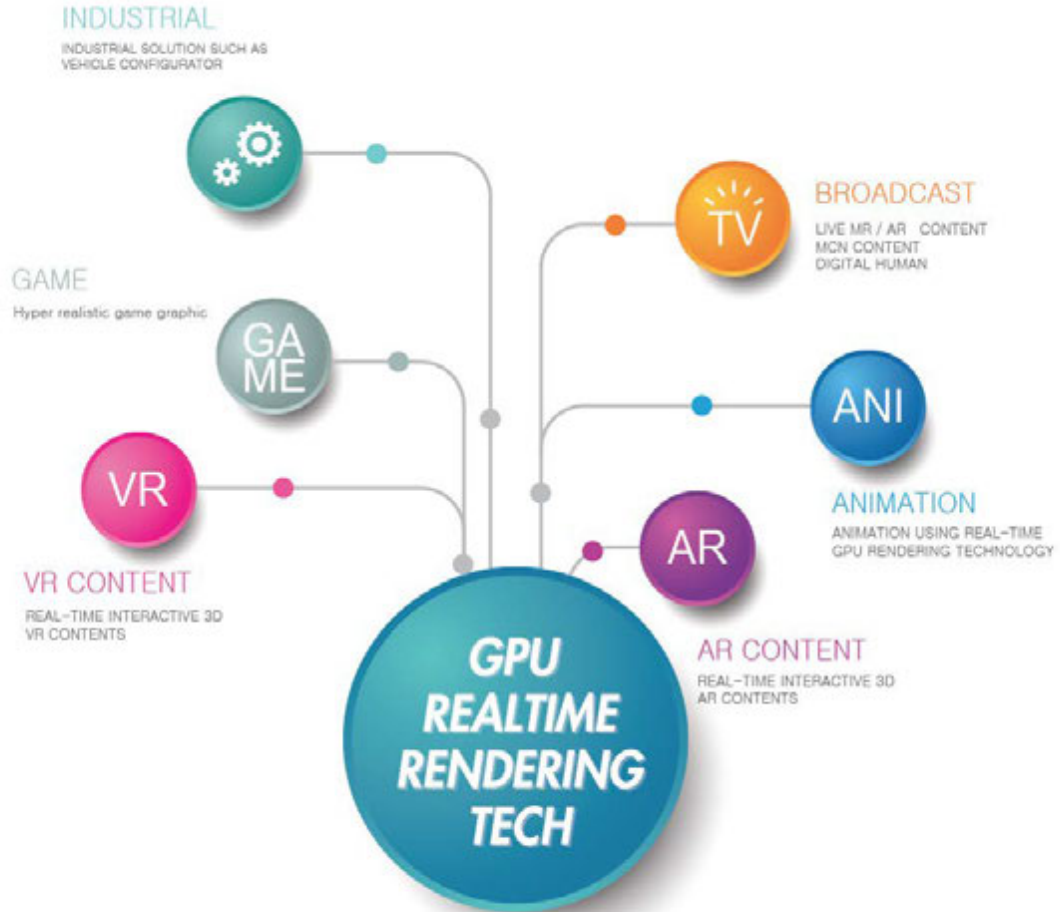


FEB, 2018



afun interactive

ABOUT AFUN INTERACTIVE



Company History

FIRM NAME	Afun Interactive Inc.
CEO	DK Kwon
INCORPORATED	2017.3.9
INITIAL CAPITAL	50K USD
REVENUE	1M USD (Q1,2018)
EMPLOYEES	15
ADDRESS	IS Biz Tower #401, Yangpyung-dong 4-80, Yeongdeungpo-gu, Seoul, South Korea

2014.04	Started R&D for Augment Reality	2016.11	Participated in Gstar with booth
2014.07	Started Virtual Reality Content Development R&D	2016.12	Contracted creation of Virtual Catalogue with KIA MOTORS
2015.11	Developed Motion Recognition for VR	2017.03	Incorporated Afun Interactive
2015.12	Developed fully optimized 3D VR content for architecture, automobile, show-room and etc.	2017.03	Enlisted as POSCO Collaboration Partner and contracted creation of Virtual Catalogue
2016.04	Founded Afun Interactive	2017.03	Entered MOU with FACEWARE Tech USA
2016.08	Developed Virtual Catalogue for motor vehicle	2017.04	Entered NDA with NVIDIA and won Edge Award
2016.10	Presented Virtual Catalogue at Mondial de l'automobile de Paris 2016	2017.05	Selected as a leading R&D company by KOCCA (Korea Creative Content Agency)

AFUN CORE STAFFS : Animation & Graphic

Han Ryu / Content Art Director

- Graduated Academy of Art University in San Francisco
- Digital Domain USA (Texture Painter)
- The Mill USA (Toyota Prius C Commercial)
- 11'~15' Animator at Walt **Disney USA** (Animator, Look Dev Artist, Lighting Artist)
- Participated in various top Disney animation films such as **Frozen**, **Big Hero**, **Zootopia**, **Wreckit Ralph**, **G.I. Joe 2**, **Shanghai Castle Walkthrough**, **World of color** in Disneyland



Hong Kim / Visual Director

- Graduated Academy of Art University in San Francisco
- **Riot Games USA**, **League of Legend** (Visual Graphic)
- Adhesive Games USA, **Hawken** (UI/UX/Graphic)



Jinu Ro / Production Director

- Graduated New York Flim Academy
- Won **Grand Prize** from Korea Advertising Awards 2014
- Won **Best Experiment Award** from **LA Film Festival** 2012



Dongjin Lee / R&D Director

- D'strict (Technical Director)
- Thebooster (New Media Supervisor)
- Participated in **Samsung HOLOGRAM** / New Media projects



DK Kwon / Technical Director , CEO

- Equity American School
- DH Institute of Media Art in Santa Monica (3D and Film)
- Created **3D Ads** for **Descente**, **Mizuno** and etc.



AFUN CORE STAFFS : Game

Dee Lee / VP of Game Development and Global Business

- Graduated Boston University (B.A in Computer Science)
- BLUESIDE Inc. (Producer / Global Business Director)
- **NCSOFT USA** (Lead Producer)
- **Microsoft USA** (Xbox Product Manager)
- Produced various award winning AAA console, PC MMO, and mobile games such as **Kingdom Under Fire Trilogy**, Ninety-nine nights, Phantom Crash, Dragon Nest and etc.

Hong Park / Lead Server Programmer

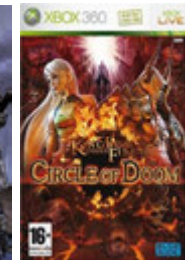
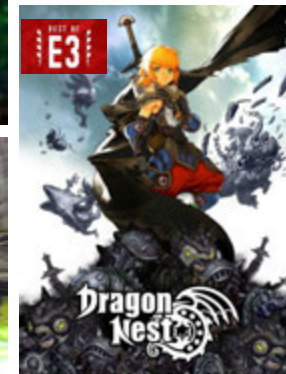
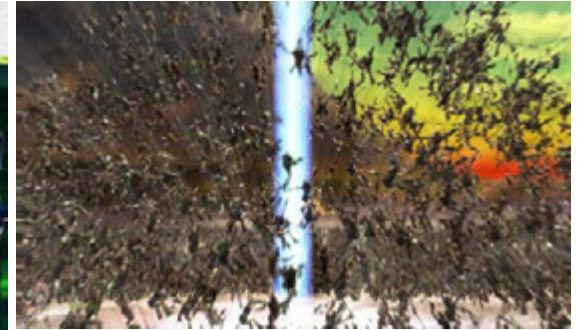
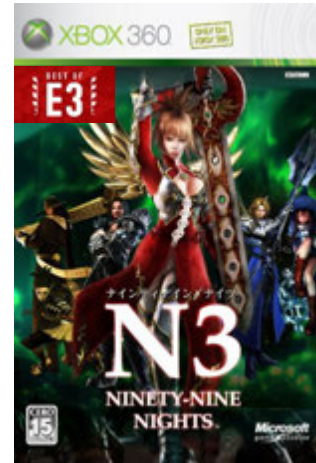
- Graduated Korea University Foreign Studies (B.A In Computer Science and Statistics)
- BLUESIDE Inc. (Lead Server/Client Programmer)
- NCSOFT Inc. (Lead Server Programmer)
- Led the program team for Kingdom Under Fire Trilogy, Shining Lore (MMO) and Kingdom Under Fire II

Jonghwan Kim / Lead Client Programmer

- Graduated Inha University (B.A in Statistics)
- BLUESIDE Inc. (Lead Client Programmer)
- Sega Korea (Lead Engineer)
- Led Client and Engine team for Kingdom Under Fire : Heroes, Circle of Doom

HyungSuk Seo / Lead Engine Programmer

- Graduated Hanse University (B.A in Computer Science)
- Gameloft (Client Programmer)
- NHN Next (Instructor / Professor of Game Development)
- Participated in numerous mobile and VR games.



AFUN CLIENTS AND PARTNERS

partner & client





afun interactive

**VIRTUAL
CATALOGUE**

Vehicle
Construction
Machinery
Ship
Airplane

**AVATAR
LIVE**

Broadcast
Show
Hologram
MCN
Livestream

CONTENT

Commercial
Exhibition
CG VFX
Animation
Game

GPU RENDERING TECHNOLOGY

CONTENT : VR GAME ANIMATION

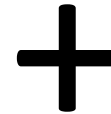


CONTENT : VR GAME ANIMATION

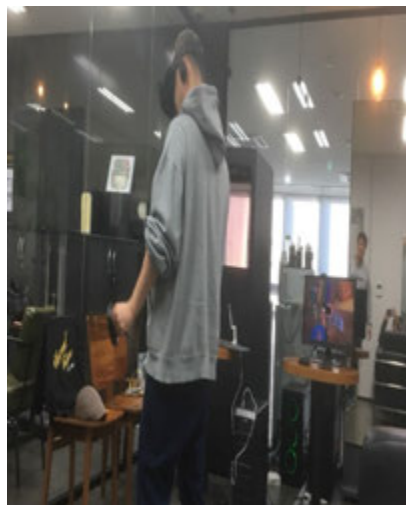
WATCH



**STORY TELLING
ANIMATION**

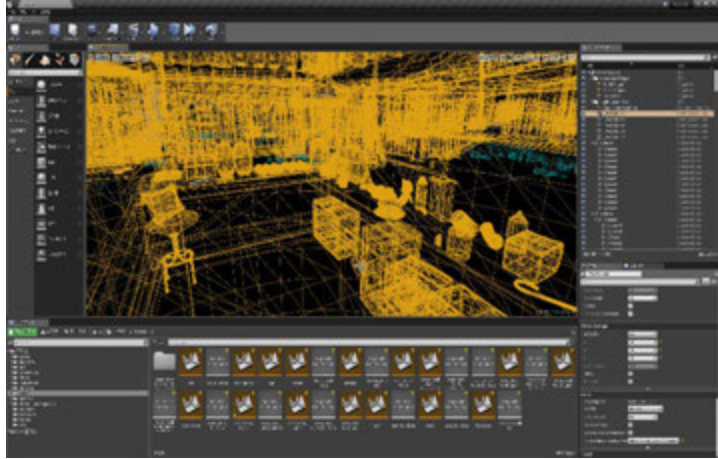


ENGAGE



**INTERACTIVE
GAME**

CONTENT : VR GAME ANIMATION



Graphic and animation creation as merging game interactive elements.



CONTENT : VR GAME ANIMATION



HOME
ENTERTAINMENT



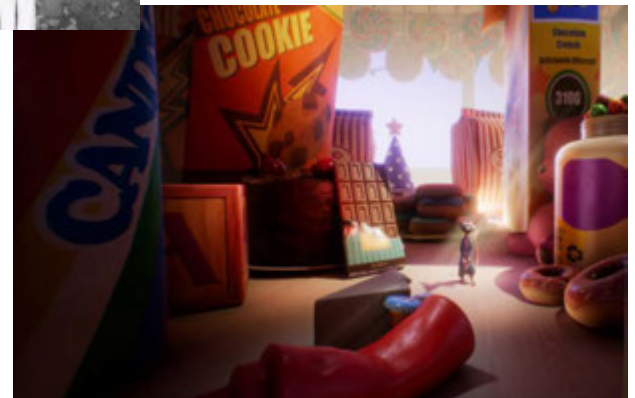
INTERACTIVE
THEATER



ALTERNATIVE
REALITY



VR ARCADE



AVATAR LIVE

LIVE
AVATAR



LIVE
AVATAR

AVATAR LIVE

LIVE
AVATAR



VIRTUAL REALITY CREATING GROUP
AFUN-INTERACTIVE.COM

AVATAR LIVE

LIVE
AVATAR

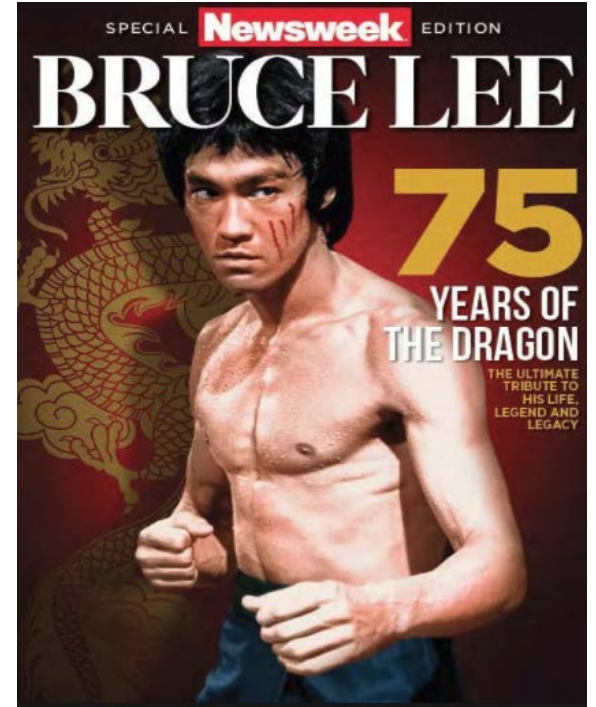
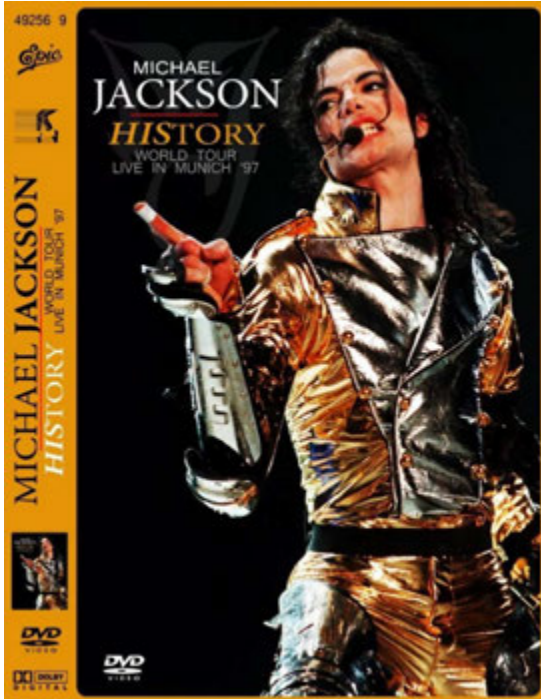




- Renders up to 90 images per second
- Offers full interactivity, real-time.
- Realistic 3D graphic based on GPU engine

AVATAR LIVE

LIVE
AVATAR



AVATAR LIVE

LIVE
AVATAR



LIVE

AVATAR LIVE

LIVE
AVATAR



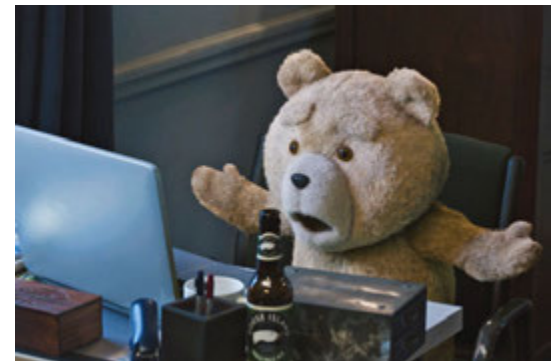
LIVE



AVATAR LIVE

LIVE
AVATAR

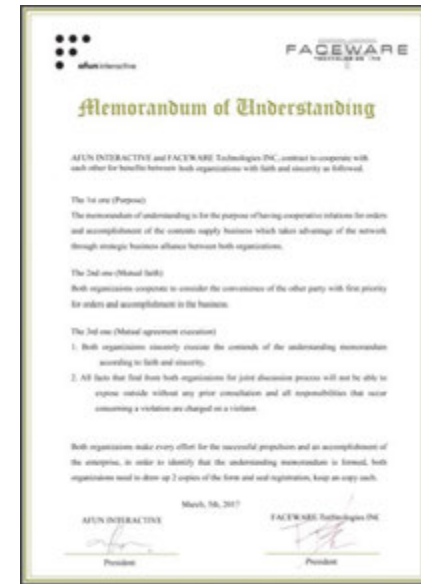
- *Mixed reality live broadcasting system using realtime 3D rendering.
- *Live 3D character on livestreaming.





MOU CONCLUDED WITH
FACEWARE TECHNOLOGY,

Paul McCartney, The Beatles project is ongoing.







AVATAR LIVE

LIVE
AVATAR



Siri



ASSISTANT



Bixby



AVATARLIVE DEVELOP MILESTONE



기술개발 현황

- 개발완료 : 3D캐릭터 페이스 및 인체 라이브연동, 실시간 3D캐릭터 라이브 실사합성 MCN방송, 리얼타임애니메이션, 아바타라이브 근육제어
- 개발 진행 : 아바타라이브의 사실적인 표정 제어 및 실시간 연동
- 개발 목표 : 아바타 라이브의 AI 연동, TTS연동, 머신러닝

USING AVATARLIVE TECHNIC ON ANIMATION

LIVE
AVATAR



*4K Render / No Render Farm / 1 minute clip/Personal Computer Rendered in less than a hour / one shot render(FX,di,composite)/ lip sync using faceware tech/realtime lighting control/realtime directing

Virtual Catalogue





Virtual Catalogue



Virtual Catalogue



Virtual Catalogue



The Power to Surprise





Virtual Catalogue



Virtual Catalogue





Virtual Catalogue

MAINTENANCE TRAINING PROGRAM USING VR/AR

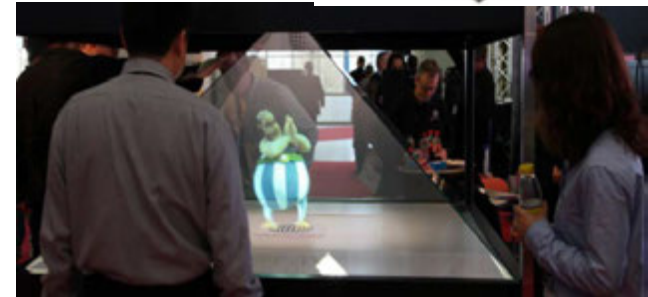


Virtual Catalogue



Helps you to visualize the product that you are about to buy!

- Visualize products in photo-realistic 3d virtual space.
- Realtime rendering offers you the full interactivity.
- Able to show all of your vehicles or products in limited space.
- The system was introduced at Paris Motor show 2016.
- VR, AR, Hologram, Transparent LCD or any display devices.





Virtual Catalogue

Virtual Showroom, Anywhere!

AR SHOWROOM USING YOUR OWN SMART DEVICES



Virtual Catalogue



Mutual Non-Disclosure Agreement

This Agreement is made effective as of the 3rd day of April, 2017, by and between NVIDIA Corporation, a Delaware corporation, on behalf of itself and its subsidiaries and the participant identified below ("Participant") to assure the protection and preservation of the confidential and proprietary information to be disclosed between the parties in accordance with this Agreement. Each party shall ensure that its employees and independent contractors will not have access to the other party's Confidential Information unless such persons have a need to know and are bound by an agreement that is as protective of such Confidential Information as set forth herein.

1. **Confidential Information Disclosure.** "Confidential Information" shall mean any and all technical and non-technical information provided by either party to the other, including but not limited to any trade secret, idea, invention, information, process, technique, algorithm, computer program (source and object code), design, drawing, formula, model, or test data relating to the disclosing party's research projects, work-in-process, future developments, engineering, manufacturing, marketing, servicing, financing, personnel matters, past, present or future products, sales, suppliers, clients, customers, employees, investors, insurance, or business, whether in oral, written, graphic, electronic or other form. Confidential Information disclosed in tangible form shall be marked with a "confidential," "proprietary," or other similar legend. Confidential Information disclosed orally/visually will be identified as "confidential" at the time of disclosure and will be followed-up in writing to the recipient within thirty (30) days of disclosure and will contain the appropriate confidentiality markings. No rights or licenses to trademarks, inventions, copyrights or patents or otherwise are implied or granted under this Agreement and all rights, title and interest in the Confidential Information shall remain with the disclosing party.

2. **Obligations of Recipient.** The recipient shall not disclose the Confidential Information to any third party without the prior written approval of the disclosing party and shall maintain the Confidential Information with at least the same degree of care that the recipient uses to protect its own similar categories of confidential and proprietary information, but no less than a reasonable degree of care under the circumstances. Confidential Information shall not be reproduced in any form, except as required to accomplish the intent of this Agreement. Recipient's obligations with respect to Confidential Information shall expire three (3) years after the date of its disclosure to the recipient.

3. **Termination of Obligations of Confidentiality.** The recipient shall not be liable for disclosure of Confidential Information that: (a) was in the public domain at the time it was communicated to the recipient by the other party, or entered the public domain subsequent to the time it was communicated to the recipient by the other party other than by a breach of this Agreement by the recipient; (b) is or was rightfully received or known by the recipient without restriction on disclosure or any obligation of confidentiality; (c) is or was independently developed by employees of recipient; (d) is or was generally made available to third parties by the disclosing party without restriction on disclosure; or (e) is required to be disclosed in response to a valid order by a court or other governmental body, provided that the recipient provides the other party with prior written notice of such disclosure in order to permit the other party to seek confidential treatment of such information.

4. **Term and Termination.** Either party may terminate this Agreement at any time without cause upon written notice to the other party. All obligations of confidentiality shall survive the termination of this Agreement. Upon termination, if the disclosing party so requests, the recipient shall promptly return or destroy (and certify such destruction) all Confidential Information it received from the disclosing party along with all copies.

5. **No Warranty.** ALL CONFIDENTIAL INFORMATION IS PROVIDED "AS IS". THE DISCLOSING PARTY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR OTHERWISE, REGARDING ITS ACCURACY, COMPLETENESS OR PERFORMANCE.

6. **Export Restrictions.** Both parties agree to comply with all applicable export and import control laws and regulations. Both parties acknowledge that Confidential Information may be subject to the export control laws and regulations of the U.S. and other countries. Each party certifies that it will not export or reexport the other party's Confidential Information, directly or indirectly, either to: (i) any countries that are subject to U.S. export restrictions (currently including, but not necessarily limited to, Cuba, Iran, North Korea, Sudan, and Syria); (ii) any end user who it knows or has reason to know will utilize such in the design, development or production of nuclear, chemical or biological weapons; or (iii) any end user who has been prohibited from participating in U.S. export transactions by any federal agency of the U.S. government.

7. **General.** This Agreement contains the final, complete and exclusive agreement of the parties relative to the subject matter hereof and supersedes all prior and contemporaneous understandings and agreements relating to its subject matter. This Agreement may not be changed, modified, amended or supplemented except by a written instrument signed by both parties. This Agreement is neither intended to nor shall it be construed as creating a joint venture, partnership or other form of business association between the parties. Any notices hereunder shall be given at the address specified below or at such other address, as a party shall specify in writing. Such notice shall be deemed given upon the personal delivery, or if sent by certified or registered mail, postage prepaid, then three (3) days after the date of mailing. This Agreement shall be governed by the laws of the State of Delaware, without reference to its conflicts of law provisions.

AGREED

NVIDIA Corporation
2701 San Tomas Expressway
Santa Clara, CA 95050
By: Bob Pette
Printed Name: Bob Pette
Title: VP/QM Pro Visualization
(By signing above, NVIDIA represents and warrants that NVIDIA has the authority to enter into this Agreement.)

Participant: AFUN INTERACTIVE
Address: 4401 25, Banmyeong-dong, Yongsong-gu, Seoul, Republic of Korea
By: Do Kwun Kwon
Printed Name: DO KWUN KWON
Title: CEO
(By signing above, Participant represents and warrants that Participant has the authority to enter into this Agreement.)

NDA CONCLUDED WITH NVIDIA



Virtual Catalogue



NVIDIA x UNREAL ENGINE

EDGE AWARDED

VIRTUAL REALITY CREATING GROUP
AFUN-INTERACTIVE.COM