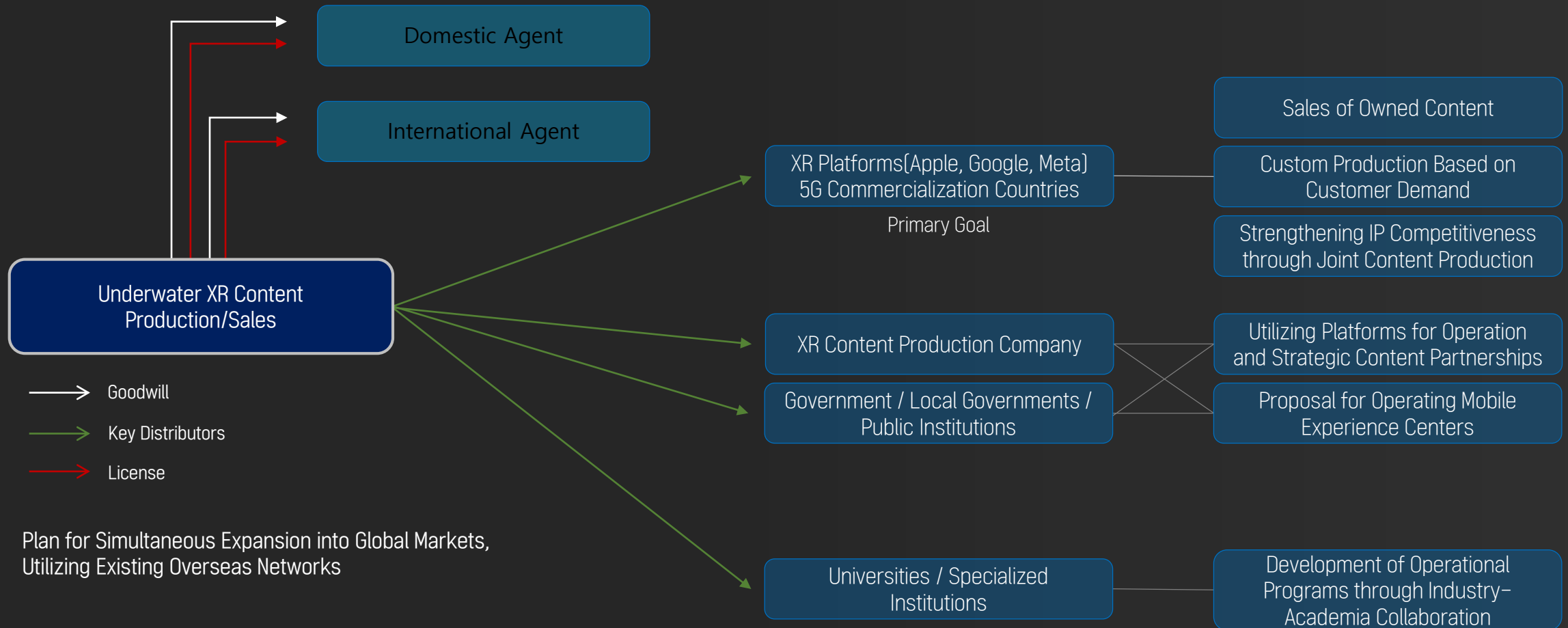
Content Production
Completed

Ongoing Operation of
Mobile Education
Content

Marketing

Underwater XR Immersive Content Business Model

Strategy for Simultaneous Expansion into International Markets with the Expansion of XR Commercialization in the Global Market



Marketing

Underwater Content Production Field



Underwater Creatures

(Marine Experience Education)



Coral Reefs

(Marine Experience Education)



Underwater Creatures(Micro)

(Marine Experience Education)



Underwater Creatures(Wide)

(Marine Experience Education)



Underwater Shipwrecks

(Themed Content)



Underwater Exploration

(Themed Content)



Underwater Caves

(Themed Content)



Underwater Models

(Various Concepts)



Underwater Experience Education

(Scuba Diving Education Program Production)

**THANK
YOU**