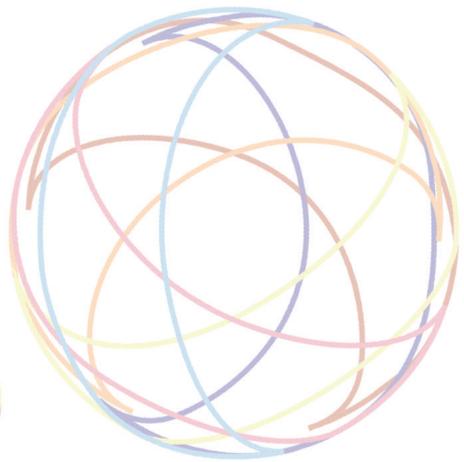




GLOBAL NETWORKING PROMOTION

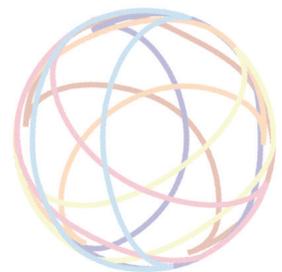
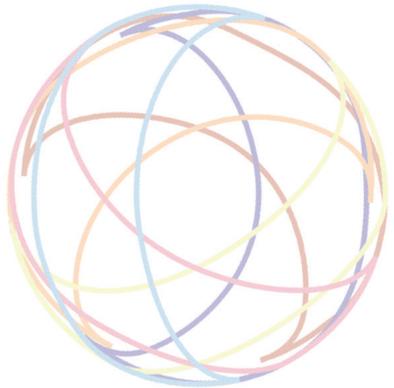
[Remarkable VR/AR Contents in Gyeonggi-do]



Global Inspiration
GyeongGi-Do



GCA
GYEONGGI CONTENT AGENCY



CONTENTS



Global Inspiration
GyeongGi-Do

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NFLOYD
Virtual Reality Game Development

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About GyeongGi-Do

GYEONGGI PROVINCE IS LEADING THE WAY

Gyeonggi Province is a land of promise. As a business center of Korea and a distribution hub of Northeast Asia, it is part of core international trade networks.

Gyeonggi Province is a land of passion. It is a place where various cultural festivals are held 365 days a year, allowing one to fully experience Korea's past and present.

NEXUS OF GLOBAL TRADE

Expanding into international markets provides companies with opportunities to grow substantially through new relationships and fresh ideas.

Gyeonggi Province knows that international trade is the key to economic prosperity and is working hard to ensure that companies can grow both locally and globally.

The GROWTH ENGINE OF ASIA

Gyeonggi Province, which surrounds the Korean capital of Seoul, has a population of approximately 12.8 million(24% of national total) and forms an enormous consumer market within the capital region of the nation.

Together with Seoul and Incheon, this region boasts a population of more than 26 million.

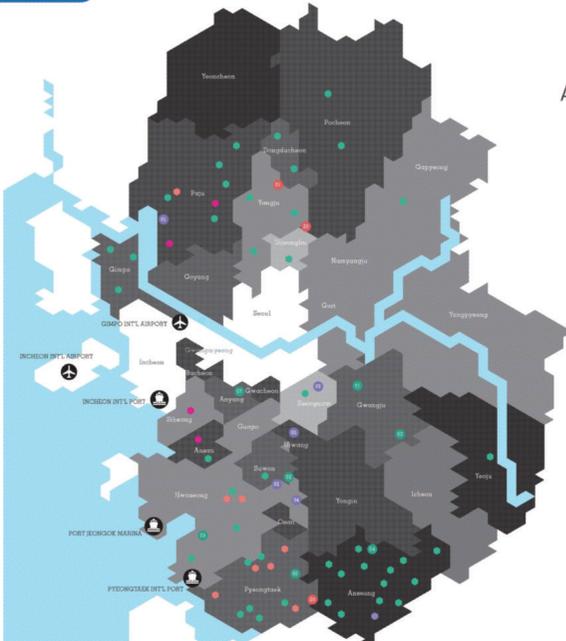


02

GYEONGGI-DO

EXCITING 365 DAYS A YEAR

Land of Pleasure, Peace and Promise
A place to experience Korea's past and to enjoy the Korea of today.
Gyeonggi Province abounds with enjoyable tastes, sights and activities.



About GCA

As a prime pioneer in Korea's content industry, GCA is nurturing Gyeonggi-do's creative content industry and engaging in diverse projects to enhance the competitive business environment.

- Support content-based businesses and start-ups
- Discover and promote creative contents by integrating culture, technology, and manufacturing
- Provide IT support and educational opportunities through cooperative systems among industrial, academic, research and governmental players
- Develop governance plans and policy based on big data



VISION

Gyeonggi-do, the convergence content city and the leader of creative economy



GOAL

The increase of Gyeonggi-do's content industry growth by 17%



MISSION

Lead creative economy through convergence and create jobs through contents



Establishment of North Gyeonggi Culture & Creation Hub in Uijeong-bu

- Support start-ups by converging manufacturing, design, and storytelling industries

Establishment of Gwanggyo Gyeonggi Culture & Creation Hub in Suwon

- Support start-ups by combining cutting-edge cultural technology and art to produce convergent content

Founding of Big-Fi Project Division

- Responsible for the successful execution of Big-Fi Project, a core policy of Gyeonggi-do

Operation of Pangyo Gyeonggi Culture & Creation Hub in Seongnam

- One-stop support service for cultural content start-ups through diverse programs catering to all business stages

Management of Content Korea Lab

- Regionally based Content Korea Lab in collaboration with the Ministry of Culture, Sports, and Tourism (Gyeonggi Content Korea Lab)
- Digitally led Content Korea Lab 1 and 3 in collaboration with the Ministry of Future

Support of Smart Content Valley in Anyang

- Formulate infrastructure for nurturing smart content start-ups via cooperation among the Gyeonggi Province government, Anyang municipal government, and the national government

Host of Good Game Show Korea

- Largest domestic convergent content exhibition in the first half of every year

Establishment of an ecosystem for mutual growth between large corporations and SMEs.

- Strengthen competitiveness in the market and provide financial support for SMEs by offering matching funds and joint projects with large corporations



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About VReal, Inc.

VReal Inc. is the VR company that has VR authoring solution technology and services VR business platform. We are interested in VR content for spatial information. VReal has created various spatial VR & MR content with VR shooting game 'Gun Blast'.

VR Authoring S/W 'V360' Information

'V360' VR S/W is designed to make everyone creates interactive VR content easily and quickly, without any programming knowledge. Import your 360 media into V360 application, place and configure your hotspots easily. Build your own VR experience in one-click, update remotely anytime, anywhere. V360 is enabled to publish shopping VR, real estate VR, entertainment VR, travel VR and anything else you want.



Easy & Quick VR Maker



Build Cross-platform VR



Have your VR Store



Visual Editing Interface



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VROTEIN



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Gyeonggi-do, Korea 13493

About VRotein INC.

VRotein Inc. is one of the biggest VR game developers/publishers in South Korea.

Through 3rd party titles as well as its in-house development team with a proven track record, VRotein currently has more than 15 titles under its helm.

05

VROTEIN

Content-Product Information

VRotein's games are available for multiple VR platforms including the Oculus Rift, HTC Vive, PSVR, Samsung Gear VR and Google Daydream. Some of our titles include our in-house developed Trespass series, a room escape adventure following an amnesiac trying to remember his forgotten past. We are also currently publishing many 3rd party titles like Cranga, a Jenga-like casual VR puzzle party game.





About Super Bean

Super Bean is a multi-integrated contents company. With its competitive edge, Super Bean will continue to create opportunities to make inroads in the world with varieties. Documentary, Musical, Animation, Book and the other contents is our canvas drawing our think creatively.

Content-CHERNOBYL 360

'Chernobyl 360' draws Chernobyl controlled area using VR (UHD 8 K) technology. 'Chernobyl 360', which will depict human-civilized and civilized experiences, is a highly immersive VR-eduformation-documentary.

2017 / VR Documentary / 5 episode 10 mins / FUHD



Content-KOREA TRADITIONAL ARTIST VR

'Korean traditional Artist VR', utilizes the characteristics of the VR 360 video. Helping to synesthesia understand for craftsmen, centering on workshops of craftsmen what have not been interested so far.

2017 / VR Documentary / 8 episode 8 mins / FUHD





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About MintPot

MintPot developed the world's first subtitle technology 'VR subtitle' a service applicable in VR moving images. Our VR images are in global service, with four different languages supporting the contents.

07

MINTPOT

Content-Product Information

MintPot is making a global distribution with various language subtitles in VR images and provides 'VR Subtitle' service to the world by linking to the user's movements. Object-oriented image system enables users to track their gaze, display personal information, and even have their interest measured.



Coordinate input and analysis



Locate people and objects



Display information of people and objects



Measurement of the user's insight with the right fitting advertisement



NFLOYD



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About NFLOYD

Nfloyd is a start-up founded in 2016 aiming at the world's best virtual reality game developers. Ark fire VR, our first virtual reality first person space shooting game that had previously never experienced from the combination of shooting and virtual reality as new fun to present.

08

NFLOYD

Content-Product Information

VR first person Shooting

The high degree immersive virtual reality genre.

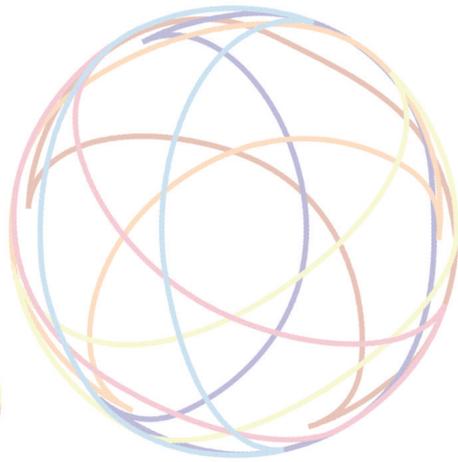
Players will experience the same physical space combat.

Multiplayer versus mode

16 VS 16 Free flight, multiplayer mode.

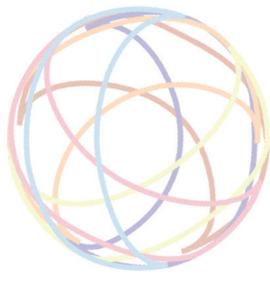
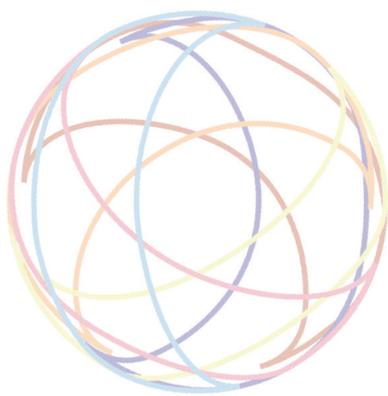
It can develop into E-Sports.





G L O B A L N E T W O R K I N G P R O M O T I O N

[Remarkable VR/AR Contents in Gyeonggi-do]





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