



entertainment™
SKonec

SUMMARY

The Date of founding

04.16.2002

Address

5F&9F Chosun-naehwa B/D, 577, Seolleung-ro, Gangnam-gu,
Seoul 06143, South Korea

Web site

<http://www.skonec.com>

<http://www.facebook.com/skonecvr>

<https://www.youtube.com/c/skonecvr>

Employee

157 (By 2017. 12)

Seoul Headquarter 117

Busan Studio 12

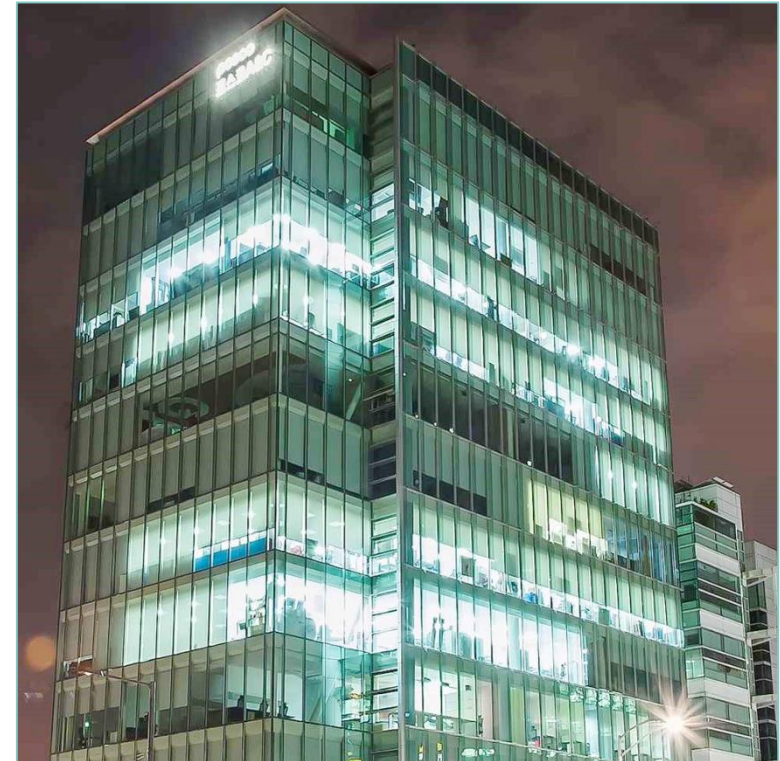
Partner-company 28

Main Business Area

VR contents Development & Service

AR/MR contents Development & Service

VR LBE (Location-Based Entertainment) Solution Development & Service



HISTORY

Skonec Entertainment is the world-leading VR company, who successfully launched the world's first VR gun shooting game.

2012

VR device head tracking technology developed utilizing SONY HMD
Got the Patent of 'Head tracking bar for Head Mount Display'

2016.10, 2017.04~

Mortal Blitz for SONY PSVR & VIVE & Oculus
Recorded on the demo disc for PSVR on 10.2016
Commercial version released on 04.2017
April's Top download in N.America
May's Top download in Japan
June's Top download in Europe

2018.02

VR Square (in Seoul) OPEN
The largest urban VR Theme Park in Korea
Operational Management Solution
development in collaboration with CA SEGA



2015.11

World's first VR game commercialization
'Mortal Blitz VR' gun shooter game for Samsung Gear VR released

2017.03~

Mortal Blitz for Walking Attraction launched in Korea, Japan, China

Lotte World, 3.2017 open
Club SEGA, 6.2017 open
Shanghai & Qingdao Joypolis, 7.2017 open
Jeju Arboretum Theme-park, 11.2017 open

HISTORY

We are partnering with well-known global companies in regard to the development and distribution of VR contents



MAJOR BUSINESS

Develop and service the platform & contents of 'VR Square', the total solution for urban multiplex space with VR attractions.

Develop and service VR games for consumers on Gear VR, Google cardboard, PSVR, Oculus, VIVE and more.

Develop and service complex VR contents for various business fields such as manufacturing, education, medical care and more.

Develop and service hybrid type AR contents with previous game IP.

Location-based VR VR Square



VR Walking Attraction, Interactive VR Simulator, Room-scale VR, Installation VR Attraction contents development

LBE (Location-Based Entertainment) business and provide the total LBE VR business solution with above VR contents.

B2C Contents developing Consumer



Develop and publish gun shooter games, sports games, casual games, and other contents for the low spec hardware users on Gear VR, Google Daydream, Matrix, 3glasses, etc.

Develop and publish VR gun-shooter games, battle RPG games, and other contents for high spec hardware users on PS VR, Oculus, and VIVE.

Business industries + VR Convergence



Develop various fields of complex VR contents: Education, Psychological treatment, Driving, Advertising, BIM, Exhibition and more.

Convergence VR contents service: Development of professional VR contents for organizations and institutions (B2B & B2G).

AR Project AR



Development & service hybrid type AR contents.

Medical treatment, industry, game and more.

VR SQUARE

VR Square is a VR multiplex focusing on Virtual Reality interactive experiences.

We develop and distribute high-quality VR contents for this VR multiplex. Furthermore, we provide the total solution for such business including maintenance and commercial analysis.

◆ VR WALKING ATTRACTION



◆ VR SIMULATOR



◆ ROOM SCALE VR CONTENTS



◆ INSTALLATION VR



VR WALKING ATTRACTION CONTENTS

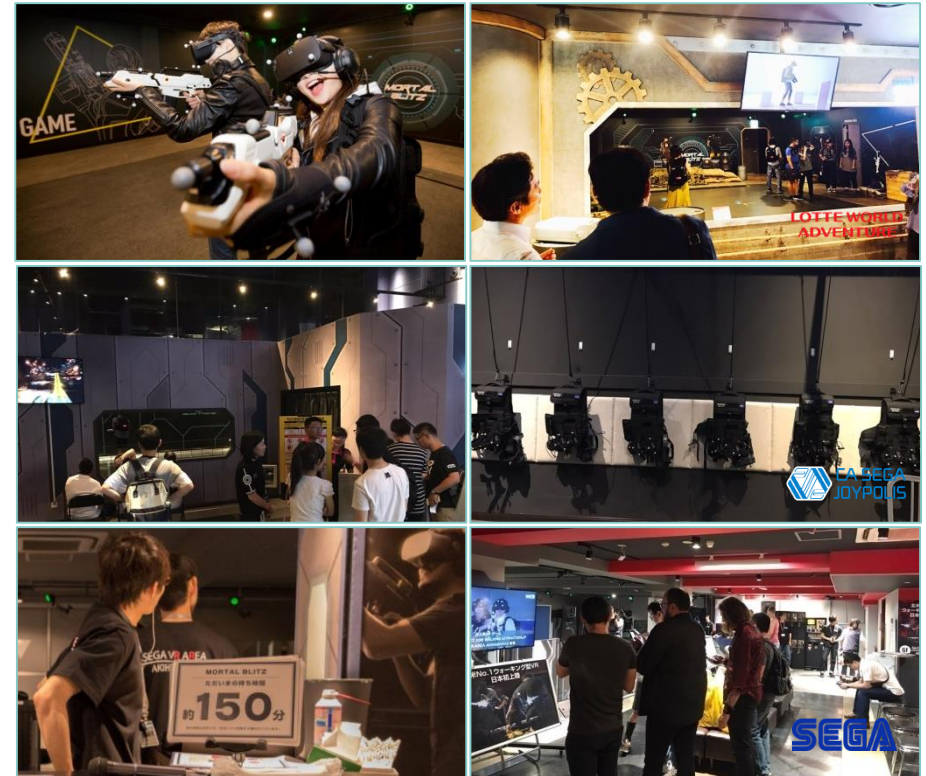
VR Walking Attraction game allows our players to free-roam around a game environment in a warehouse-sized space.



This whole-body VR Walking Attraction game reflects a player's actual movements into the game delivering fully immersive and realistic VR experience than any other contents, and has almost no VR sickness.

VR Walking Attraction requires the highest skills and technology to create a good experience, thus only a few developers in the world, such as Zero Latency and The VOID, are engaged in such development.

SKonec Entertainment is one of the very few best VR Walking Attraction game developers in the world. Our VR Walking Attraction was initially opened at LOTTE WORLD in Korea, and now actively expanding its business to global markets including Japan at SEGA VR AREA and China at JOYPOLIS Qingdao and Shanghai, receiving the highest praise for its quality.



VR WALKING ATTRACTION : LINE UP

In early 2018, 'Mortal Blitz Legacy', a multiplayer FPS game, and 'Dark Tale Heroes', a Fantasy themed multiplayer game, are coming for the VR Walking Attraction platform. These new contents can be added on the same existing VR Walking Attraction system for operation. No additional system (hardware) is required. We are developing series of new contents for the VR Walking Attraction platform, to ensure the continued profit creation.



2016.12
Single player game

2018.1Q
Multiplayer game with LAN (Local Area Network)

2018.1Q
Multiplayer game with WAN (Wide Area Network)

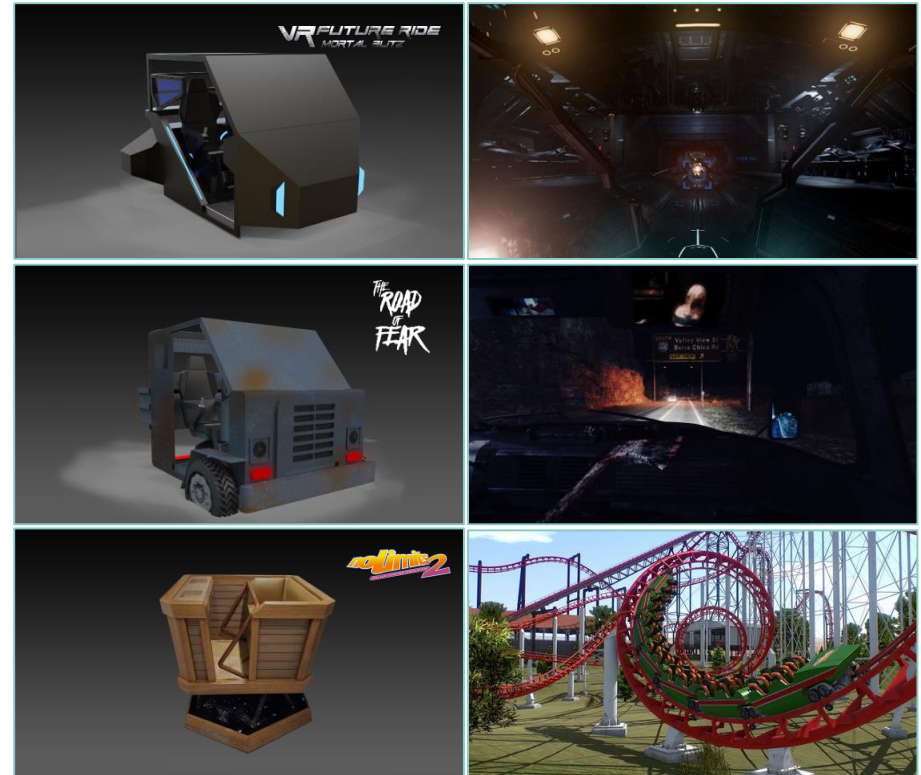
VR CUBE CONTENTS

VR Cube is a rideable mechanical simulator to experience various interactive VR contents.



The chair form VR simulator is installed inside a cube shaped structures. It allows to change or add new VR contents as necessary, and further to select and enjoy various VR contents including newly updated ones.

New and diverse VR contents such as a Horror, SF, Flight simulation and more games are continuously coming up.



VR CUBE : LINE UP

A Horror game, Flight Shooter game, Roller-Coaster game and more games of various genre are continuously coming up for VR Cube. These new contents can be added on the same existing VR Cube system for operation. We are focusing to develop more interactive VR contents to induce customers to revisit each location.



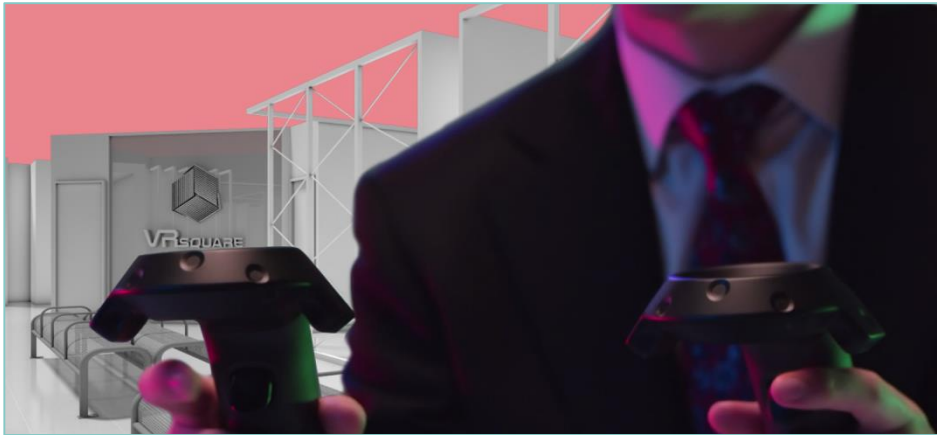
2017.1

2017.1

2017.4Q

ROOM SCALE VR CONTENTS

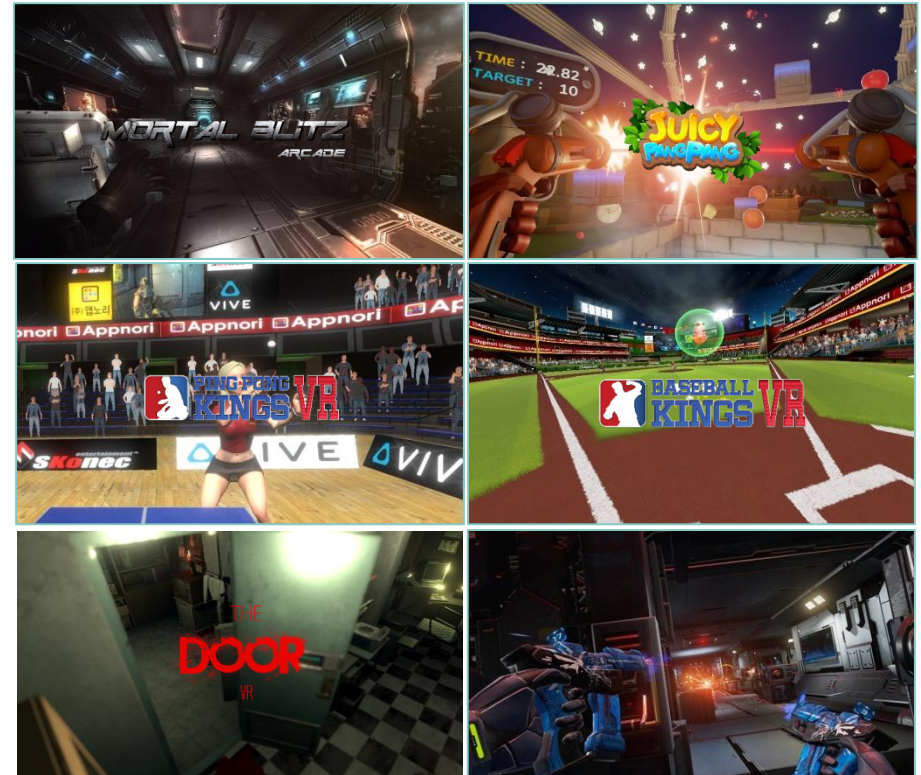
Room-scale VR is the use of a clear room-sized space to allow movement for a user using a VR application. Being able to physically move within the space helps to replicate real-world movement for the user and make the virtual environment seem more real.



Our selected Room Scale VR games are suitable for a location-based entertainment business rather than a home user.

We exclusively utilize SKonec's and our partner companies' own VR contents. This is why our contents are special and free from any license issues, ensuring our competitiveness in the market.

More contents of various genres (sports, gun-shooting, casual and more) are continuously coming up.



ROOM SCALE VR CONTENTS : LINE UP

We and our partner companies are developing not only sports games like VR Baseball and PingPong, but also FPS games, Casual games, Rhythm games and more. These new contents can be added on the same existing Room Scale VR system for operation.



2017.3

2017.7

2017.10

CONSUMER VR

Develop and publish gun shooter games, sports games, casual games, and other contents for the low spec hardware users on Gear VR, Google Daydream, Matrix, 3glasses, etc.
Develop and publish gun shooter games, battle RPG games, and other contents for high spec hardware users on PS VR, Oculus, and VIVE.



CONSUMER VR : MORTAL BLITZ VR



2016. 11

For Samsung Oculus Gear VR store Launching



2016. 12

For 3Glasses PC HMD in China Launching



2017. 6

For Matrix HMD in China Launching (In App ver.)



Within 2017

For Google Daydream, Gear VR In App ver. Launching
Will expand to more platforms:
DeePoon, Huawei, Nibiru, FOVE and etc.



2016. 10

Recorded on the PS VR Demo Disc



2016. 11

For PS VR Launching



2017. 6

For Oculus Store Launching
For Steam VR Launching



2018. 6

4*4 Room scale Network "Mortal Blitz VR EP3"

Mortal Blitz VR Ep3:
is a Network (Online) shooter game for Console/PC
designed for location-based VR (Network supporting)
for locations Launching

CONVERGENCE VR

KOREA Sale Festa VR Shopping Mall: to present new paradigm for shopping style. *English VR:* A new educational environment with VR technology
SKonec Entertainment is also engaged in Convergence business, developing various VR contents for key industries, such as Medical (psychological) treatment, Education, BIM (Building Information Modelling), Shopping business and more.



CONVERGENCE VR

SKonec Entertainment is working with excellent industrial and academic organizations on Medical and Military contents development projects. Medical training, Military training and Emergency preparedness training are all can be experienced in virtual environment safely and realistically.



Medical Training : VR/AR/MR based medical training simulation system

VR/AR/MR based medical training system and contents to enhance skills and field adaptability.

In cooperation with Kyungpook National University Hospital, Catholic University Medical Center, Korea advanced institute for science and technology (KAIST) and SolidENG.

With Matching & Moving Technique and Haptic Technology, realistic trainings for Otorhinolaryngology surgery and Neuro surgery can be achieved.



VR Military : Nonsan Military Theme Park

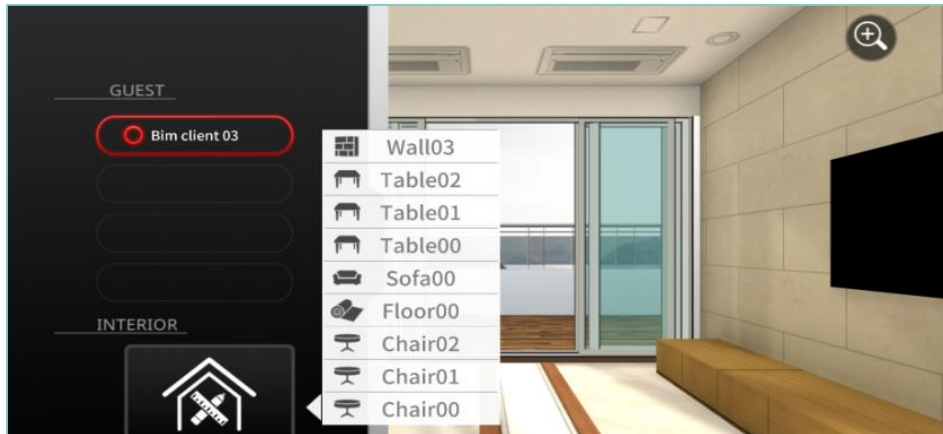
The near future Korean military world view of combat experience.

Deliver the most realistic VR experience of combat personnel with various kinds of simulators, 4D effects and installations.

Support LAN Multiplayer (6 players).

CONVERGENCE VR

With our VR technology, you can now design any space with different materials and even enjoy shopping. Beyond space and time, we create new value and opportunity to different industries.



BIM (Building information Modeling)

A program that can be used to virtually check/pre-design the space through VR system by modeling the architectural drawings.

- Possible to check the internal structures such as electric wires and water pipes in advance during the modeling process.
- Possible to customize and check in advance possible materials and wallpapers.
- Possible to expand and utilize the system as an aerial viewer, model house, fire protection system design, disaster prevention facility design and construction.



VR Shopping : 2017 KOREA Sale Festa

The world's first VR Shopping Mall, the convergence of the 4th Industrial revolution and distribution industry.

Enjoy shopping and purchase products in Virtual Reality.

Lotte Department Store, Hyundai Department Store, E-mart, LG Electronics, LOTTE Himart and more remarkable brands on board.

CONVERGENCE VR

The VR technology of SKonec Entertainment creates an environment that one has never been before, or even an environment that no longer exists. Another reality in front of our eyes will strongly enhance our educational skills.



Exhibition: Monet VR

A content that grafted the field of arts into the virtual reality.

Create a space of museum or art gallery through VR technology.

Time travel to meet with Claude Monet, a French impressionist and the artist of light, to appreciate his marvelous works.



Education : English VR

In collaboration with "Yanadoo", a leading English training company, and their proven curriculum with star lecturers, we create interactive VR English training contents.

With an interactive training system and VR immersion (including real 360° videos), this will increase learning effect and even replace a study-abroad program.

CONVERGENCE VR : B2B

We have been working on numbers of B2B projects, such as projects with Samsung, CJ E&M, Everland, Coca-Cola, Hyundai car and more. We develop all the different types of VR contents including but not limited to Psychological treatment, Advertisement, Video, System Launcher and more. With such experience and technology, we aim to give full satisfaction to all our customers.





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