

EVR STUDIO

WE ARE CREATING A NEW WORLD



PROLOGUE



We create top of the line
digital humans and digital worlds

EVR STUDIO



PROLOGUE



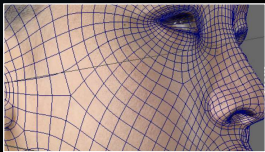
Real-time controllable Digital Human Technology



World Class Technology



Precision scan (20 μ m)

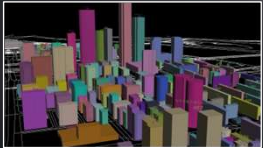


Automated Solutions



Natural Facial Expressions

Automated system to digitally create
cities and worlds based on procedural generation.
Digital World Construction Technology



Automated production



Create buildings in minutes

PROLOGUE



Real-time interaction
Optimized for Real-time engine



Facial animation in
Unreal Engine



Allows efficient usage of
data in Unreal Engine



WHO WE ARE

Company introduction

Core members of the Metaverse field

History

Competitive advantage

Field of business

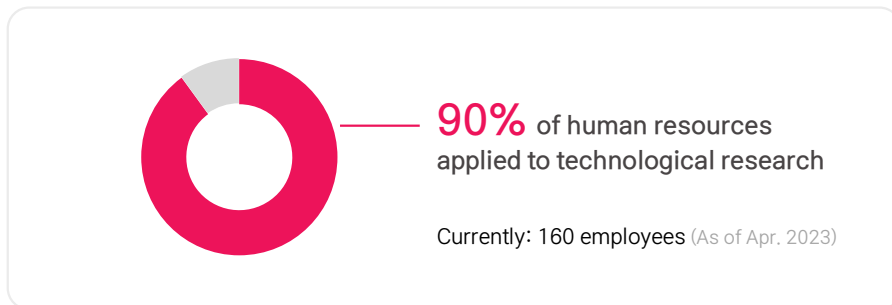


EVR Creates Digital Human and Virtual World, The Twin Pillars of Metaverse Contents


General Status

Company	EVR STUDIO
CEO	Jae Hwan Kim, Yong Ki Yoon
Established	January 14, 2016
Capital	4.7 billion KRW (As of Aug. 2022)
Location	315, Eonju-ro, Gangnam-gu, Seoul, Republic of Korea
website	https://www.evrstudio.com/

Staff




CEO



Jae Hwan Kim
EVR STUDIO CEO
XLGames MMO Development Project Manager
NCSOFT Business Development (U.S & Korea)/Publishing Producer
IDN Consultants – Senior Researcher

Yong Ki Yoon
EVR STUDIO CEO
Barunson E&A CEO
XLGames Development – Executive Director / Art Director
NCSOFT Global Art Production Director (U.S & Korea)



WHO WE ARE



Over 20 years of professional experience in world renown game contents and Hollywood movie development

Unrivaled capability in handling CG and Real-Time Engine which are the root of the Metaverse



Dong Joon Min

Executive Producer

Experience

- 1st Gen XBOX Developer
- MMORPG Asterlilia Art Director
- ArcheAge Lead Character Modeler
- Kingdom Under Fire Character Modeler
- CEO/Producer at Silverspoon Games

Past Companies

- Barunson E&A (Korea)
- XLGAMES (Korea)
- Silverspoon Games (Korea)
- Nimonix (Korea)
- Phantagram (Korea & US)



Jae Wook Park

Technical Art Director

Experience

- VFX Senior Supervisor
- King Kong, Superman Returns, Pirates of the Caribbean 3, etc.
- Blizzard Senior Artist
- EA Battlefield Online Art Director
- NBA Street Online Art Director

Past Companies

- Giant Step (Korea)
- FXGear (Korea)
- Electronic Arts (Korea)
- Blizzard Entertainment (US)
- Weta Digital (New Zealand)
- Industrial Light & Magic (US)
- The Orphanage (US)



Bryan Ku

EVR LAB Director

Experience

- Lord of the Rings: The Return of the King, Golden Compass, etc.
- Nexon MMORPG Mabinogi - Art Director
- SONY - Background Artist
- Professional Movie Director/Photographer
- World First 4DX VR Movie, "Stay with Me" Director
- "Parasite" VR Director

Past Companies

- Vibe Studio (Korea)
- Nexon Korea (Korea)
- Rhythm & Hues Studios (US)
- Tippett Studio (US)
- Weta Digital (New Zealand)
- Sony Computer Entertainment (US)
- The Orphanage (US)



Jung Joong Kang

CTO

Experience

- Lead Programmer and senior server programmer on 9+ titles from PC MMORPGs/Mobile
- Author of 'Online Game Server'
- Exos Saga - Main Server Programmer
- Band Master - Main Client/Server Programmer

Past Companies

- GREE (Korea)
- ooZoo (Korea)
- 파이퍼 게임즈 (Korea)
- 워자드 소프트 (Korea)
- NOG 엔터테인먼트 (Korea)
- Made Technology (Korea)



Grant Lee

Technical Director

Experience

- Veteran Console and PC Game Developer (Final Fantasy8, Parasite Eve)
- Final Fantasy8- Main Game Engine Developer
- Titan Fall Online, Battlefield Online-Core Programmer
- The Lord of The Ring Game Lead Programmer

Past Companies

- Nexon GT (Korea)
- Electronic Arts (Korea)
- EA Pandemic Studios (US)
- EA Redwood Shores (US)
- Joycast Entertainment (US)
- Square USA (US)



Hwa Lee

CFO

Experience

- IPO Manager : Nexon Games, Action Square
- Cumulative Investment 200M USD
- US CPA (California/Washington)

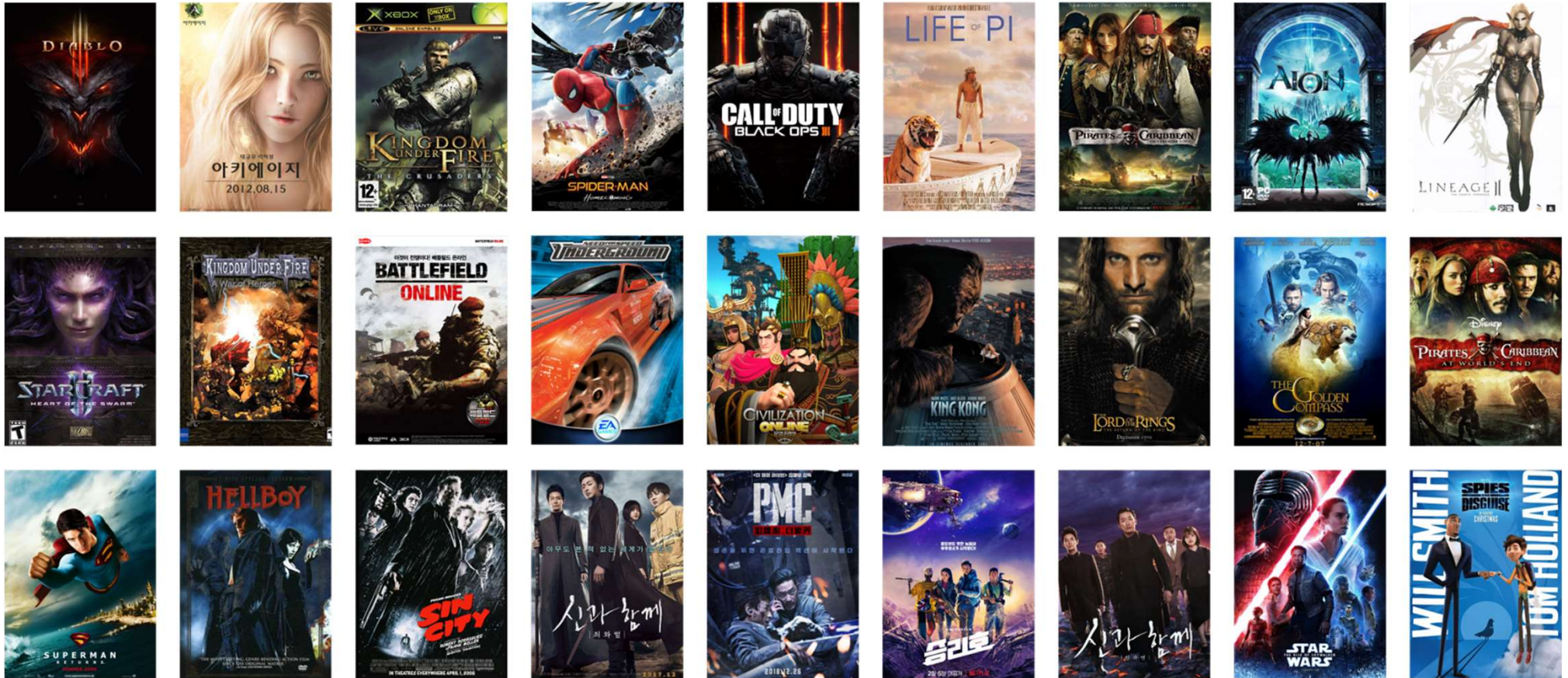
Past Companies

- Cookat GT (Director)
- Studio 8 (CFO, VP)
- Nexon Games (CFO)
- Action Square (Senior Director)
- Barunson E&A (Senior Director)
- Korea Expressway Corporation

WHO WE ARE



Key Member Past Experience



WHO WE ARE



History

Leading the Digital Human and Digital World Development Landscape

<p>2016 January Establishment</p> <p>2016 May EVR STUDIO first digital human showcased at the Unreal Summit during Tim Sweeney's keynote speech</p> <p>2016 November ALTOS Korea, Kakao Ventures Series A investment</p>	<p>2017 February Bohwagak VR, Gansong Art museum exhibit</p> <p>2017 July (Project M: Daydream) publishing deal with Hypereal (China)</p> <p>2017 September (Project M: Daydream) (Project M: Dream) Steam, Oculus Store & Hypereal launching</p>	<p>2018 March World's first 4DX VR Movie 'Remembering First Love' premier at CGV</p> <p>2018.05 'Remembering First Love' at Cannes Film Festival, Marchedu de Film</p>	<p>2019 March Epic Games 'Unreal Dev Grant'</p> <p>2019 September Webtoon 'Moodang' gamification contract</p>	<p>2020 December Digital Human 'Heo Sung Tae'</p> <p>2020 December Digital Human 'SIRA'</p>	<p>2021 March (Parasite VR) production</p> <p>2021 May 10.5 billion won investment attraction</p> <p>2021 July (Parasite VR) 'Korea:Cubically Imagined' exhibit. UNESCO, Paris showing. Korean Cultural Heritage Foundation VR movie production</p> <p>2021 November Strategic partnership contract with AStory</p>	<p>2022 January L Corp, Digital Human production CES 2022 (Hyundai Next Gen Revenue Stream VR)</p> <p>2022 January (Hunminjeongeum Manuscript) 3D visual art exhibit, Samsung Kansong Museum</p> <p>2022 March Mirae Asset Financial Group, LG Electronics, 3 billion won investment</p> <p>2022 May Cheil, 17.2 billion won investment Business partnership with D'strict</p> <p>2022 July 'Poet's Room' official invitation to the 79th Venise Biennale in Immersion Competition</p>
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2016 2017 2018 2019 2020 2021 2022



"These are the VR startups in Asia everyone should be watching right now", FOBES
 "It's perfect. The best experience.", NOITOM



Tim Sweeney
Epic Games CEO

"The best human VR character I have ever seen"



(Bohwagak VR)



(Remembering First Love)



Unreal Dev Grant (Project M)



Digital Human SIRA



Digital Human Heo Sung Tae



(Parasite VR)



(Poet's Room VR)



(Hyundai Next Gen Revenue Stream VR)



(Hunminjeongeum Manuscript) 3D Visual Art

WHO WE ARE



Our Competitive Edge

Our core technology is utilized to create Digital Humans and Digital Virtual Worlds, which are two key components of the Metaverse. Real-time engine & CG professionals, robust state-of-the-art infrastructure

1

Core Technologies for Creating the Metaverse



High-Fidelity, Real-Time Digital Human Technology



Digital Virtual World Technology

2

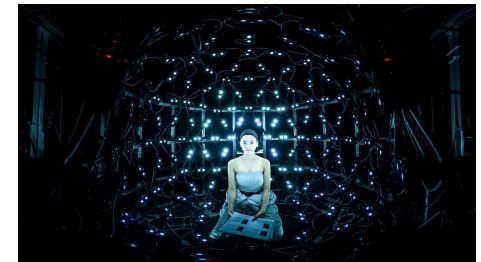
Real-Time Engine & CG Professionals



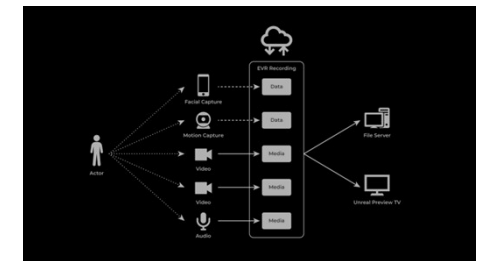
Group photo with Tim Sweeney, Epic Games CEO

3

State-of-the-Art Infrastructure



Ultra Precision 3D Scan System



Performance Capture (One-Stop service)

WHO WE ARE



Field of Business

We create digital humans and digital space in the following line of business

INTERACTIVE MEDIA



METAVEVERSE PLATFORM



DIGITAL HUMAN



XR CONTENTS



VFX



HOW DO WE CREATE A NEW WORLD

Digital Human Technology

Digital Virtual World Technology



Digital Human Technology

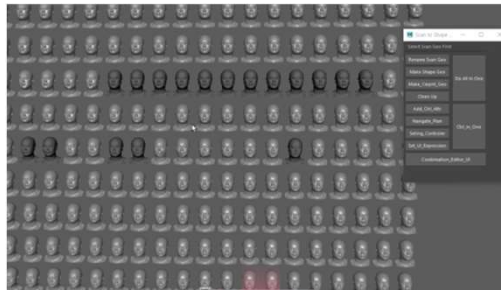
Not only does EVR STUDIO boast the one and only digital human technology in the country which is unique in its high-quality modeling and obtaining data, we also portray human expressions in detail. It renders material of the highest precision while creating an automatic process for an innovative and efficient production.

LIGHT SPHERE



- High precision scan (40 μ m) able to capture even the fine facial hair and epidermal blood flow
- Elimination of errors in lighting to collect raw texture data
- Collects all varieties of textures (wrinkles, changes in skin tone, etc)

Natural Facial Expressions



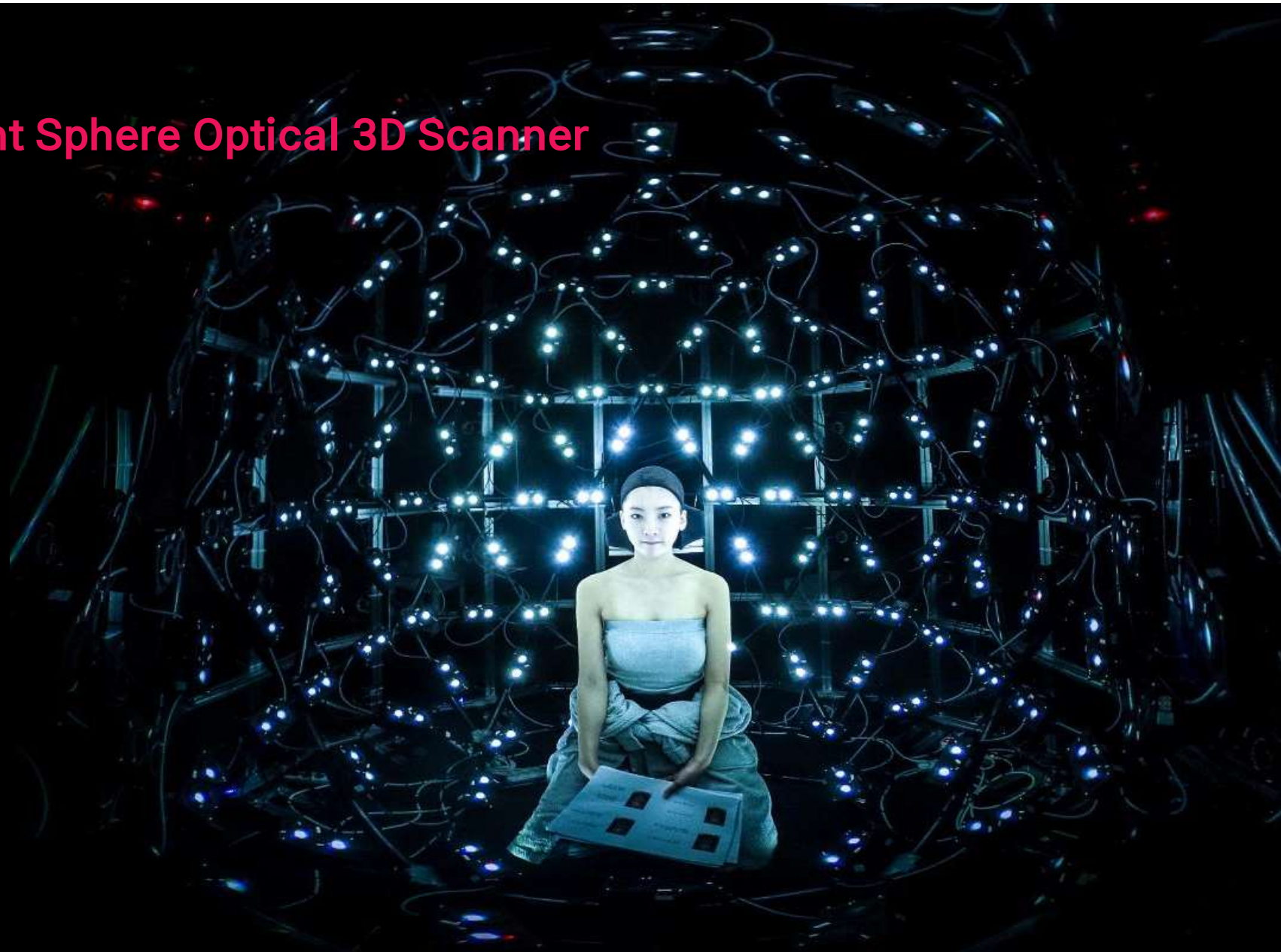
- Automatic RIG creation based on facial skeletal muscle construct
- Automatic creation of over 700 self-developed morph targets
- Multiple texture usage based on changes in expression

Automated Process



- Independent process from scan to FACS production
- Through automatic processes, increase in efficiency while decrease in cost
- Cost efficiency achieved (40~50% in comparison to other companies)

Light Sphere Optical 3D Scanner



```
OM7 6s
OM11 6s
OM13 6s
OM12 6s
OM15 6s
OM14 6s
OM17 6s
OM16 6s
OM33 6s
OM30 6s
leep0.300000
OM9 7s
OM5 7s
OM7 7s
OM11 7s
OM13 7s
OM12 7s
OM15 7s
OM14 7s
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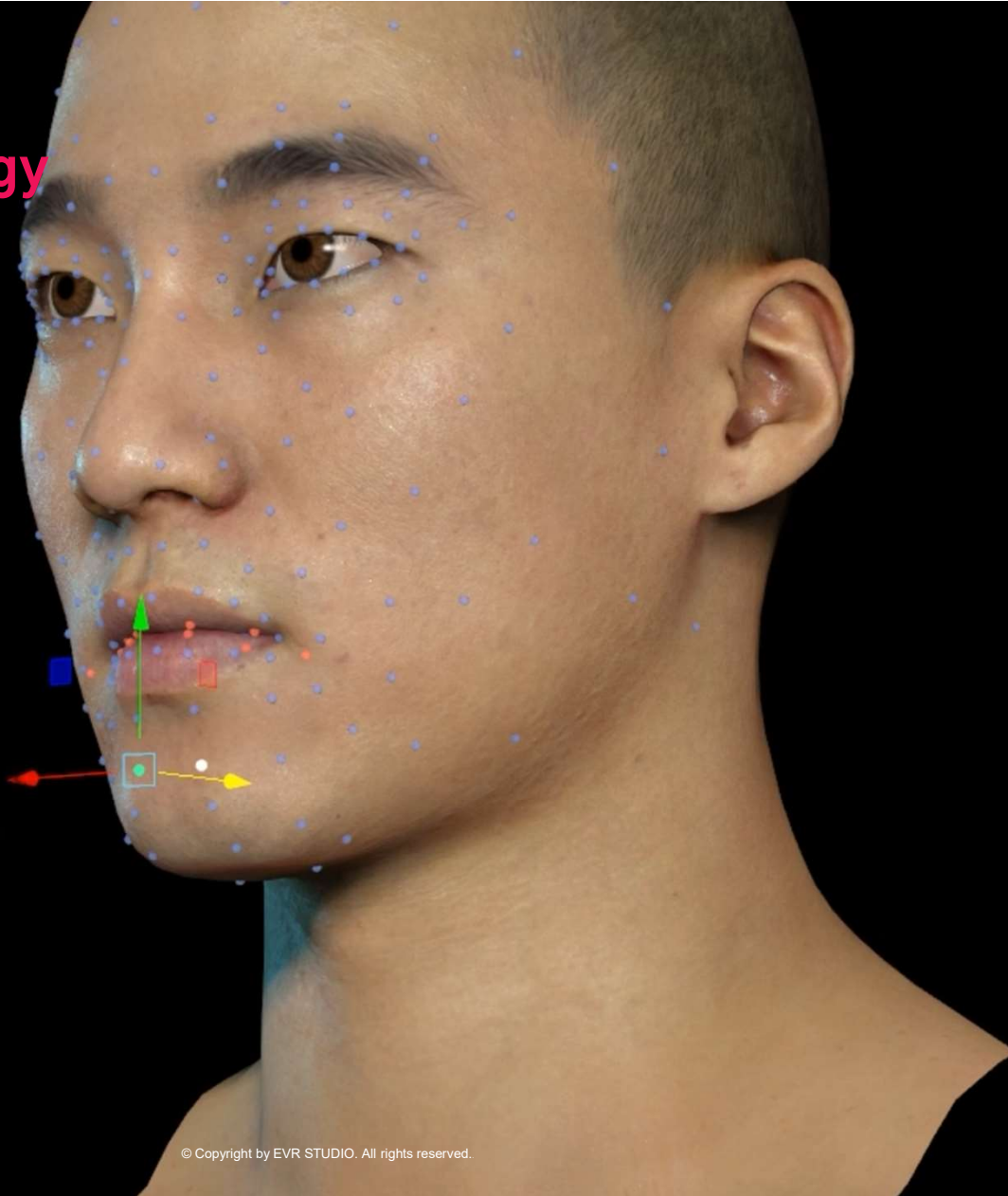

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HOW DO WE CREATE A NEW WORLD

Digital Human Technology

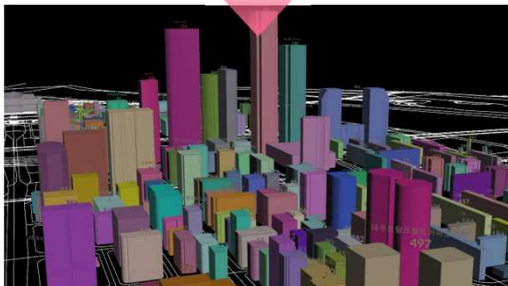
Quick and easy modification of real-time 3D structured modeling works allows creating both existing and non-existing digital humans



Technology to Create Digital Worlds

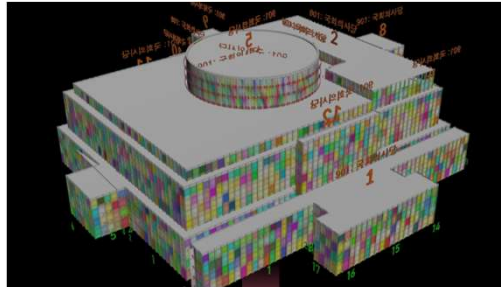
Automated technology based on procedural generation to build cities and worlds.

Procedural Generation



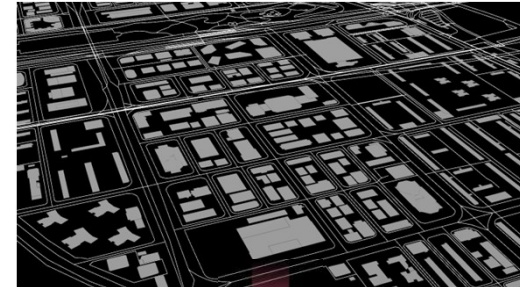
- Based on OSM (Open Street Map) data, which contains info on land size, building height, and block division
- Automatically generates building shapes based on OSM data

Slot Unit Sub-division



- Divides buildings into multiple slots (sub-building unit floors, surface area, etc.)
- Allows alterations of the sub-building design or interactive applications

Drastically Reduced Manual Labor



- Accumulated unit asset library allows limitless expansion of cities and worlds
- Massive reduction of manual labor achieved

Digital Virtual World Technology

EVR STUDIO's virtual world production technology streamlines the workflow, proficiently adapting to diverse alterations in form and the natural progression of deterioration. Space construction market is expected to spurt to approximately \$109 billion and major governments are promoting its use in national projects

Additional Features

Efficient Work Process



Adapts to Environmental Changes



Quick and Easy Modification



Supports Various Environmental Elements

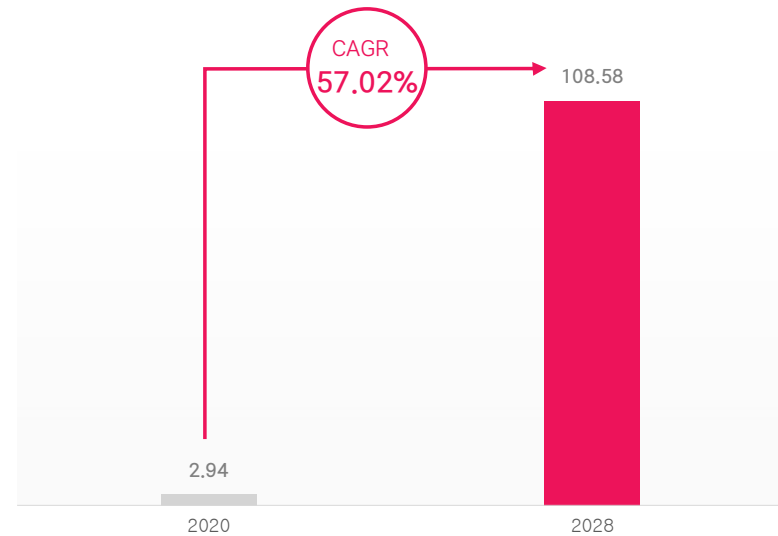


(Trees, forests, parks, etc.)

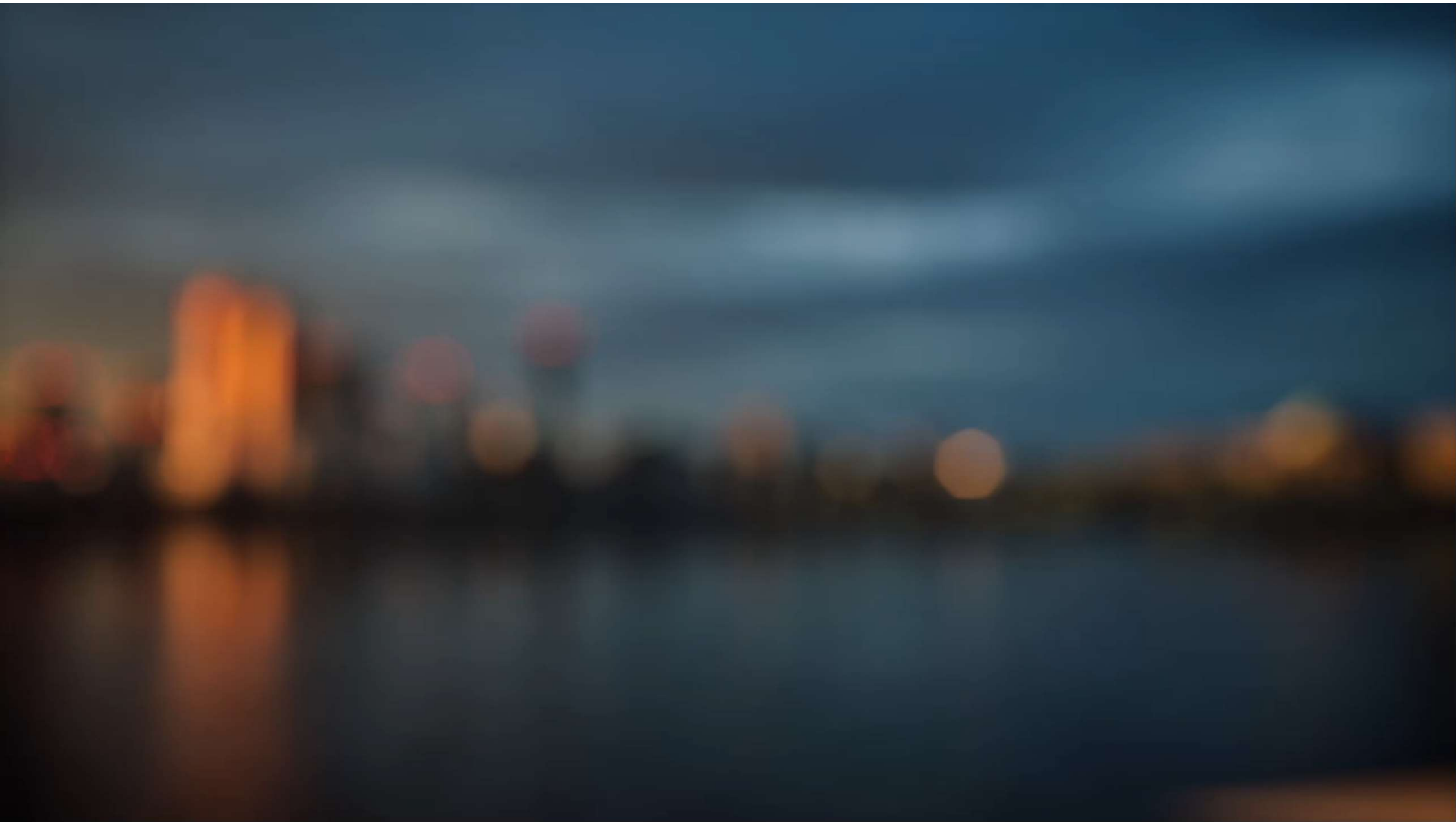
Global Digital Twin Market size

Source: Verified Market Research

scale: \$1billion







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Digital Human

Metaver Platform SUPERB

XR, Media Arts

Interactive Media Project TH



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Digital Human

A significant growth trajectory is anticipated in various sectors, including entertainment, gaming, film, virtual assistants, influencers, digital merchandise, and AI support. This expansion is projected to occur both within internal projects and through collaborations



1

High precision

- Slightest details of skin including facial pores scanned with 40μm ultra precision.

2

Natural Expressions

- We can achieve natural facial expressions while maintaining the unique identity of a real person in digital

3

Simplicity of AI Fusion

- 3D structured digital humans ready to be integrated with AI solutions



Digital Celebrities



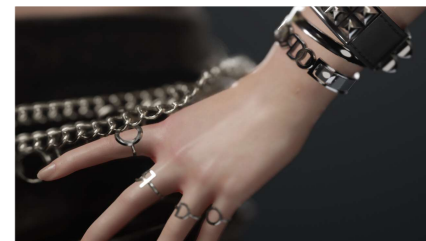
Movies, Advertisements, Games



Digital Secretary



Digital Influencers



Digital Merchandising



AI-Based Customer Support



🎵 Chris Brown Go Crazy



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Action Social Network Game (A-SNG)

Generating revenue by offering a sophisticated 3D virtual environment, wherein users can interact, participate in economic transactions, and immerse themselves in innovative experiences



Overview

PLATFORM

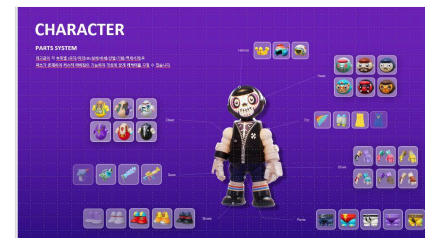
MULTI PLATFORM (PC/Mobile/Console)

GENRE

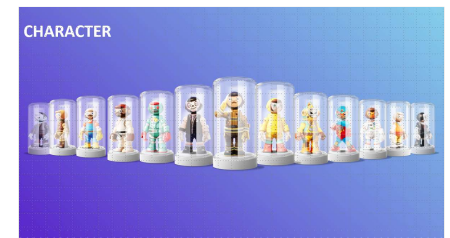
Action Social Network Game (Action-SNG)

WORLD

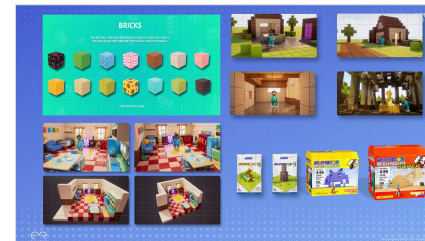
Toy Bricks's Meta World



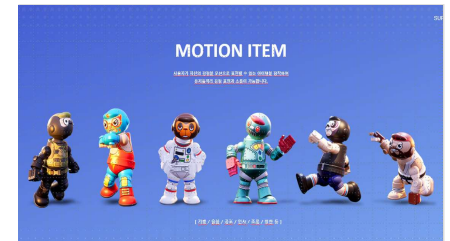
Customizing Character Parts



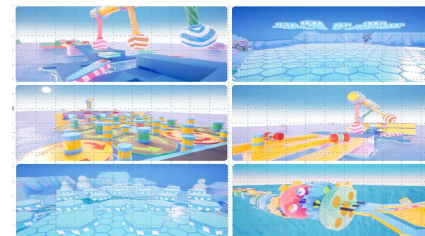
Character Collection System



Creative Work through Brick System



Motion Item



Mini Games



Pet Collection System



Hi!

SUPERB

LOADING...

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Interactive Media, Project TH

Digital Human and Virtual world building technology consolidated to create interactive-drama, action-adventure genre



1

High Quality CG

- World class technology to create digitalized versions of famous actors (Sung Tae Hur, Hong Nae Lee, etc.)
- “Building Generator” technology to create replica of famous real-world buildings

2

Cinematic Production

- Cinematic director Kang Yun Sung (‘The Outlaws’ director)
- In-house Performance Capture studio used for production

3

Engaging Gameplay

- Realistic, immersive environments
- Action packed adventures (Espionage, Quick-Time events, racing, TPS, etc.)
- Over 8 hours of play time



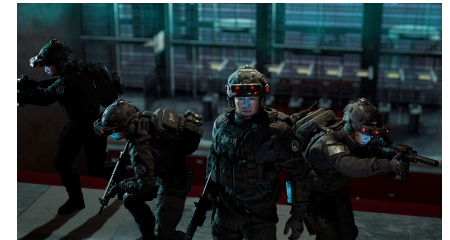
Digital Human Technology for Realism



Celebrity Casting (Heo Sung Tae and more)



High-Quality Cinematics



Cinematics by Director Kang Yun Sung



Thrilling Action-Adventure Gameplay



Partnership with global drama production company A Story

무기

WE ARE CREATING A NEW WORLD



XR · Media Art

Media art production and digital content for exhibitions



1

Collection of the best in the field

- Bum Suk Koo: 'Lord of the Rings: Return of the King' CG production team. Suk Hee Jung
- "Along with the Gods" "Space Sweepers" supervisor

2

Immersive contents

- certified capacity for development and production of influential contents to represent the XR industry
- contracts with major organizations and renown enterprises

3

Digital Media Art

- digital media art productions for exhibitions, movies, games, advertisements, concerts etc.
- collaborations with municipal corporations for regional tourist promotion



"Remembering First Love" (World's first 4DX VR movie)



Parasite VR (Korea Creative Contents Agency, Barunson E&A)



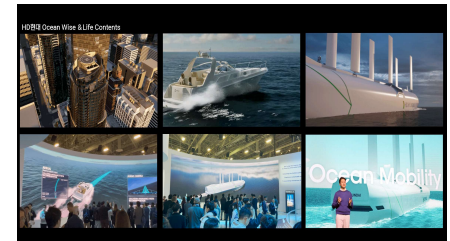
Dong Joo Yoon VR (Korean Cultural Heritage Foundation)



Bohwagak VR (Samsung, Kansong Museum)



3D Media Art for LVMH, 2023



Media Art Exhibitions for HD Hyundai and Samsung Harman, CES 2023

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Visual Effect (VFX)

We offer a comprehensive suite for media production, encompassing advanced FX design and development

E.O.D

Contact Us

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sangoh@evrstudio.com