

One-on-one virtual partnering
with top Korean companies
from knowledge-based
service industry

2020

11/17 - 12/09

K-SERVICE DIGITAL 2020

DIGITAL CONTENTS

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MEDICAL SERVICES

INNOVATIVE SERVICES

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Korea Trade-Investment
Promotion Agency

01

ANIMATION /
WEBTOON

CHARACTER,

GAME

VR / AR

ETC

DIGITAL CONTENTS



ANYZAC

Company information

ANYZAC is a dynamic company that creates, produces and Branding Contents in the same place. We are a group of experts who creates any Contents, specialized in 3D Animation. Based on creative mind and explicit planning, ANYZAC continuously puts effort to develop new Technology to create better contents for all.

Portfolio

ZOMBIEDUMB SEASON 2

- Slapstick Comedy+Non-Verbal, 3'30"*52ep Full HD Animation for All age
- All for one, One for All - After many twist and turns, a human girl 'Hana' becomes friends with Zombiedumb. One day, new enemies intrude into their peaceful life. 2018 Asian Television Award, 2019 Asian Academy Creative Awards

Time Traveler Luke

- Fantasy Action Adventure, 11min*52ep Full HD Animation for All age
- Mysterious Elevator - Luke, the grandson of Paul notices about this mysterious elevator and commences his time traveling journey trying to find his grandfather Paul, with the new mission as a 'relic guardian'. 2016 MIP-JUNIOR INT' Top 5

IN:APP

- Slapstick Comedy+Action, 7min*39ep(30min*13ep) Full HD Animation for All age
- Keeping the APP World Error-Free - A must-have item for modern people, smartphone Installed in smart phone, numerous apps offering convenience and versatility App-man who manages those apps lives in Smartphones in In App World!

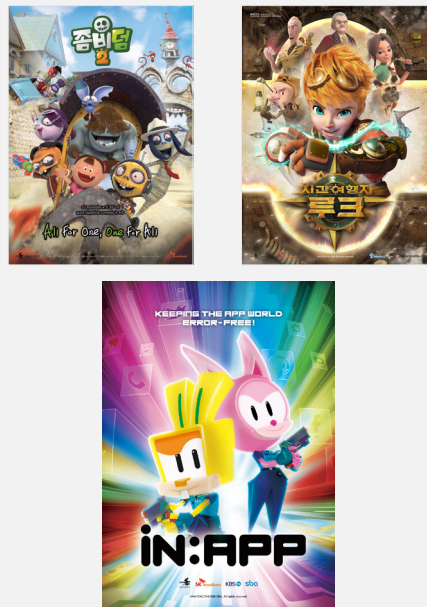


Zombiedumb 2 https://www.youtube.com/watch?v=zJttkb_fLMA&feature=emb_logo
TimeTraveler Luke https://www.youtube.com/watch?v=gm2Lm_oLMTY&feature=emb_logo
InApp https://www.youtube.com/watch?v=IDi-hAXT21Q&feature=emb_logo

+82 - 2 - 780 - 1382 
rusact@anyzac.com 
anyzac.com 

Category

- Animated Content



ANYZAC uses the creative mind and created contents, focusing on the balance between technology and emotion, with the message of dreams and hope. ANYZAC's key members have led global projects and produced 3D animation, broadcasts, film and promotional videos. Their endeavors are based on the know-how of multi-year animation planning and domestic/foreign co-production, and production outsourcing. Also based on these recognized and solid planning capabilities, ANYZAC is committed to developing and producing quality education and entertainment content that can be accessed on expanded smart platforms.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising

Platform

Zombiedumb season 1 &2 - Netflix, Disney asia etc.
Time Traveler Luke - KBS1TV, SK Btv, Toonivers, Anione, Champ, Anibox, JEI, Daekyo, theDisneyChannel
In APP - 2021 confirmed broadcast slot at KBS1TV

Our previous projects

Zombiedumb Season 3 is already being produced. It will be distributed to NetFlix Global and DisneyAsia's 14 countries; to be serviced in 230 countries. TimeTravelerLuke was picked as one of the top 5 on the MIP Junior International contest, and recieved global expectations since. 5 episodes will make 1 set, and 1 set will involve a treasure or a historic place central to the plot. 52 episodes are being shown in 10 countries, and in the case of the 10th country to broadcast our contents, 1 set wil be 7 espisodes. Currently on air on KBS1TV and SK Btv as well as many cable TV channels.

InApp will be shown on KBS1TV in 2010. It is in production, and we are expecting to garner much attention from the digitally-fluent generation, as it will appeal to their sensibilities.

+82 - 2 - 890 - 0880



viva.ellejou@daum.net

www.atoonz.com

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ATOONZ

Company information

Atoonz is a multimedia content enterprise, established in May, 2000. which is implementing character licensing and merchandising business while producing the 2D animation, TV series, theater animation, and mobile entertainment contents.

Currently it is producing Korean representative family animation series, and implementing domestic/foreign various character businesses including the teenager community site, web, production of online game contents, and service.

Portfolio

Hello, Jadoo

1. Gengre : Animation for families and kids.
 2. Series : All 4 seasons consist of around 200 episodes(running time of each episode: 11 mins)
 3. Target : Family Sitcom appropriate for all viewers, especially kids around 7~10 years old.
 4. The story of Hello Jadoo is based on the Hello Jadoo original comic books which have been in print since 1998.
- Hello Jadoo is about a 10-year-old girl named Jadoo who is a tomboy, and her 5 family members.



Hello Jadoo - <https://www.youtube.com/channel/UC69Y0mclX3SbDkVxSoLUUNA>

Eng vserion - <https://www.youtube.com/playlist?list=PLnbLIXIsKvSQjwU0z5uAK4x-GxIHIAW>

Category

- Animated Content



Long run character

- Hello Jadoo was born in 1997 as a comic of the same name. Over the past 20 years, it has been loved by the public as its various forms, including comic books, animations, games, and musicals.

Family Animation that Represents Korea

- Total 4 seasons - televised 200 episodes (12 minutes)
- Ranked 1st in for the audience rating for its every season. The Season 4 ranked 1st including terrestrial broadcasts.
- 300,000 spectators on the 10th day of the 1st theatrical animation screening. 2nd theatrical animation will be screened in 2022

OSMU character

- Hello Jadoo has expanded to various contents including comic books, animations, mobile games, emoticons, learning applications, theatrical animations, and family musicals. Also, various commercialization, such as publishing, stationery, toys, food and beverage, and fashion goods is being proceeded. 'Jadoo's play school', an experience-program for children, is operated in various facilities.

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasting Company
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising
- IP Purchase

Platform

(Animation) Youtube

Our previous projects

Vietnam

Contract with HTV3 in October 2019 for Hello Jadoo seasons 1 and 2 with ongoing discussion for seasons 3, 4

Taiwan

Contract with MUSE Media for four Hello Jadoo Special Movies(4 individual titles).





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Chungdahm Media, Inc.

Company information

Chungdahm media was established in October 2019. In March of this year, KTH, the largest master content provider in Korea, signed a distribution contract in recognition of our content's potential. Now we are in discussion with various buyers in the US, UK, China, India, Indonesia, and Europe and South America and some of them have been signed the contract. The YouTube channel launched at the end of April 2020 and it has over 57K subscribers and 20M views in 5 months. and the main traffic generation countries are gradually expanding from North America to Europe. In particular. Especially 'Ella Gator'(Season 1) is expected to be the first successful IP of CeREELS with a cumulative 10M view. Based on these achievements, investment discussions of domestic and foreign VC are underway, and we expect to be able to significantly expand our business this year and next year.

Portfolio

CeREELS

Our contents are segmented into seasons. A season consists of 5 to 7 episodes; each episode being 60 to 180 seconds long. We plan to make 40 seasons in 2020. We pursue diversity, and as a result, CeREELS are distinct from other short-form contents. CeREELS can be classified according to their music genre categories: Rap, prose poem, and classical music. These musical themes are adapted to fit the story content. Specifically, CeREELS are animations created by combining various musical genres, including rap, pop, RnB, musicals, rock, etc., which accompany an original story or an adaptation of a well-known classic from a fresh perspective. In addition, the stories of CeREELS has been written in simple and refined English sentences catering to early stage English students, which makes CeREELS content accessible by people of all ages, genders and nationalities. Due to the diversity of our content, we are in collaboration with various artists such as animators, singers, etc.

 https://www.youtube.com/watch?time_continue=79&v=z7Zui1CoSFs

Category

- Animated Content



'Chungdahm Media', an affiliate of Korea's leading ESL company, 'Chungdahm Learning'. From the onset, we created storytelling contents that organically combine language and art for creativity promoting education. We are continuing to produce various contents targeting the short-form contents market, which is expected to grow over four-fold compared to 2019, reaching a volume of about 13.3 billion dollars in 2020. We are developing creative storytelling contents with our teams composed of the most talented writers hailing from the US Ivy League schools and the UK Russell Group schools, professional musicians of various music genres and excellent animators. Our outstanding professional staff create content spanning across various story genres and music and artistic styles. Our BI(Brand Identity) is 'CeREELS', which reads like 'cereals'; and like cereal, can be easily consumed, are easy and fun, infinitely diverse and good for you.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasting Company
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- Financing
- IP Purchase

Platform

YOUTUBE, MX Player, Genflix, Boclips, iQIYI, Tencent, Toutiao



+82 - 70 - 8717 - 8531



yoon@electuralstudio.com

www.electuralstudio.com

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Electural

Company information

Electural is a Creative Studio. We Develop Characters (IP), Produce Animation, and are in the Licensing business as as Licensor.

We have great character IP/Brands - 'Wonderful ThumThum', 'The Ultimate Lab Trio - LaBong', and 'Happy Almond Puppy - AlmonDog'

We are looking for business partners for animation co-production and financing, and licensing & merchandising (licensee, licensing agency, retailer).

Portfolio

'The Ultimate Lab Trio - LaBong'

(Project in development)

1. Genre : Comedy, Adventure
2. Format : 11 mins x 52 eps
3. Target : 6~11 yrs
4. The misadventures of a clumsy inventor named Labong, and her funny family - Lucy, a cute rabbit with a short temper, and Kkuri, a not-so-bright cloned mouse.

'Happy Almond Puppy - AlmonDog'

(Project in production)

1. Genre : Comedy
2. Format : 1 mins x 104 eps / Non-Verbal
3. Target : All age
4. The simple daily life stories of a happy almond puppy named AlmonDog. Short-form animation for new media.

Category

- Animated Content
- Original Characters

Our animation projects are in development or in production. So we're looking for business partners for animation co-production and financing.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Broadcasters
- Local Publisher
- Merchandising Company
- Other
- Licensing Agency / Licensees

How we can cooperate

- Co-Production
- Merchandising
- Financing
- IP Purchase

Our previous projects

- Winner of the Korea Ministry of Culture, Sports and Tourism Minister's Award for Excellent Content Company at the Next Contents Fair 2018
- Winner of the ASIA-EU Cartoon Connection 2018 - 'Wonderful ThumThum'. It won the prize during the pitch at the Cartoon Forum 2018 in France



+82 - 70 - 4808 - 1213



j_bugs@naver.com

<https://www.youtube.com/channel/UC65Qx-BWaO7I4IL4tekORw>

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J Bugs. Ltd., Co

Company information

J-Bugs is located in South Korea and pioneers the integrated entertainment industry. Our business area includes all of the followings: creation of the character and illustrations, video production, IP licensing, manufacturing merchandise items, and distribution of all contents.

Currently looking for business partners regarding distribution and broadcasting opportunities for our finished animation content.

Portfolio

Slow Slow Sloth Neul

1. Genre: Sitcom
2. Format: 2:30" * 104 episodes
3. Target Age: Family & 12 yrs +
4. Background & Storyline:

There is a leaf-shaped island deep in the Amazon, and the three friends from the Tree-leaf town have moved into the busy city.

'Neul' is a sloth, who is very slow and relaxed. 'Arl' is an armadillo, who is very fast and hot tempered. 'Gil' is an anteater, who gets scared easily and loves to eat. As three friends share very distinct characteristics and personalities in the animation film, differences of main characters can deliver humor to the viewers.

We have three purpose in the animation film that we would like to share with our viewers: learning to understand and appreciate our friends and others' characteristics without criticizing, learning and sharing the beauty of relaxation and slowness with our loved-ones in the busy city we live in nowadays, and learning about unique animal friends that we don't see very often.

Come take a look at the life of three friends in the city!

Category

- Animated Content

"Slow Slow Sloth Neul" Animation's Strong point:

1. We have a finished content of 2:30" x 104 episodes ready-to-distribute
2. Our animations are a combination of 3D, 2D, and Clay animation using mixed techniques, which gives variety and attractive visual aids to the viewers
3. Current animation character can be developed into detailed storyline with different target market as we have studio production ability of our own.
4. Planning on a worldwide TV series and looking for a co-production partner

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising
- Financing
- IP Purchase

Platform

TV broadcasting : KBS2
Youtube channel Other
Media Platforms

Our previous projects

1. 2016 Award-winning Animation from Asia-EU cartoon connection
2. 2018 Grand prize from ICT Cultural Convergence Center DEMO DAY
3. 2018 New Media China publication right contract - 60 million (RMB)
4. 2019 A+ Valuation on KOCCA contents valuation test
5. 2019 Reached 300 million views on 25 platforms in China



Slow Slow Sloth Neul Episode: https://youtu.be/JQXt_gGvILs



+82 - 10 - 7504 - 8812



kstyles.tv@gmail.com

<https://kstyles.app>

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KSTYLES CO., LTD.

Company information

KSTYLES CO., LTD is an education company to create educational content

- We create 2D animation Content
- We develop Applications
- We offer Translation service (5 languages)

We aim to make our best to help anyone at home and anywhere to learn Korean and other languages easily with fun.

Portfolio

KSTYLES APP

- **Short animated content platform APP**
We offer short animated content in Korean, English and Chinese version.
To make more people use our content, we offer subtitles in 5 different languages.

- **1min animated content**
We have 50 pieces of content, with a goal of reaching 100 this year (2020).
We expect that by the beginning of next year, about 300 animated videos will be ready.

- **Publishing books**
We publish Korean language books and children books.

Since our foundation, to enter the global market, we have been working with members from diverse countries. Team members consist of illustrators, translators, video editors, app developers, and Korean members.

Category

- Animated Content

We can create 2D animation videos and we have own content platform applications. Our short animations contents are based on children's books, which are available for purchasing as well. We have our content in Korean, English and Chinese versions. We aim to help language learners learn different languages like Korean, English, and Chinese through a single story.

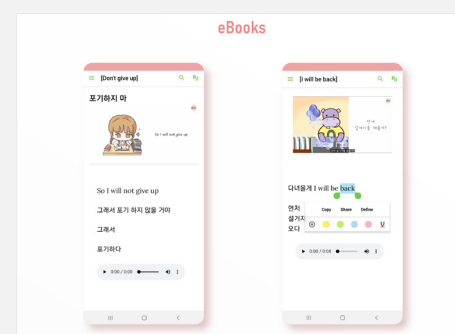
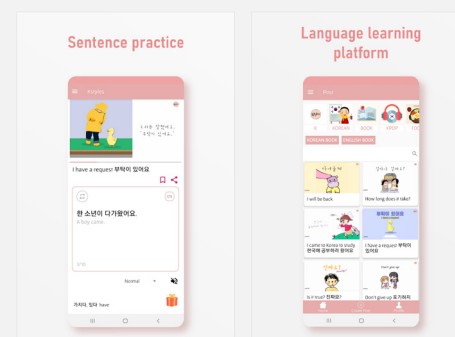
What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- IP Purchase



Our previous projects

Now we are in consultations with Korean language schools and universities that teach Korean. Due to Covid-19, students are taking online classes at home more than before. So, the demand for online content will increase further in the future.

We all love what we are doing, and we have dreamed to do something together. If you are interested in KSTYLES project, feel free to contact us.



+82 - 70 - 7860 - 6174



gaoya@samg.net

www.samg.net

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Samg Animation

Company information

SAMG has been the No.1 and biggest 3D animation studio in Korea with more than 20 years of know-how and experiences, powered by well-organized in-house production system with more than 170 staffs.

SAMG's becoming comprehensive branding company, expanding its business fields into toys, fashion, on-line business, etc., powered by many of well-known IPs, created by SAMG itself.

Portfolio

3D CGI Animation Mini Force: Super Dino Power 11min x 52eps

Super Dino Power Miniforce

Save Blue City from Vilain Captain Powerman

- Genre: Hero + Action + Comedy
- Target Audience: 3~8 year olds (Mainly 4 year olds)
- Format: TV Series 11 min x52 eps
- Premiere Date: 29th august, 2019 in KOREA

 <https://www.youtube.com/watch?v=-eDbfFcGFzw>

3D CGI Animation Catch Teenieping 11 min x 52eps

Cute Troublemakers, Fairies of Emotion!

Let's catch Teenieplings!

- Genre: Fantasy, Drama
- Target Audience: 3~7 years old girls (Mainly 4 years old girls)
- Format: 3D CGI TV Series, 11 minutes x 52 eps
- Keywords: Princess, Fairy, Emotions/Feelings

 <https://www.youtube.com/watch?v=F3F8AwmTRFo>

 <https://www.youtube.com/channel/UC6g-AGl050h6BBxnbKephSg>

Category

- Animated Content



Samg Animation leads the domestic and overseas contents market through our unrivalled 3D technical skills and 20 years of accumulated know-how of creating animation and in-house design and development of toys.

We are distributing our content to all major video platforms and OTT services across the globe as well as to broadcast channels. We are also partnered with the best domestic licencing company. Through this partnership we are in publication together as well as development and sales of games, clothing goods, public performances, and character merchandise.

Our preferred partner

- Content Distributor
- Local Publisher
- Other
- Food Distributors

How we can cooperate

- Distribution
- Financing

What makes us creative?

Our previous projects

Since its founding in 2000, Samg Animation has designed and produced high quality animation such as Mini Force: Super Dino, Ladybug, and MonKart. We have developed our unique technical skills and video style during this period.

In 2017, we supplied Mini Force, LadyBug, PowerBattle Wachika, Vroomiz to NetFlix, and in 2018 won an investment cooperation contract for Mini Force from Wow Dadi.

Exports to Indonesia and Vietnam among other Southeast Asian countries, MonKart, Power-Battle Wachika, Vroomiz, and the Mini Force series.

Recognized for MonKart and the Mini Force series in 2019's active sales overseas and their performance, we recieved the Presidential Meritorious Award For Overseas Expansion.

Mini Force in particular hit the top spot on the chinese TV channel CCTV14. Also we recieved more than 10 billion views throughout the 9 major platforms in China, including TenCent, iQIYI, Youkou, etc., leading the way in the animations Korean Wave.



+82 - 70 - 7005 - 9124



studiovandal@hanamail.net

www.studiovandal.com

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Studio VANDAL

Company information

'Busan's own character development and animation company!'

- Studio VANDAL Co. Ltd. is Busan area's premier developer of novel characters, connecting them to the animation field.
- Studio VANDAL Co. Ltd is the first professional creative works broadcasting and designing company for TV series animations. We were recognized for our excellence in 2015, and had the opportunity to co-design/produced YooHoo & Friends Season 2. (KBS-1TV, season completed)

Portfolio

What are you doing Nini?

- Genre: Comic / Sitcom / Edu-tainment
- Format: 11 minutes x 52 episodes, 2D ANIMAION
- Target Audience: 3~6 year old children
- "BoomBoom Island" is an uncharted volcanic island yet to be discovered by humankind, where various dinosaurs live together in. They have developed their own culture, and are very different in form and culture than what we know of dinosaurs today. Carnivores and herbivores live together in harmony, but there still remain elements of their ancestors' preferred diet, temperament, and unique traits. So, there are some conflicts and differences in opinion. However, the dinosaurs learn cooperation and create relationships by learning about differences and variations. They become more understanding of each other, make thoughtful considerations and build strong friendships. Below the BubbleBubble Volcano, at a small villiage, the protagonist NiNi was born one minute later than her brother Dino. Dino is a mama's boy, and the siblings live with their mother, Mama Roo, a steadfast and resilient carnivorous dinosaur. The story begins when NiNi and Dino enter Dinosaur School, where all dinosaurs are required to enter into. It is the first time they have left home to study at a school, and the children dinosaurs learn lessons from being involved in many misadventures and through their school class.

Category

- Animated Content

- Clitter-clatter Small Rock Dodo Seasons 1,2 (MBC, Daewon, TV Chosun, China's Huashi TV) Distribution Sales
- Hold many in-house created IP's, have much experience in TV broadcasting, are able to create animation works on a limited budget
- Our in-house projects include Alien Family Jolly Polly (KBS-2TV, season completed April 2015), Clitter-clatter Small Rock Dodo (MBC, season completed January 2016), Clitter-clatter Small Rock Dodo Season 2 (MBC, season completed August 2019). We are currently developing and producing NiNi What Are You Doing?, a TV series.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform

How we can cooperate

- Co-Production
- Distribution
- Financing

What makes us creative?

Our previous projects

- Clitter-clatter Small Rock Dodo Seasons 1,2 (MBC, Daewon, TV Chosun, China's Huashi TV) Distribution Sales
- Hold many in-house created IP's, have much experience in TV broadcasting, are able to create animation works on a limited budget

<https://www.youtube.com/channel/UCk77uj6YiXEuKtbdueNA91g>

+82 - 70 - 8834 - 0901



ync.david@gmail.com

www.youneedcharacter.com

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YOU NEED CHARACTER Co., Ltd.

Company information

YOU NEED CHARACTER Co., Ltd. is a character and animation production company. Founded in 2017, Min Su Song gained experience in the field during his time at Iconix, which is famous in Korea for its character "Pororo". Our team consists of professional content production staff that are passionate about our projects.

We have been actively promoting globally from the beginning and we strive to create an IP that can stand shoulder to shoulder in the competitive global market. So far, we have business partners and global networks in the US, India, China, UK, and South Africa. Currently, we are creating and producing animations such as 'CricketPang' and 'Rose Kinder'.

We are in the development of various licensing business and additional content production using our character IP. In particular, we are concentrating on producing educational content for children using our characters.

We look forward to sharing our vision as a global character IP creation company with you.

Portfolio

CricketPang

- Format LAnimation (26episodes * 11')
- target : pre-schoolers
- genre : comic animation for kids

Category

- Animated Content

CricketPang is a children's animation based on Cricket sports. This is a comic animation for children, with great content that fosters creativity, imagination, friendship and cooperation.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Broadcasters
- Merchandising Company


How we can cooperate


- Distribution
- Merchandising
- IP Purchase


Our previous projects

Negotiating with broadcasters in the UK, India and South Africa. Broadcasting will be available from January next year.



+82 - 2 - 864 - 7871(내선700) 

ktw@bookcube.com 

www.bookcube.com 

BOOKCUBE NETWORKS Co.,Ltd.

Company information

BOOKCUBE Networks is a digital content company that deals directly with writers and produces and distributes e-book / web-novels / such as Webtoons and sells them not only in Korea but also overseas.

Portfolio

Eastern Royal Queen

The protagonist is the soul mate of King Donggung, and is human. King donggung, however is a still and fleeting figure. He is like the ball of light that appears when you close your eyes tightly, but disappears when try to catch it. She chases after him again like a desert traveler possessed by a mirage. What she really want is to walk with him into the twilight.

Invitation from Mystic Messenger

Hana is usually a glass-half-full sort of person, but lately, nothing seems to be going her way. After yet another fruitless day of job hunting, she finds herself pouring out all her frustrations to a stranger in the street. The kind stranger disappears before they get a chance to exchange names or numbers. However, the stranger has left behind a phone with nothing but a single messenger app. “Can you read this message...?” As soon as Hana logs on, username “Unknown” tells her they know the person she is looking for. Although a little suspicious, she is intrigued. Who was the stranger that lent her a shoulder to cry on? Who is this “Unknown” she is chatting with? To find the answers to her questions, she must first accept a mysterious invitation.

My Witch

“A Witch’s intense love that is gone in a flash but forever bound to be remembered!” Web comic serviced in Japan, the US, and in China Web comic that combines "Romance" and Fantasy" genres, which is what most local markets' prefer Web comic that can be serviced in any country (does not refer to any specific country or religion)



www.bookcube.com



<https://www.youtube.com/channel/UCXxNJ178OIQBDHkfWTMdNgA>

Category

- Web Comics

- BOOKCUBE Web Comics are differentiated from other Web Comics
- Each BOOKCUBE Web Comic title is ranked #1 overall or by category
- One or more PDs in charge of BOOKCUBE Web Comic will produce the work together.
- 3D background support to improve the quality of BookCube Web Comics
- Professional producers are responsible for storytelling and focus on the diversity and fun of BookCube Web Comics.
- If you chose BookCube Web Comics, you could safely assume that you chose the best work.

What makes us creative?

Our preferred partner

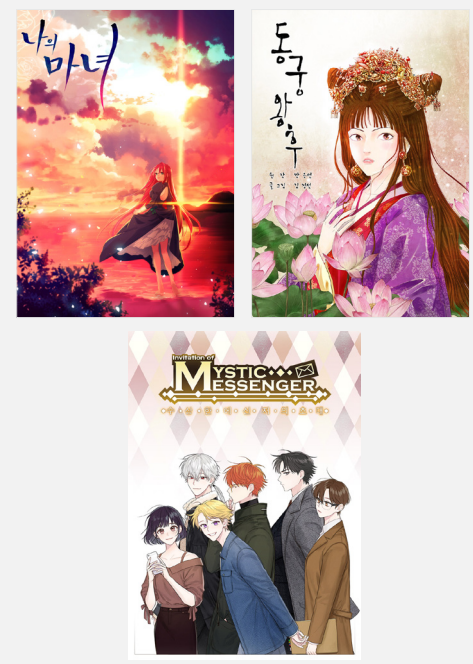
- Content Distributor
- Content Platform

How we can cooperate

- Distribution
- Webtoon IP 174 possession.

Our previous projects

Overseas Export Performances:
Publication rights sales to Japan (MORCOT, COMICO JAPAN, etc) of 18 web comics including <My Witch>, <Someone Else's BL Comic Book>
Publication rights sales to the US (Tappy Toon, Lezhin US, COMICO US) of 13 web comics including <My Witch>, <Someone Else's BL Comic Book>
Publication rights sales to China (ManMan Manhwa, Kuaikanmanhua, BiliBili) of 9 web comics including <My Witch>, <Someone Else's BL Comic Book>



+82 - 70 - 8677 - 5333



wkdekdud95@naver.com

cncrevolution.co.kr

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C&C Revolution Inc.

Company information

C&C Revolution Inc. prioritizes in experimenting with webtoons and its limitless creativity. We provide environments where the webtoon community and fans can gather to implement their ideas and imagination and pursue their dreams for webtoons. We manage our content , from planning and creating to publishing and distributing . We also handle print publishing , character merchandising and other IP adaptations . We aim to lead the Korean culture and build the future of comics by sharing exciting stories to the entertainment business . Through our success in China, Japan, US, France and many other countries , we continue to actively strive and expand our business towards the global market. Some of our well-known popular projects are <Bloody Sweet> and <Imitation>, which are currently distributed around the world, as well as many of our other webtoons.

Portfolio

Webtoon < A Royal Princess with Black Hair >

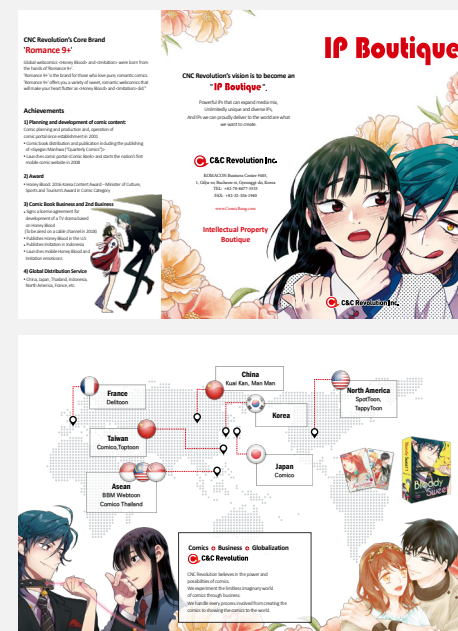
Prince Caruel and Princess Euricienne are forced into a political marriage and are both determined to make the other beg for divorce! As Caruel and Euricienne overcome various obstacles together, perhaps they're more drawn to each other than they initially thought... Will they follow with their original plans to end their arranged marriage? Or does fate have something else in store for the reluctant couple?

Webtoon < Imitation >

Rising sensation Maha joins the new girl group Tea Party , after videos of her imitating other singers go viral. Ryoc, a member of the boy band Shax, is skeptical of her talent at first for being a fake. But as they keep crossing paths in the hectic music industry , they soon become a couple that must hide their relationship from the prying eyes

Category

- Web Comics



We have licensed and published many of our contents on major webtoon platforms around the world . Not only do we want to distribute our work to multiple platforms ,we also want to create new contents such as animation , games and character merchandises using our webtoon IPs and spread them to countries of different languages .

We are not interested in buyers who only want to translate or invest .

We want to meet with buyers who are interested in partnering with us to develop and adapt our webtoon IP into various medias, and use them to expand towards the global markets.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform

How we can cooperate

- Co-Production
- Distribution
- IP Purchase

Our previous projects

1. Multiple contracts with webtoon platforms of various regions around the world . Distributed over 30 works in different languages such as English , Chinese (Traditional and Simplified), Japanese, French, Thai, Indonesian, Vietnamese...etc.
2. Our company is a successful webtoon-producing agency ,which mainly targets the female audience . Our most well -known projects are (Honey Blood (aka a Bloody Sweet)> and < Imitation > ,which have become a global hit and taken the webtoon global market by storm.

<https://www.youtube.com/user/comicbang>



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DONUTPEACH Inc.

Company information

A donut peach's skin is rough, but this organic fruit is very sweet tasting on the inside. We started our business with a name more familiar to the overseas market rather than targeting the domestic market because our motto reads: "Think more highly of the inner contents, rather than the exterior shell."

DonutPeach mostly develops original contents then converges them into new business models.

Our main area of business includes web comics development, domestic and overseas sustainable design contents development, upcycle contents' on, offline platform development, contents exhibition, education, and distribution.

Portfolio

"Earthvengers" The Earth's defense forces

- Genre : Action, Comic, Fantasy
- Format : Season 1, 24 in total
- Target : All viewers
- Content Introduction :

Title: "Earthvengers" The Earth's defense forces

Synopsis :

Five endangered animals living peacefully in the Arctic, the Saharas, the Pacific, the Amazon jungles and in the Indonesian wetlands are kidnapped and brought one day to a dismal lab owned by a wealthy poacher called Pilo. The five friends caught for experimentation meet each other and witness the creation of "Coro", a virus.

The 5 friends plan an escape but because of hornbill's mistake, "Coro" also escapes. The five friends, who eventually escapes with "Coro" in tow, discovers that Coro has the ability to restore nature and tries to take Coro to their hometown. The five friends argue whose hometown is most polluted. After fighting, Dugong mediates them. They promise to visit starting from the nearest continent and restore nature.

The start of Coro and 5 "Earth's defense forces"' journey begins!

Category

- Web Comics



["Earthvengers"]

New character development and composite web comics IP production project.

Earth rescue project for rare endangered animals from earth's 5 continents in crisis due to extreme earth ecosystem change.

- Background and character narrative- narratives and various episodes starring the characters from the 5 continents in crisis promotes cross plots and cross configuration of storylines
- Satisfy the sights– arrange and describe items that can match new things to new things; big things to very small things; interesting things with other interesting things, etc.
- Empathy – stimulate the feeling of empathy that humans and animals must coexist as when the environment becomes too polluted, the earth's ecosystem will be destroyed.

Business expansion starting by character development and web comics to animation, publishing, games, goods, etc.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Platform

How we can cooperate

- Co-Production
- Distribution
- Financing

Our previous projects

- 2020. 09 – Designated for Environmental Contents Business Product Design Support Project: "Earthvengers" eco-friendly 3D paper toy (Gyeonggi-do Content Promotion Agency)
- 2020. 05 - Designated Environmental Contents Business Support Project's "Earth-saving Startups' Contents" (Gyeonggi-do Content Promotion Agency)



+82 - 2 - 523 - 0460



woongs@funnyeve.com



www.funnyeve.com



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Funnyeve Corporation

Company information

Funnyeve is a character-based contents company with the vision of ‘making the world more fun and everyday life more special’. Our main characters include ‘PandaDog and Friends’, which has been published as an official web comic on Naver for 10 years and ‘Mobile Girl, MiM’, a popular character for stickers on major messengers like Facebook and LINE. As the first Asian character company to partner up with Facebook, we have launched the largest series of stickers on that social network. We also operate social network channels for different languages and servicing 1.4 million fans of our characters worldwide. In addition, we are leading the contents businesses in various areas such as mobile apps and games development, licensing, and storytelling.

Portfolio

Mobile Girl, MiM

Mobile Girl, MiM

 <https://www.youtube.com/watch?v=QfuNjdy97hg>

Pandadog

Pandadog

Category

- Web Comics



Web Comic 'Pandadog', one of Naver's longest running series

- 10 years of continued official service on Korea's largest web cartoon platform, 'Naver Web-toon'
- Over 400 million accumulated views
- Over 1,000 episodes

Support available through our social network fan base

- Can reach out to over 1.4 million fans over our social network fan base

A web comics production company's direct participation in business

- As a production company, not an agency, if we enter into business together, we can guarantee top quality design and story
- No limitations on applying our contents to other mediums

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising

Platform

NAVER WEBTOON

- Available for view in the Completed Series web comics section

Social Network Platforms

- Facebook page
- Instagram official account
- NAVER fan cafe, official blog, etc.

What makes us creative?

Our previous projects

Watsons	Title: MobileGirl, MiM / Gangsterchic
	<ul style="list-style-type: none">• Details- Character products launch (in Asian countries)
YAHOO Taiwan	<ul style="list-style-type: none">• Title: MobileGirl, MiM• Details- Promotion sticker production for LINE(Naver's mobile messenger app)- Collaboration event promotion
Sun Hung Kai Properties	<ul style="list-style-type: none">• Title: MobileGirl, MiM• Details- Parallel Christmas promotions at 4 shopping malls in Hong Kong



+82 - 2 - 324 - 5187

rockinhashin@hanmail.net

<http://rockinkorea.co.kr/>

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Rockin' KOREA

Company information

In cooperation with partners in Japan, China, and Europe, Rockin' KOREA is carrying out various contents distribution business beyond Korean market and will grow in line with the code of cultural contents production planning agency by developing new contents suitable for global Korean wave era.

Portfolio

Bite Me

- genre : Romance/Fantasy
- format : 60 Episodes
- target : Women in 10s~30s /
- It is a vampire romance story, seeking true love beyond the curse of the family.

Modest Man and A Macho Woman

- genre : Drama/Romance
- format : 100 Episodes
- target : Women in 10s~20s
- This is a self-seeking healing romance story of feminine man Seha Song and manly woman Bada Pi, who resist social conformity.

Coffee Fox Samwol Kim

- genre : Romance/Comedy/Fantasy
- format : 50 Episodes
- target : Women in 10s~30s
- It is a story of nine-tailed fox Samwol Kim, who became a human, trying to adapt herself to a part-time job at a coffee shop!"

- Bite me <https://www.youtube.com/watch?v=HbKWIMFKL8k>

- Modest Man and Macho Woman https://www.youtube.com/watch?v=O1-uZgvo_ko

Category

- Web Comics



1. Contents Business (sound source , web comics, novels, and video, etc.)
2. International Promotion
3. Management (managing around 150 artists, including singers, rock bands, composer, lyricists, actors & actresses, web comics authors, YouTubers, and BJs)
4. Live Event (advertisement/event agency, casting celebrities, show/concert organization, and etc.)

What makes us creative?

Our preferred partner

- Content Platform

How we can cooperate

- Distribution
- IP Purchase

Our previous projects

1. 2017, Simultaneous launch of Kwaikhan in Korea and China - Jimmy <Bite Me>, Myeong Hee Ro <The Handsome Man Who Will Marry Me>
2. 2018, 5 works export contract to Indonesia's 'comico'
3. 2019, Lee Hye <Not So Bad> export contract to Thailand's 'NHN comico'

+82 - 10 - 8936 - 6376 moongsool@naver.com www.moongsool.com 

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moongsool

Company information

Moongsool History

2015 Daloka character development launches

2016 Daloka character launches, in the form of rag dolls and cell Phone cases

2017 Daloka character launches, in the form of bags, socks, towels, scarves, etc.

2018 Daloka character enters China market

2019 Daloka Women's Clothing, Children's Clothing, Mirror, Socks, Bags, Cell Phones (China 韓都衣舍)

2020 Daloka Stuffed doll and Sewing bag Licensing Contracts launches (China Hilltop Asia Limited)

Portfolio

Daloka

1. character

2.

3. 10s ~ 30s Female

4. Daloka is developed as a character based on the concept of primary colors.

Daloka's concept can be applied to a broad range of products.

Border ink lines express sense of warmth and looks like manual handiwork.

We designed Daloka in the concept of an art character so that it can be a good interior item.

Category

- Original Characters

Daloka is developed as a character based on a concept of primary color.

Daloka concept is applied to a broad range of product.

Border of link line express sense of warm and freedom by handwork.

We designed Daloka with concept of art character so that it can be a good interior item.

- Character Product Design Support

- We Provide customized product character design

- Our designs reflect local trends through communication and research

What makes us creative?

Our preferred partner

- Merchandising Company

How we can cooperate

- Merchandising
- IP Purchase
- Other
- Licensing Agreement

Platform

(web toon & illust) :
www.instagram.com/moongsool/

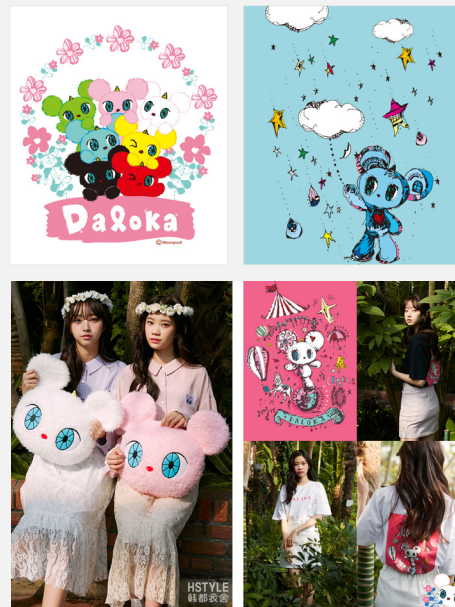
Our previous projects

- Daloka character licensing agreement_韓都衣舍 (Women's Clothing, Children's Clothing) /China

- Daloka character licensing agreement_Hilltop Asia Limited (Stuffed doll, Sewing bag) /China

- Daloka product development : stuffed doll, figure, sticker, pouch bag, scarf, pin button, towel, postcard, poster, etc

- character development & collaboration : BC card character 'mulbum' , Toytron character 'hapu'



+82 - 70 - 8232 - 1800

shinjangsun@hanmail.net

www.soulcreative.co.kr

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Soul Creative

Company information

Soul Creative Co., Ltd. is professional animation production studio and providing TV series, animation films, mobile animations and etc. In addition, we are keeping efforts and explorations to provide variety of genre and platform. We have been engaged in animation planning, production and distribution, also extend business to character licensing. Our goal is create contents with full of pleasure and provide this energy to the consumers.

Portfolio

Banzi's Secret Diary

Synopsis
Bizarre diary of Banzi and her friends!!
Although Banzi gets bad grades at school, she is happy when she is with Eung Sim and Nam Nam. Also she has her cool boyfriend Ho Yong and her loving family which brings happiness to her daily lives.
Banzi hopes to become a cartoonist but she wants to do so many things so she dreams everyday. Let's see Banzi's lovely daily life with her friends in Strawberry village.
Today is another secret of what accident caused by Banzi will make us happy!!

<The Little Dinosaur KUANG>

Synopsis
Kuang, Carrie, Greeny, Pico and Tobi had a very good relationship in this dinosaur village. They have completely different personalities and appearances, but they love music. The music is the most important thing in their mind.
They use music to have fun, to gain fresh knowledge, to create amazing inventions as well as to figure out quarrel between them.
<The Little Dinosaur KUANG> it's a content that can see these little dinosaurs growing up step by step through their singing.

Category

- Original Characters



- Distribution and licensing of animation contents
- Looking for Co-production partners for the "The Little Dinosaur KUANG" project!
Looking for a partner going beyond a production studio, but is also able to engage in marketing, promotions, and start a character licensing business

What
makes us
creative?

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Merchandising

Platform

(Animation) China / iQIYI, Youku, 13 East-Asia Countries / Disney, Japan / Disney, Tailand / MOMO Kids, Hong Kong / VIU TV, Indonesia / RTV, India / Sony LivYout

Our previous projects

- Banzi's Secret Diary Korean TV Network, Animax / 2017. 6. 2 Contract Signed / Co-production and Sales
- Banzi's Secret Diary Exports to 18 countries including Japan, Taiwan, Hong Kong, China, and 13 South-East Asian countries
- Service in Disney Channels in South Korea, Japan, and 13 South-East Asian countries
- 2017 Banzi's Secret Diary Season 1 Launch on KBS(Korea Broadcast System)
2019 Banzi's Secret Diary Season 2 Launch on KBS(Korea Broadcast System)
2021 Banzi's Secret Diary Season 3 Launch on KBS(Korea Broadcast System) expected
2022 Banzi's Secret Diary Season 4 Launch on KBS(Korea Broadcast System) expected
(Season 0 to be shown every year)

+82 - 10 - 4164 - 4332 doo8059@naver.com www.totocompany.co.kr 

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TOTO COMPANY

Company information

Established in 2014, Toto Company produces various contents including videos and web comics. We calso develop our own characters through our creative character content development system.

In addition, we create various consumables such as stationery and eco-bags using our featuring our characters as our main products.

We are also producing many other character based products.

Portfolio

Material: Resin

Form: Doll/Toy

Function: Air Freshener

- Full size: 10.9 cm (Base Included)
- Weight: 73.09g (subject to minor variations)
- Material: Resin
- Function: Air freshener
- Product Design : It is a car air freshener in the shape of the cute Yangmadam character. Can be placed anywhere for aromatic scent, and is good as a design prop or interior decoration.

Yangmadam Eco Bag Cotton

A mini over-the-shoulder eco bag that targets the middle-age consumer. The Yangmadam character is well loved among the middle-age population. The bag is sectioned so that it has a side pocket and inner pocket, making it easy to store mobile phones and other various items.

Category

- Original Characters

1. We have unique characters that are targeted toward young audiences in both video and comics formats. We also make merchandise and stationery (made in Korea) which are priced competitively

2. We have a character targeting middle-aged audiences, Yangmadam, in both video and comics formats. We also make merchandise and eco-bags, short blankets, etc. which are priced competitively.

What makes us creative?

Our preferred partner

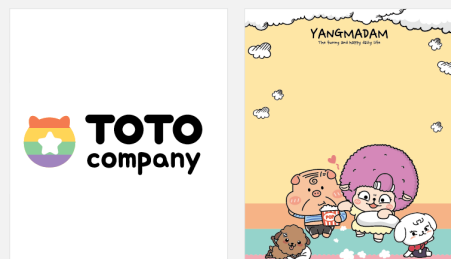
- Local Partners for co-production
- Merchandising Company

How we can cooperate

- Merchandising
- IP Purchase

Our previous projects

1. MOU with the Hongkong HealthCoast Development Company in September 2020. (Singsongband IP, stationery export talks in progress)
2. Video contents and web comics licensing agreement August 2020 (Yangmadam IP)



+66 - 2 - 648 - 5088 hann.youn@astglobal.co.th <http://www.astkorea.net> 

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AST Global Co., Ltd

Company information

AST is a leading IT company headquartered in Korea, with multiple subsidiaries across the globe. The core business is Technical Documentation, Translation & Localization, IT consulting, OA Service, AR(Augmented Reality) & VR(Virtual Reality), and Web/Mobile Application. AST has many years of experience in creating AR/VR contents and systems in smart cities, smart factories, and private/public sectors. AST is currently supporting the Thailand market with the AR/VR business unit under the name of AST Global.

Portfolio

CAVE(Cave Automatic Virtual Environment) VR

- Technology Overview: A fully immersive and spatial VR system that allows users and visitors to share VR experiences by projecting the Busan Eco Delta City in 3D space on multiple screens by using multiple projectors simultaneously.
- Target Industry: Smart City, Education, Automobile, Defense, Aerospace, Tourism, Advertisement, Entertainment

Sliding AR System

- Technology Overview: New interactive AR system combining the large display, PC, and sliding rail system. (Patent application - application number: 2020190001756). Complex recognition-based AR system that uses multiple recognition techniques at a time.
- Target Industry: Smart City, Smart Factory, Education, Automobile, Defense, Aerospace, Tourism, Advertisement, Entertainment, Shopping

AR User Guide

- Technology Overview: Content that can recognize car engine parts and then enhance parts and service instructions with AR. Combined with the object recognition AR technology that recognizes actual parts and then augments them with part name.
- Target Industry: Smart Factory, Education, Automobile, Defense, Aerospace, Medical-Health, Tourism, Advertisement, Entertainment, Shopping

Category

- Realistic Contents such as VR and AR



AST has a subsidiary company at the heart of Bangkok. AST's well-trained Thai staff will support you anytime. We promise to provide the highest quality and innovative AR/VR content.

What makes us creative?

Our preferred partner

- Merchandising Company
- Other
- Government Institutions, Telecommunication Companies, Digital Industry Companies, Construction Companies, Museums, Education Institutions

How we can cooperate

- Merchandising
- IP Purchase
- Other
- Develop and Create AR/VR content

Our previous projects

1. K-Water (Korea Water Resources Corporation, State-owned Company of Korean Government), Busan Eco Digital Smart City VR - Sliding AR
2. Hyundai and Kia Motor Group - VR Model
3. DEPA(Digital Economy Promotion Agency of Thai Government) - Thailand Digital Valley AR Application

https://www.youtube.com/playlist?list=PLWkNH918L_MI3p-NiXUOBN9q_K5uL50Yk

+82 - 2 - 783 - 9998



nextkeyworks@gmail.com

www.nextkey.com

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NEXTKEY MEDIA WORKS

Company information

We are a new and trendy Creative Contents Group that creates video contents. We are comprised of innovative professionals from various fields of video media, including broadcasting, advertisement, motion graphics, etc.

We aim to go beyond video contents production. The New Media age of today that is changing at a breakneck speed requires varied contents development ranging from future-orientated contents such as VR to the more traditional cuisine-food videos. Nextkey, as a professional cutting-edge Creative Content Group finely-tuned to the trends, continues to venture into uncharted territory and broaden our field of vision.

Portfolio

Neki Phonics

Introducing Neki Phonics!

The app where children are first exposed to English through interactive games!

- One day a curious dinosaur named "Diki " appeared in Alphabet World, where Neki and his friends live.

Diki keeps coming to take the cute alphabets, but Neki uses his 'magic can (Diki's weakness)' to save the alphabets. What will come out of the magic can today?

Video : Unlimited access to 72 different videos!

- Animations - craft videos - song videos

AR Game : After collecting cans by watching videos and VRs, you can play the AR games!

- Save the alphabet - Match the alphabet - Find the alphabet

VR Music Video : VR Music Videos and finding hidden letters with Neki are also unlimited and free!

- Alphabet song - Phonics song

- Find the alphabet VR adventure

Category

- Realistic Contents such as VR and AR

We offer an English Play Education mobile app that teaches the basics of English phonics to 4~7 year olds who are encountering the language for the first time. By utilizing AR games, animation and VR contents we make this first introduction to English fun and manageable. We initially made the app free for download on Google Play, and users could access our content through in-app purchases. However, we've switched our policy and we are now using the paid download system since we have translated and tailored our app to target specific countries. We are therefore looking for local distributors or investors in overseas markets. We expect to set the download price at between 10~30 USD, and we may implement differentiated pricing varying by country.

What makes us creative?

Our preferred partner

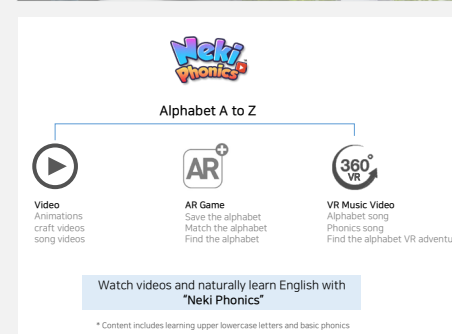
- Local Partners for co-production
- Content Distributor
- Local Publisher
- Merchandising Company


How we can cooperate

- Co-Production
- Distribution
- Video Contents Sales
- Merchandising
- Financing
- IP Purchase

Our previous projects

1. We have created the NekiPhonics Childrens' English Play Education VR/AR App. We own the publication rights to the app, and will co-produce version 2 of the app.
2. Awarded top prize for Best Government Supported Project in 2018; was invited to the Korea VR Festival at COEX in 2019; was awarded top prize at the LGU+ <VR Contents Contest for Changing Our Daily Lives> in 2019.
3. We offer 72 animation contents on English phonics, 4 AR games, and various VR contents, as well as a learning platform developed with professional childrens' content actors and pronunciation assistance by native speakers.

<https://www.youtube.com/watch?v=xyxZoaUlur4>

+82 - 2 - 6022 - 2891 ryan@pohas.co.kr <http://pohaskr.com/default/> 

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Pohas co., Ltd.

Company information

Pohas Co., Ltd. manufactures and markets PixNPop, a photo card machine that prints 15 million pixel-quality photos instantly on plastic cards. QR codes and images can be inserted on the rear side of the card for advertising and promotions. It can generate revenue for a variety of business models and develop rear up new interest in products through its pioneering technology, convenience, stylish presentation, high-pixel print quality, and smart features. Through collaboration with well known trademarked characters and tourist attractions, we promote entertainment contents businesses by creating new potential markets.

Portfolio

PIX N POP S

PIX N POP enables you to create a beautiful and unique plastic card on which your picture is printed at a high resolution of 15 mega pixels!

BTS 2000days JOURNEY BTS way Next Generation KPOP New Face

BTS - 2000days JOURNEY MAGAZINE PACKAGE SALES PROPOSAL

pnp photo card booth sticker

Photo booth, Photo CARD booth, Franchise, Photo booth rental, Photo booth machine, Marketing, Advertising, extra services, Stcker machine, Photo sticker booth

Category

- Realistic Contents such as VR and AR



- Installations in Korea: Installations and operations in Lotte World, Everland, Hello Kitty, other major tourist attractions, etc.
- Making preparations to install kiosks for augmented reality and interactive gaming experiences through collaboration with sports clubs and character companies.
- Have much demonstration experience in various overseas expos.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Broadcasters
- Local Publisher
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising
- Financing

Our previous projects

- We have distributors in Australia, Vietnam, Thailand, etc. Also, we have connections in the US, Russia, Dubai, Germany, Japan, among other countries.
- We expect to establish a local branch in Seattle, USA in 2021.
Mongolia: NEXT DISTRIBUTION
Malaysia: ApacPoint Sdn Bhd
Vietnam: Toysphere

What makes us creative?

+82 - 42 - 343 - 6405



vlt2011@daum.net



<http://www.visualight.kr/>



VisualLight Co., Ltd.

Company information

VisualLight was founded with the goal of warm and brightening the world through games and contents. Combining fresh planning, it develops games of various platforms and genres, including VR, AR, console and mobile etc.

1. Throw Anything_PC VR(Steam, Viveport, Oculus)
_Standalone/Mobile(KT, LGU+, Pico HMD) _Sony PlayStation VR
2. UnderWater:Abyss Survival VR_PC VR(Steam, Viveport, Oculus)
_Standalone/Mobile(KT)
3. Wolf and Pigs_PC VR(Steam)

Portfolio

Throw Anything

There is nowhere to run... and nowhere to hide as zombies climb up the walls hoping to satisfy their appetite for brains. The only way to survive: reload your guns, destroy all furniture in the room, grab them all, and throw anything you can find to take them down - and we mean ANYTHING.

 <https://youtu.be/HK2dM5SqzPY>

Underwater

One day, Bethesda picked up a strange, low frequency nearby and communication with the base was simultaneously lost. The land-based headquarters decided to dispatch a rescue team to Bethesda under the name Operation: Under Water.

 <https://youtu.be/-nMXpVz6SSg>

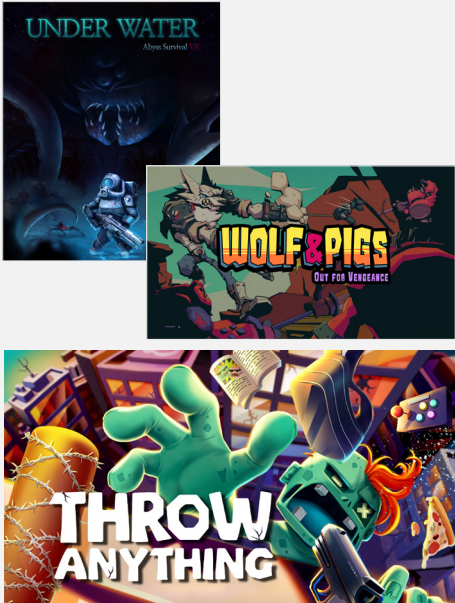
Wolf and Pigs: Out for Vengeance

The notorious Pig Brothers gang invaded Macaroni, a peaceful land, to build their hideout, undermined the beautiful nature. The wolf tribes, nature's guardians, fought against the Pig Brothers, but eventually annihilated, and the last wolf warrior Ron, who survived the last battle, put a new mechanical arm with the help of Dr. Bacon, and began the vengeance of the wolf tribe...

 <https://youtu.be/OhSUXgKuRbE>

Category

- Realistic Contents such as VR and AR



Visual Light always enjoy new challenges and loves to create nove games. Even though there's burden to make various games, but we are challenging all the time. We are trying to make our games a catalyst for people to think about different perspectives of the world, and to blow away the heavy thoughts of everyday life.

Visual Light is a company with experience in releasing a variety of VR games to Steam and PlayStation, and is also releasing them on Oculus Rift.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher

How we can cooperate

- Distribution
- Financing
- IP Purchase

Platform

Steam, Playstation VR, Oculus Rift, Pico

Our previous projects

- 18.07.26. PC VR development and Steam Release_Throw Anything
- 19.05.15. PC VR development and Steam Released_UnderWater:Abyss Survival VR
- 19.08.23. KT Game Licensing Agreement (3dof)_ThrowAnything,UnderWater
- 19.08.28. LGU + game licensing contract (3dof)_Throw Anything
- 19.11.30. Selected as an innovative company in the D.N.A the era of hyper-connected intelligence/ Ministry of Science and Technology Information and Communication
- 20.02.13. Sony PlayStation VR release_Throw Anything
- 20.03.12. KT Game Licensing Contract_ Lucky Fish and 1 other
- 20.05.13. PC VR development and Steam release_Wolf&Pigs
- 20.06.15. LGU + game licensing contract (6dof)
_ThrowAnything, UnderWater, Wolf&Pigs
- 20.06.26. Pico game licensing contract signed (3dof, 6dof)
_ThrowAnything, UnderWater, Wolf&Pigs



+82 - 70 - 8270 - 3643

theo.kim@latisglobal.net

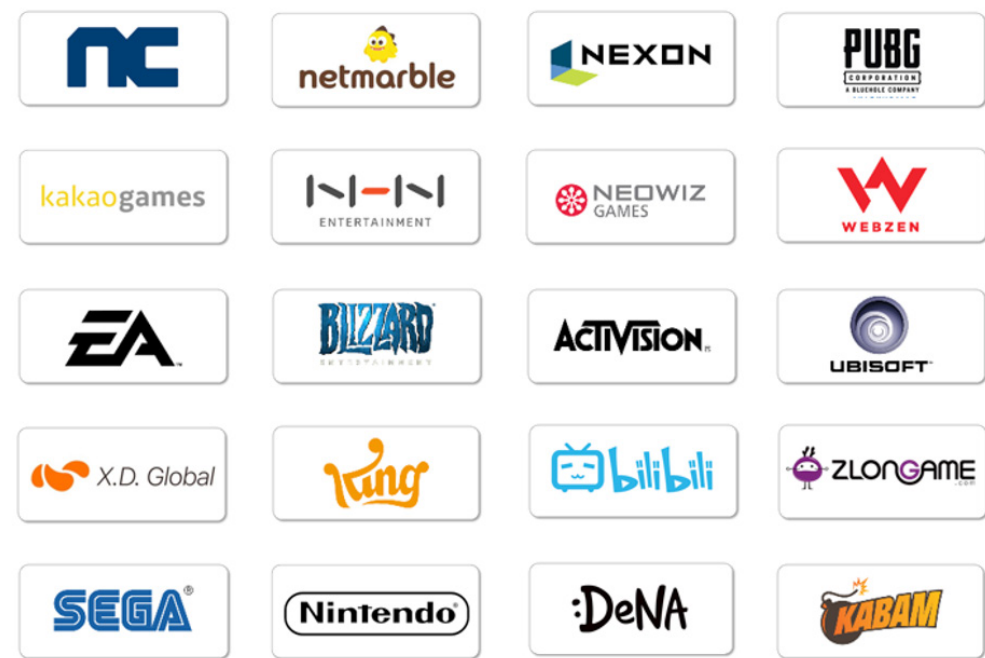
<https://game.latisglobal.com/>

Latis Global Communications

Company information

We, Latis Global, are well know for Localization, Voice Recording, Player Support, and Quality Assurance. As a high quality service provider, our clients include more than 100 companies (such as Blizzard, Activision, EA, King, NCSoft and NEXON), making us the number one leading company in our industry.

Portfolio



Category

- Video Game



Localization(Translation, Proofreading, Editing), LQA, Voice Recording,QA, CS,CM

With more than 16 years of experience, Latis Global provides game and education developers with the best localization services for the targeted market, supporting their successful overseas expansion. We have an excellent reputation as a reliable company. We perform over 450 projects every year for domestic and foreign game developers.

Latis Global is not just a service provider, but a partner who helps clients achieve global success. Latis Global is a leading specialized-service provider supporting the successful overseas advancement of developers with high-quality game services(localization, voice recording, Global GM/CS/QA).

Our clients include more than 100 companies (such as Blizzard, Activision, EA, King, NCSoft and NEXON), making us the number one leading company in our industry. We offer top-tier localization and a stable operation service verified by numerous references. We hire locally to ensure superior localization. We also operate one-stop centers that provide operation/CS services in the Philippines and in other countries (supporting up to 67 languages).

What makes us creative?

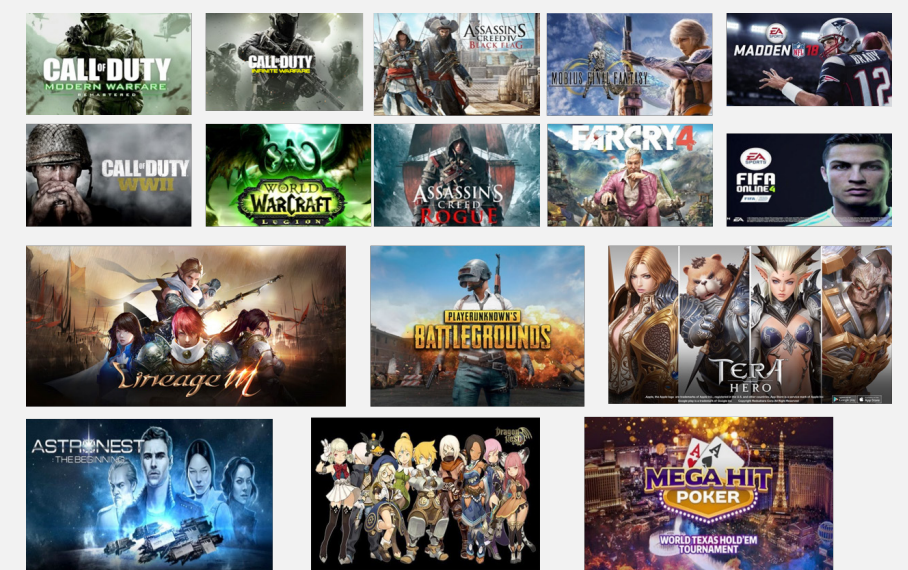
Our preferred partner

- Content Distributor
- Local Publisher

How we can cooperate

- Other
- Service provided

Our previous projects



Origin Studio Inc

Company information

We are a mobile game company that open a new world of game by passing through the gateway connecting the real and virtual worlds.

Founded in 2015, with talented game designers, engineers and artists, we are developing games for Mobile Platforms and PC(VR game, Puzzle game). Also our CEO/CTO(Kwibog Kang) had experience producing Big game(Dekaron-very famous MMORPG). We have self-developed 2D,3D Game engine(NetDrone) and AI Chatbot technology, which is also applied in games. Hereafter, based on our accumulated experience,Passion and Technology, We promise to meet customers with fun,colorful,emotional and exciting games, and show customers the NEW ERA of games.

Portfolio

MyLony

MyLony is new type of female-oriented puzzle game that combines nurture, puzzle, and RPG elements. As it can form a new trend, MyLony will soon become a market-leading game. We are starting creative challenge which is conversation with game characters through Chatbot.

- Emotional graphics and various story Server Engine(Solution)
- Creative real-time puzzle mode
- Build in-game communities
- Character chatbot that allows user learning
- MMORPG world map
- Various entertainment to play and see

ChatBot Solution

1. Shopping Mall AD Platform
 - Use Character tooltip
- Expose customized AD through AI ChatBot
2. Automatic Ordering System
 - Speech Recognition(STT) AI Solution
- Homeshopping,KIOSK,POS
3. Server Package
 - Sale Products in-app Linked
- Biz for Learning Data by Chatbot

Category

- Video Game



Currently we are under no service obligations with any entity, so we can award sole distribution rights to a company to oversee service in any overseas market. We wish to be connected with a company that can both be a publisher and can provide a platform. FFor a Publisher, we require a minimum guarantee(MG) of 200,000 USD with a 70:30 split of profits; for a platform-based company, we require front page exposure 3 days each week for 3 months. (With a 80:20 profit split, which can be adjusted to 70:30 if the Platform company is influential in the market)

User payments occur through in-app purchases, and the prices may be adjustable according to local market conditions.

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Local Publisher
- Merchandising Company

How we can cooperate

- Co-Production
- Distribution
- Financing
- IP Purchase

Our previous projects

- Our MyLony app is currently available for download on various platforms including Google Play, Galaxy Store, QooApp(Hong Kong), One Store(Korea). (There are currently no exclusive publication limitations)
- Our company is a mobile game development company that connects the real world to the virtual world, opening up a new horizon for gaming. Since our establishment in 2015, we have developed mobile platforms and PC games (VR and puzzle games) in collaboration with our capable game designers, engineers and artists. We also have developed a 2D and 3D in-house game engine called NetDrone, and have the means to create an AI Chatbot applicable in games.

MyLony is a pioneering character nurturing, puzzle, RPG game targeting female users, which started service July 1st this year. We lead this new trend and will soon dominate the market. We are trying new features such as using the Chatbot to allow interaction between user and character. You can download and enjoy the game from various platforms including Google Play, Galaxy Store, QooApp(Hong Kong), One Store(Korea). MyLony is currently in service, and is an attractive and immersive game.

(Characteristics)

 - Emotionally touching graphics and a vast and professionally written storyline
 - Creative real-time puzzle mode
 - In-game community
 - Character Chatbot is capable of doing self-learning through user interactions
 - A world map in the style of MMORPG's
 - Various mini-games and explorative elements
- We are currently in the process of introducing MyLony to publishing and platform companies, and we have not yet made a contractual agreement.

(Currently the only language supported is Korean, so there are some difficulties expanding into foreign markets; but we are readying English and Japanese versions of the game)



STI

Company information

STI is an on-demand tester manufacturer well known both at home and abroad. The simulator business sector, which started as a future project, is receiving positive responses from both home and abroad. The sector mainly focuses on motion simulators. STI's simulators have many conditions to meet training on a variety of vehicles, including aircraft and others (cars, bicycles, etc.). Also, it is evolving to be useful for various game environments. STI simulators can play many racing or driving simulation games on PCs as well as dedicated consoles such as PlayStation and Xbox. Now the whole family can be a pilot or race car driver together.

Portfolio

Tara_Motion Simulator

Motion

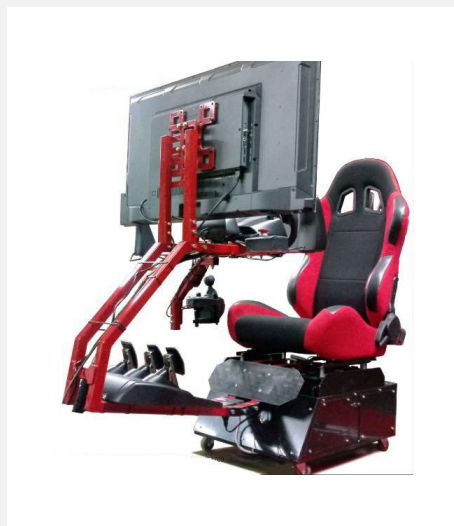
Tara can connect to PlayStation, Xbox and PC for simple driving practices and event experiences. Tara is a 2D.O.F simulator. You can connect console games such as PlayStation and Xbox. You can also connect your PC and enjoy PC games that are not available on the console. You can enjoy simple driving practice and event experience through the game. Enjoy a variety of racing games more easily anytime, anywhere than competing models.

Game

Drive Mode : Car Driving Practice & road Driving
Race Mode : Lap Racing
- game : Motion Platform & Racing/Driving Game
- format : 1 time Lap
- target : +8 Use

Category

- Video Game



What makes us creative?

1. All our products are made in Korea.
This includes the games themselves, the operational software and hardware, motion detectors, etc.
2. If you buy our hardware, you can use the STI Self-Development Games & Operating Programs free of charge.
Low operation cost and easy management. STI technical support is available if necessary.
3. We can supply the entire or individual parts of the simulator if you want.
The STI also allows you to receive consultants for hardware configuration.
4. Various hardware / software configurations are available.
You can run aircraft and car driving simulations as well as games and other individual games if you want (e.g., ones more focused on driving practice).

Our preferred partner

- Content Distributor
- Other
- Hardware Distributor

How we can cooperate

- Distribution

Platform

(Game)
Bike Simulator & Game
- intended for indoor play

Our previous projects

In 2019, we used motion simulators in our social contribution activities with Ford and Hyundai Glovis (an affiliate of Hyundai Motor Company).

In 2020, STI received a request for mass supply of motion from an Australian company and they are adapting it to the Australian local.

+82 - 10 - 7400 - 3067



skgustn07@gmail.com



<https://cafe.naver.com/beatracks>



01

| 02 03 04 05

Team Mium

Company information

Team Mium was established in 2019 specializing in rhythm game production. we create a game that melts the individuality and passion of its members.

The CEO is a game planning and marketing expert with 10 years of experience, and his representative works are 'Everybody's Marble(Let's Get Rich)' and 'Dark Eden', which have succeeded in explosive sales growth, user inflow and settlement in Korea and global live services. Also, the general PD is a 17-years professional rhythm game planner and the representative works are O2JAM and EJ2DJ.

Team Mium launched its mobile rhythm game 'BEATRACKS' in 2020 and is currently serving in Korea and preparing to advance into the global market for 'BEATRACKS' along with the development of the next rhythm game. we are carrying out its business with the goal of five or more game services in 2021 by launching PC versions of 'BEATRACKS' and developing various genres of games.

Portfolio

BEATRACKS

1. Mobile game.
2. Original Rhythm Game.
3. Ages suitable for teens to players in their 20's, as well as older veteran rhythm game users.
4. Feel the Beat, Surf the Tracks.
5. BEATRACKS takes after EJ2DJ, and it is an original rhythm game. Whereas most rhythm games are focused on verticle movement, BEATRACKS' track moves left and right, which brings more dynamism to the game.
6. Can play famouse classic's rexmixs and EZ2DJ's popular songs.
7. Can play easy n free.

Category

- Video Game

BEATRACKS is very easy to localize. There is no storyline and the game mechanics are simple, as it is a rhythm game. LQA will be simple, and the contents will have have few local culture-issues, in terms of being unfamiliar or cultural mismatch. LQA is being conducted by an LQA dedicated company, and translation into almost all global languages are underway. BEATRACKS should be able to be delivered to your company with translation mostly completed.

Songs included are famous and familiar classic remixes, and our company holds their copyrights. Users can easily be introduced to the game, and there is no need to worry about music's royalties.

We are start-up company, so we are prioritizing creating long-lasting business partnerships rather than short-term profits.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher

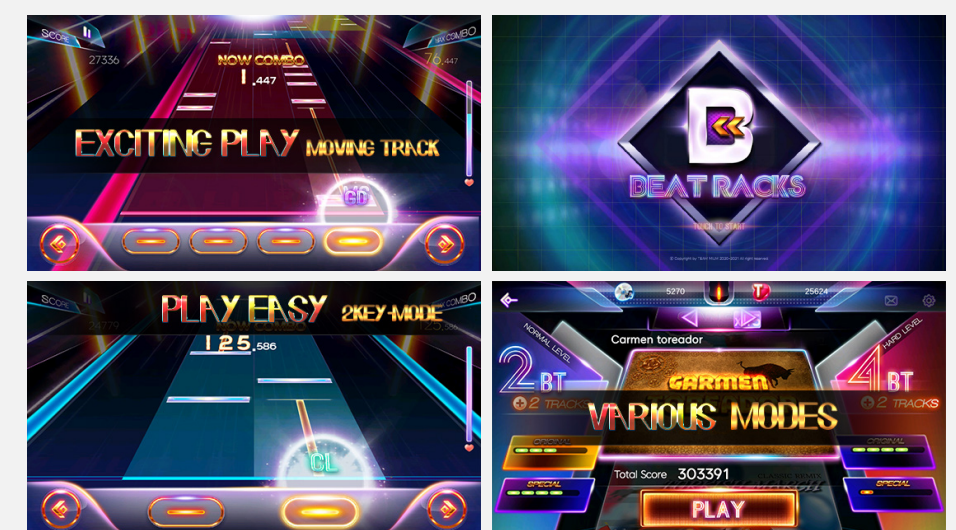
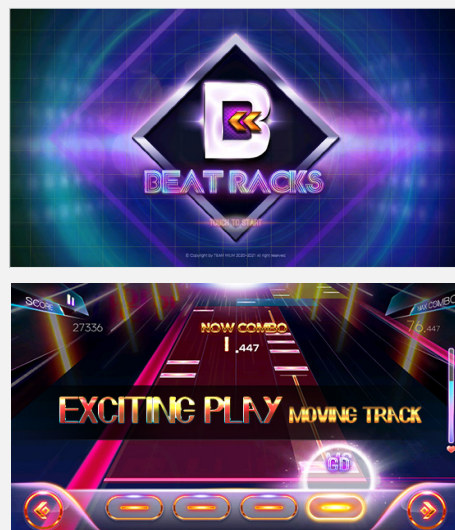
How we can cooperate

- Distribution
- Merchandising
- IP Purchase

Platform

- Google Play
- OneStore, AppStore launch pending in October

Our content image



+82 - 2 - 6441 - 3858 john@timent.co.kr <http://timent.co.kr/> 

01

| 02 03 04 05

The TIM Entertainment

Company information

Contents company equipped with technical expertise in developing VR action shooting raid games.

Portfolio

VR Hyper Action FPS Game

1. Content Length - under 5 minutes
2. Target Age: MZ Generation (Users in their teens~20's) /
3. Zerone: Arena is an asymmetrical 1-versus-3 FPS game where one player is the Empire's Robot Boss, who faces off against 3 Resistance players. The Robot Boss player uses offensive skills from a 3rd person perspective and the Resistance player may choose between two classes, Gunner(mid-range damage dealer) and Clasher(melee damager dealer).



Category

- Video Game



Zerone: Arena is a VR game that is well suited as an LBE(Location Based Entertainment) in theme parks and department stores. Its play time is around 5 minutes, so it has a great turn-over rate.

It features dinosaurs and robots, so players of all ages will enjoy the theme.

Zerone: Arena can be customized in the form of whatever product is being promoted. (Additional charges will be incurred)

Zerone: Arena's IP belongs to The TIM Entertainment, and will be launched as a B2C product in the future.

What makes us creative?

Our preferred partner

- Content Distributor
- Content Platform
- Local Publisher

How we can cooperate

- Distribution
- Financing

Our previous projects

1. 2019 SEOUL VR/AR EXPO GAME Awards
2. 2020 China VR/AR Industry 'GoldVStart' New Enterprise Award

+82 - 31 - 278 - 1225



among_mcl@naver.com

[오픈예정 \(2021. 2월\)](#)

01

| 02 03 04 05

Among artdream co.

Company information

Among Artdream (dream of becoming an artist)

We provide an affordable online music education subscription service. Our ambition is for all people to take up an instrument project nationwide, and globally.

- Bona fide singers and artists who are trained or self-developed
- In order to minimize the limitations of online education, we utilize LSTM and collaborative data technology, so our service doesn't become just a consumable content.
Through the LMS system, we provide instruction and mark the progress of training for students.
- The services soon to come online are instructor intermediaries, practice room sharing, and instrument rental services.

Portfolio

Online music lecture

- Music
- 100 lesson curriculum per instrument (1 lesson is about 5 minutes long)
- Vietnam, Indonesia, China
- Introduction
 - We provide education on all genres of instruments, including practical music, classical music, and other instruments.
 - Based on the 60-80 classes of basic lectures (wooden tube instruments, brass instruments, percussion instruments, band instruments, etc.) by type of musical instrument, We provide sheet music and MR for special lectures and in-person training
 - We provide customer performance service solutions using the Learning Management system (LMS) with contemporary technology
 - High quality video quality (over 4K)
 - More than 50 lessons per curriculum for each instrument, each produced by instructors that perform above university level
 - Price competitive advantage with a monthly subscription service

<https://youtu.be/H1R2BWK3Rfc> <https://youtu.be/Z21QSe98xlo>

Category

- Other
- Music



- Using the contents straight from the heartland of K-pop, users are able to learn instruments and participate in making music.
- We are free to distribute contents, so if when we open foreign branches, it is possible to engage in co-production and distribution.
- Scaling up the domestic hobby-level music market by taking it online.
- May negotiate terms for financing

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters

How we can cooperate

- Co-Production
- Distribution
- Financing
- IP Purchase

Our previous projects

- Performance
 - 2020 Selection at the New Year's Start-up Supporters for Generation Convergence [Gyeonggi-do Institute for Economic and Scientific Promotion]
 - 2020 Selection at the S/W Startup Challenge [Software Association]
 - 2020 Selection at the Women's Venture Start-up Care [Korea Women's Venture Association]
 - 2020 Preliminary Start-up Package Selection for General Sector [Middle-term]
 - 2020 Selection at the Guarantee for Cultural Content Planning Projects [Content Promotion Agency]
 - 2020 Design Solutions Lab Selection [Gyeonggi Content Agency]
 - 2020 POSCO Start-up Incubating School Completion [POSCO]

What makes us creative?



+82 - 70 - 4323 - 0000



kyh@dumdum.kr

beatsomeone.com

01

| 02 03 04 05

dumdum Inc.

Company information

Our company runs the Beat Music distribution platform "beatsomeone.com" and also operates a global service with music specializing in the K-pop genre, which is at the center of the Korean Wave.

"Beat Music" is an incomplete early version of music, and it makes it easier to produce commercial albums that respond quickly to trends through distribution, and exports K-pop as digital contents overseas to promote Korean beatmakers, producers, and other musicians overseas and establish a cooperative network for global musicians.

Team members are former employees of YG Ent, CUBE Ent and SM Ent.

Portfolio

beatsomeone

As a K-pop beat music platform, we have many high quality music sources and creators, and we want to actively collaborate and carry out business with other services with an open mind regarding concepts.

We have obtained about 400 songs that targets personal creators and companies that need musical contents from producers, musicians, beatmakers, or BGMs to make commercial music using K-pop beats.

a typical example

<Good Bye>

1. K-pop
2. mp3 or Steams file, 2 minutes and 19 seconds
3. Personal creators and companies that need musical contents from producers, musicians, beatmakers, or BGMs to make commercial music using K-pop beats.
4. It is a K-pop style acoustic music and is suitable for drama OSTs or short films.

<BBABIE>

1. K-pop
2. mp3 or Steams file, 2 minutes and 39 seconds
3. Personal creators and companies that need musical contents from producers, musicians, beatmakers, or BGMs to make commercial music using K-pop beats.
4. It is a K-pop style hip-hop performance and is easy to rap or make into a dance song.

<https://youtu.be/pCzTJXycusQ>

<https://youtu.be/0gGCw6CNQ6U>

Category

- Other
- Digital Music

Similar platforms, starting in the United States and the United Kingdom, are showing strong performance and profits, and the marketability of this sector has already been proven.

However, we are the only one that specializes in the K-pop genre, which is our distinguishing feature from our competitors.

You can sell, rent, etc. rights such as copyright and copyright of music.

Also, customized songs such as dramas, movies, games, and store music can be produced.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Distributor
- Content Platform
- Broadcasters
- Local Publisher

How we can cooperate

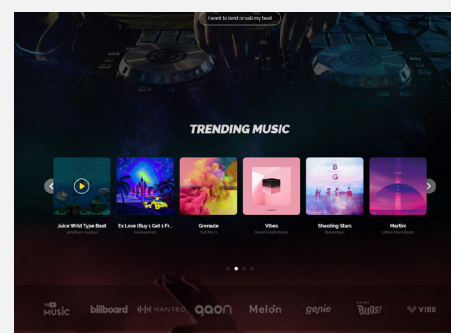
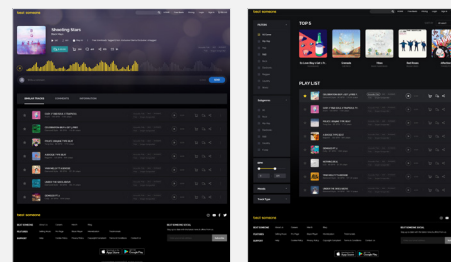
- Co-Production
- Financing
- Other
- Alliance Partnership and Joint Promotion
- Distribution
- IP Purchase

Our previous projects

1. We have already signed more than 200 contracts with individuals such as beatmakers and producers in Korea. They will provide us beat sound source as well as copyright and copyright rights.

We are also signing contracts with management companies and music distribution companies that have ownership control of Korean idol groups.

2. Although it cannot be revealed under the regulation of NDA contracts, we have experience in producing and delivering music to drama OST's in many countries such as Japan, Taiwan, and the United States, and the trend continues to increase.



+82 - 2 - 323 - 0882



khjung0111@gmail.com

www.playcompany.kr

01

| 02 03 04 05

PLAYCOMPANY Corp.

Company information

PlayCompany connects K-pop artists closely to global fans and cements this relationship in both on and offline worlds.

Our company offers a distinctive business model, production through our 'One Step Process', and a distribution line.

As a distributing company of DVD's, MD's and video publications, etc. of leading K-pop artists BTS, TWICE, GOT7, ATEEZ among others, we have recently launched our own OTT service platform to serve alongside our offline business. This new platform will allow us to tap into the online market while creating a new business model for non-face-to-face interactions, immersive realistic media, convergence/integration products and more.

Portfolio

PLANNING

Production Consultation, Pre-showing, Design Concept Consultation, Merchandise Production Consultation

SHOOTING.

Video HD Recording, Audio MULTI TRACK, Planned Shooting, Obtaining Collectable Data

DESIGN

Confirm Footage and Layout, .Album/DVD/Photo Book Design, MD Product Design / Contractor Selection

MAKING

NON-LINEAR EDITING, DVD AUTHORIZING, .Album/DVD/Photo Book Design/MD Sample Confirmation, Video Inspection before Delivery

PRODUCTION & DISTRIBUTION

Album/DVD/Photo Book Design/MD Production, Product Delivery Chain, MD Product on-site sales and management

Category

- Other
- TVOD(transactional video-on-demand), AR/VR



One Step Process

we may keep close and open communication lines open with the entertainment agency to create high-quality goods. Using our internal resources and long years of experience, we are able to do everything from scheduling to reacting swiftly to any unforeseen incidents.

P.K.F.S (Play K-POP Forecasting System)

- Through our long years of building know-how and our data on artists, we are able to forecast business viability, estimate market consumption, possibilities for overseas expansion, etc.

In-House Developed OTT Platform (DISCPLAYER)

- We provide on a mobile platform an interactive UX experience that users would mistake for watching on an actual DVD player through our in-house developed online platform. We are the sole domestic platform that can be launched globally that services exclusive K-pop concert contents, previously unavailable through outside platforms.
- We offer added value products and contents through our VR content and AR photo cards by integrating non-face-to-face and realistic media technologies.
- Anti-piracy security through DRMs, Watermarks, screenshot prevention, etc.

Our preferred partner

- Content Distributor
- Merchandising Company

How we can cooperate

- Distribution
- Merchandising
- Financing

Platform

(Entertainment)
Apple Appstore, Google Play
- Service name: DISCPLAYER

Our previous projects

2016 BTS 花樣年華 ON STAGE : EPILOGUE CONCERT DVD /BD(Concert products released every year thereafter)

- 2017 TWICE 1ST TOUR 'TWICELAND THE OPENING' concert Shoot&Broadcast service- 2015 SHINHWA 17TH ANNIVERSARY FINALE CONCERT 'WE' Official GOODS

+82 - 31 - 345 - 1992



netgit@nate.com

www.musiclable.com

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SounDUX

Company information


SounDUX aspires to become a leading B2B music company in Asia. Since its founding in 2012, SounDUX has been global music company, distributing background music throughout the Asia networks, including in the Korea-China-Japan region, and have spared no efforts to build new networks. As the largest background music platform service in Asia, SounDUX helps Asian musicians expand into overseas markets as well as allow consumers to enjoy music conveniently.


Portfolio

Back Ground Music Library

We offer top of the line materials for production of contents as a global specialty company at the center of Asia.

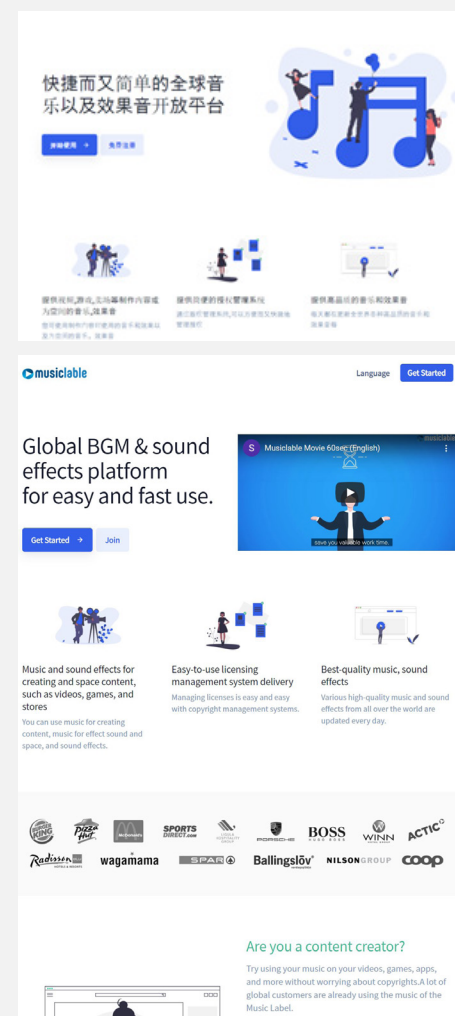
1. We help you save money: Drastically reduce the cost of producing music by up to 1,000 times
2. We help you save time: We offer quick reviews & instant downloads. From simple user registration, music search, sample review, purchase and download, all the processes are streamlined to save you time.
3. We help you manage your projects: You may create personal playlists. Convenient playlists help you organize your past and recent future projects. You may organize your various playlists by client, scene, etc.

 <https://www.youtube.com/watch?v=t7pIERr-Nlk&list=PL7-TmnTca5Xj-0AiQML-80rLqm1i-a-QFT&index=3>

 https://www.youtube.com/watch?v=W_b0DmJNY4M&list=PL7-TmnTca5XiIKd-Q4N7XwhelrYhecxi6j&index=6

Category

- Other
- Music



SoundUX Co. Ltd. has been distributing background music in the Asian markets since 2012 and have possession of 200,000 music pieces and 260,000 sound effects. SoundUX supplies music to the whole world through global partners, and have know-how in background distribution platforms. Our company is continuously expanding our background music supply, and resellers through our globapartners. SoundUX is looking for partners in the global background music distribution industry.

What makes us creative?

Our preferred partner

- Content Distributor

How we can cooperate

- Distribution
- Financing

Our previous projects

Music supply contract with the Chinese company Tianyin Enter
Music supply contract with the Chinese company CheetahMobile
Music supply contract with the Chinese company Fenxiang

- 2020 Naver x SoundUX Collaboration | Background music for Naver Web Comics, Naver TV creators supplied by SoundUX Co. Ltd., was launched globally.
- 2019 China's CheetahMobile 'PianoTile' sound source supply contract | Supplied SoundUX's music to the popular rhythm game 'PianoTile'.
- 2017 China's Fenxian music supply contract | ChinaTelecom Music Supplier Fenxian Music was provided with our music, so we have made inroads into the Chinese market.





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WIZARDFARM

Company information

Wizardfarm Co. Ltd., is a contents IP agency which handles various mediums including animations, web comics, drama, publications, movies, games, etc. We were established on December, 2017.

We develop original stories and IP's based on our extensive knowledge and know-how of the target audience market. Through top-tier production, we create content worthy of exporting to global markets to domestic and overseas marketcs.

Portfolio

Olympian Rhapsody

Genre: Web Comics - 50 episodes (1 Season) (for viewers 15 years old and older)

Web Musicals - 15 minutes per episode, 8 episodes (for all viewers)

Plot: Olympian gods Zeus and Hades, his lover Penelope are dangerously embroiled in love. Adapted to a fantasy musical drama.

Wizard Bakery

Genre: Web Drama - 10 minutes per episodes, 12 episodes. For all ages. Animation - 10 minutes per episode, 12 episodes. Plot: The story is set in a baker's shop where it is said the baker uses magic to bake bread that grants wishes. One day, a boy accused of sexually harrassing his half-sister hides out in the bakery, and the baker and boy's strange co-habitation behinds. Fantasy, horror, mystery genre - a (cruel) children's tale for adults

https://youtu.be/zwJtl_HZxvw

https://youtu.be/Sn_03wJ3538

Category

- Other
- Web-based Musicals

Wizardfarm Co. Ltd. is looking for a partner that can expand the (original story) IP's to be applied to various genres.

We are currently building our contents platform.

We would like to find co-producers and investors in order to discover IP's domestically and from abroad, acquire them and market them on the global stage.

What makes us creative?

Our preferred partner

- Local Partners for co-production
- Content Platform
- Merchandising Company
- Other
- Investment Companies

How we can cooperate

- Co-Production
- Financing
- IP Purchase

Our previous projects

- 1) Animation <Gorollas> co-production with a Chinese company
- 2) Animation <BogleBogle Cook> 156 episodes of 30 minute animations exclusively shown on YouTube for 2 years (2017-2018)
- 3) Block toy animation <TOBIX>, Puppet character animation <Cupcake Fairy> in consultations for co-production.

