



FakeEyes

In eXtended Reality,
We are a valuable asset to your company.



XR
TECHNOLOGY

Mega value innovator in FakeEyes

Creating rich interactive content with top-notch technologies including MR, AI, Cloud and Metaverse.

2022.03

The social skills improvement metaverse platform for disabled people 'Modni Up' was launched.

2021.10

The metaverse senior entertainment platform, 'Out of the Depression' was launched.

2020.12

The technology transfer agreement for the metaverse platform for education, "ClassV" was signed.

2019.12

The non-contact remote mobile virtual reality education solution, 'Virtual Classroom FE', was launched.

2018.10

Fake Eyes signed content supply agreements with LG U+ and Xiaomi.

2017.04

The Oculus platform for the world's first 6-player mobile virtual reality FPS game 'Colonicle' was launched.

2016

Fake Eyes Co., Ltd.
was established

Technology

Wide range of development
AI, Metaverse, Cloud, Network,
Game, DigitalTwin.

Team

Lean Start up, One Team
(Planning, Design 2D/3D,
Development, R&D)

Service Operations Experience

We proceed with the project
considering not only development
but also successful operation.

Why FakeEyes

FakeEyes is a technology-oriented company with core technologies in the field of XR, extended Reality.

We connect technologies and services to create meaningful project. It is to help problems that are difficult to solve in the real world and furthermore to give better value to life.



XR Integrated Build

FakeEyes' XR SDK integration has a number of Innovation Department that integrates the XR development environment into one



Gamification Contents

The fun factor that determines the value of the platform Possession of combined content development know-how



Network skills

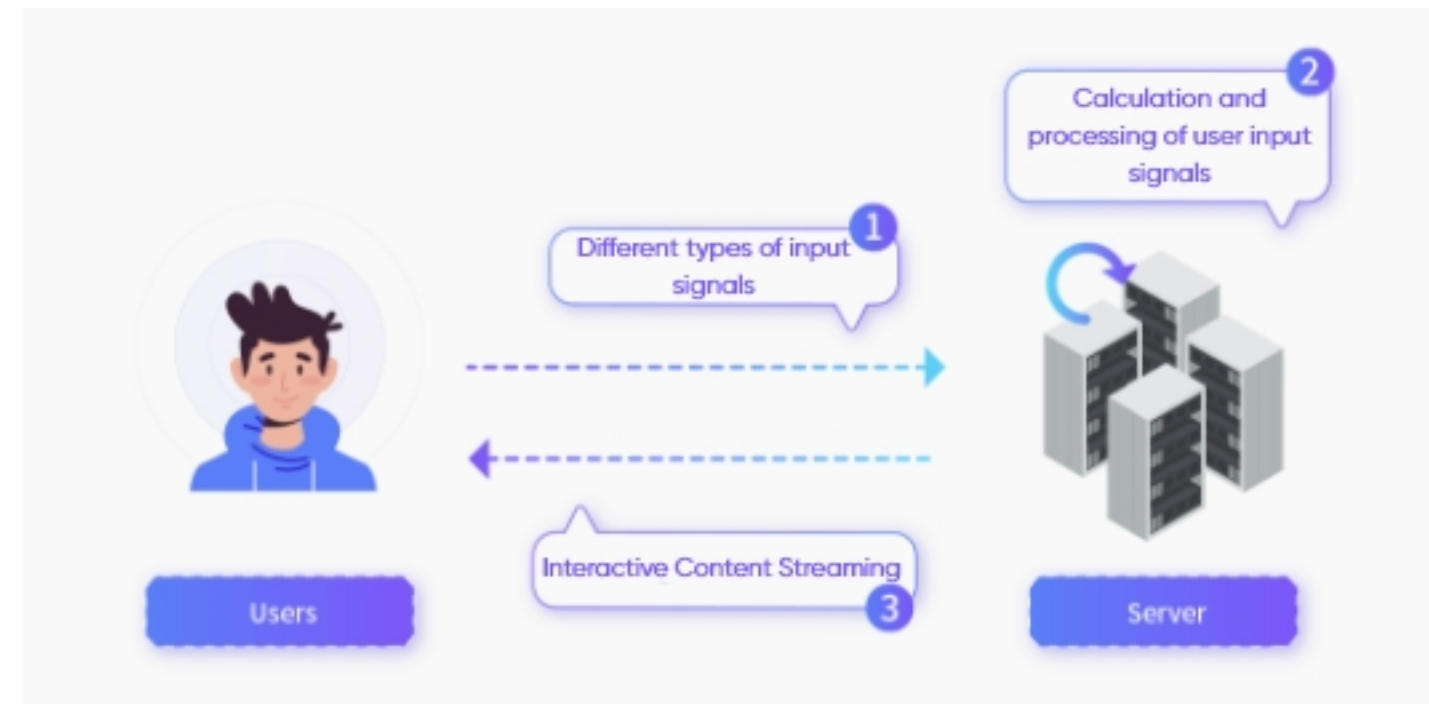
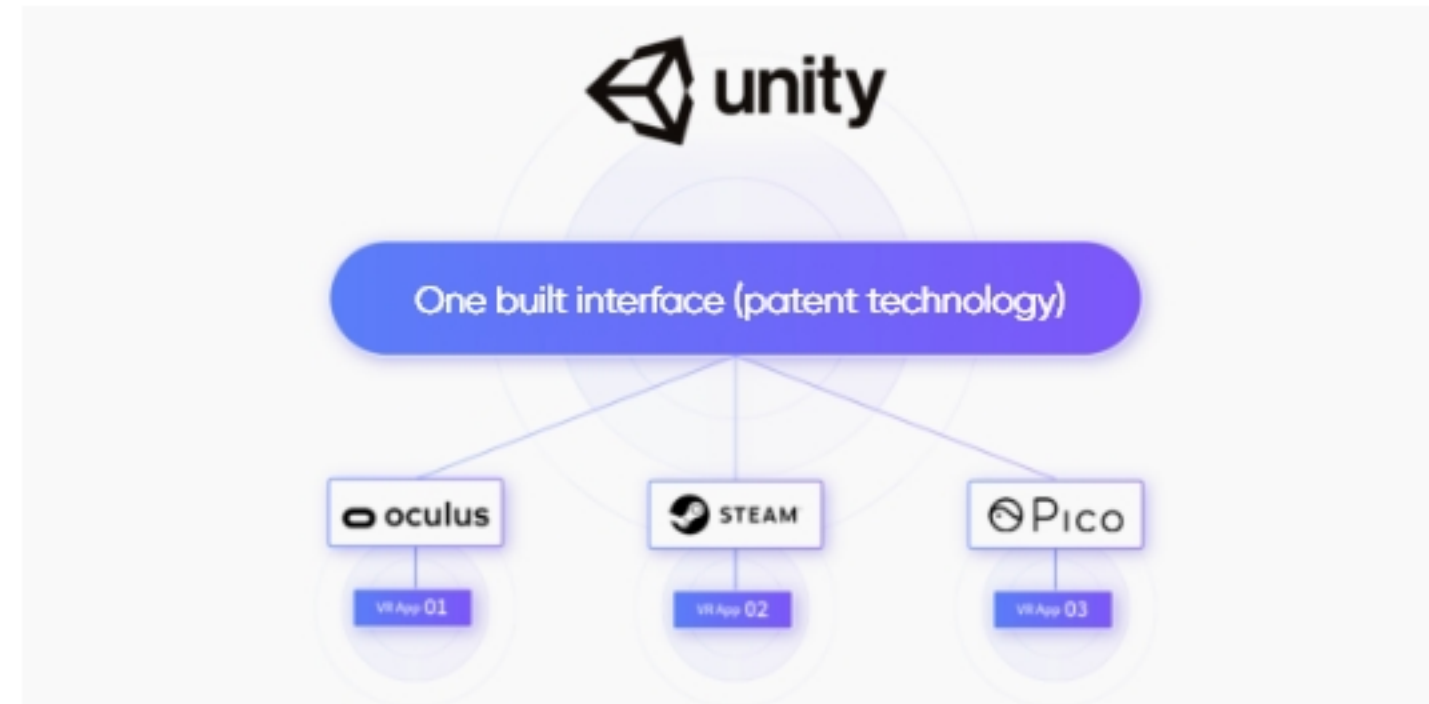
Leverage Cloud resources to help large users Technology to enjoy videos and content



Reality

XR Maximizing the Value of Super Reality Possession of physical environment construction technology

Core technology



01

Integrated SDK Technology for eXtended Reality Integration Development

One-build interface is a self-contained technology that integrates SDKs from multiple platforms, including Oculus, SteamVR, and Pico, making it easy to build in a game engine.

02

Contents cloud streaming solution

It is a technology that allows users to enjoy content through cloud streaming without purchasing separate hardware. Users can enjoy the content comfortably by calculating the user's input signal on the server instead and streaming it based on video and interactive content.

03

Virtual reality content creation technology

Using the game engine, we have XR hyper-realistic content creation technology based on customer needs and real life data. In addition, you can build a metaverse with large-scale simultaneous access and a simulated system based on real data.

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Reality

XR Maximizing the Value of Super Reality Possession of physical environment construction technology

Implementation of state-funded projects, such as commercialization of numerous national R&D projects

2016

mobile APU environment virtual reality content authoring technology research

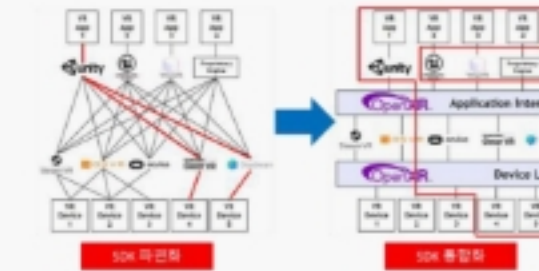
Fake Eyes Self study



2019

Wearable motion input device convergence mobile APU environment multi-platform integrated SDK research

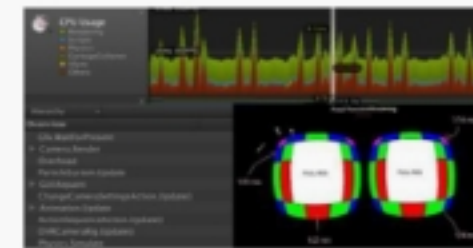
Korea Technology and Information Promotion Agency for SMEs Business Development Project for Start-up Growth Technology



2017

Multi-access mobile virtual reality environment optimal frame rendering technology research

Korea Technology and Information Promotion Agency for SMEs industry-academic cooperation project



2021

Development of ultra-realistic virtual sports locomotion platform

Korea Sports Promotion Foundation Development of Innovation Foundation in the Sports Industry



2019

Mobile APU environment 6-axis HMD and controller-based walking attraction multi-access virtual reality technology research

Korea Technology and Information Promotion Agency for SMEs Product service technology development project



2021

Development and commercialization of Taekwondo education platform technology using MMT and pose measurement evaluation technology

Institute of Information & Communications Technology Planning & Evaluation



Completed the follow-up response to ownership of R&D results and patent registration.

Korean Patent Registration ... 1

United States Patent Registration ... 1

Korean trademark registration ... 4

United States trademark registration ... 2

Korean trademark application ... 5

SDK technology that integrates multiple XR platform devices into one

CERTIFICATE OF PATENT



Korea

the United States

What **We Make**



Game



MND



Education



Metaverse



Entertainment

What **We Make**

A dark, close-up photograph of a game controller, likely a PlayStation DualSense, with the word "Game" overlaid in white. The controller is centered in the frame, and the lighting is low, highlighting the texture of the buttons and the overall shape. The word "Game" is written in a bold, sans-serif font. To the right of the word, there are three faint, circular icons: a square with a plus sign, a circle with three horizontal lines, and a blue 'X' button.

Game

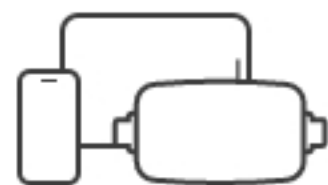
What We Make



Game

COLONICLE [Release date: 2015~In operation]

Korea's first VR-based multi FPS game / Team match (4:4) / Individual match (multiple access)



Multi-device

Provide a device condition according to your preference (HMD, Mobile, Tab)

VR vs VR | Mobile vs Mobile | VR vs Mobile



Ultra-low-latency network design

FPS-capable streaming support in a cross-platform environment



Application of VR-based FPS viewpoint correction technology

[Patent]



Story

Set in the future of 2550, the story of the uncontrolled expansion of human habitation and the resulting conflict between humans

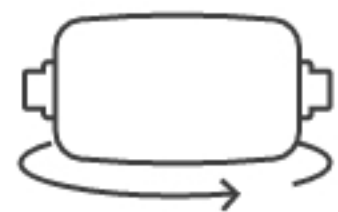
What We Make



Game

Hollow Reaper [Release date: The second half of 2023]

multiplayer virtual reality game



Virtual Reality

Ultra-realistic immersive content



multiplayer game



worldwide distribution network



platform

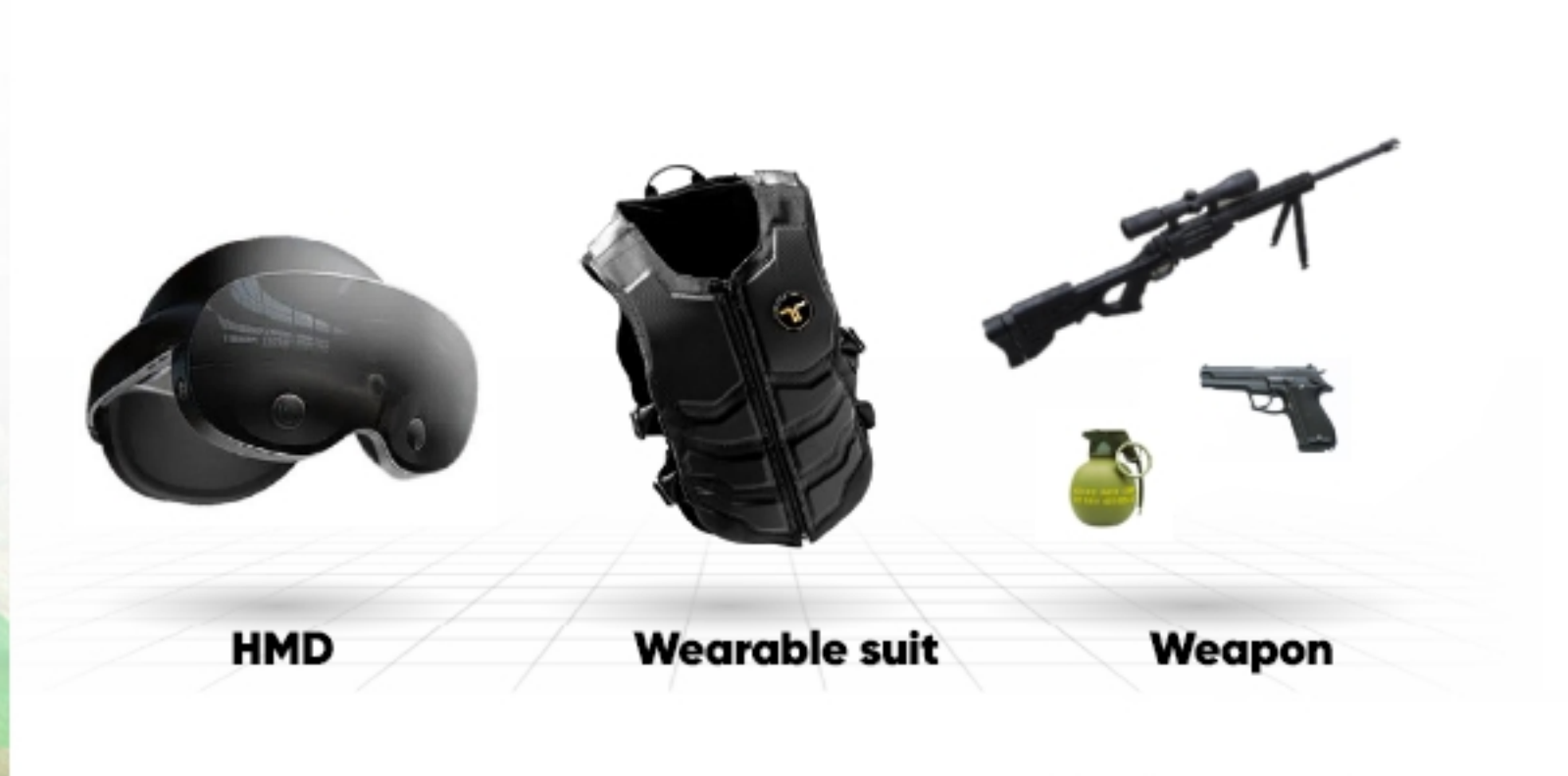
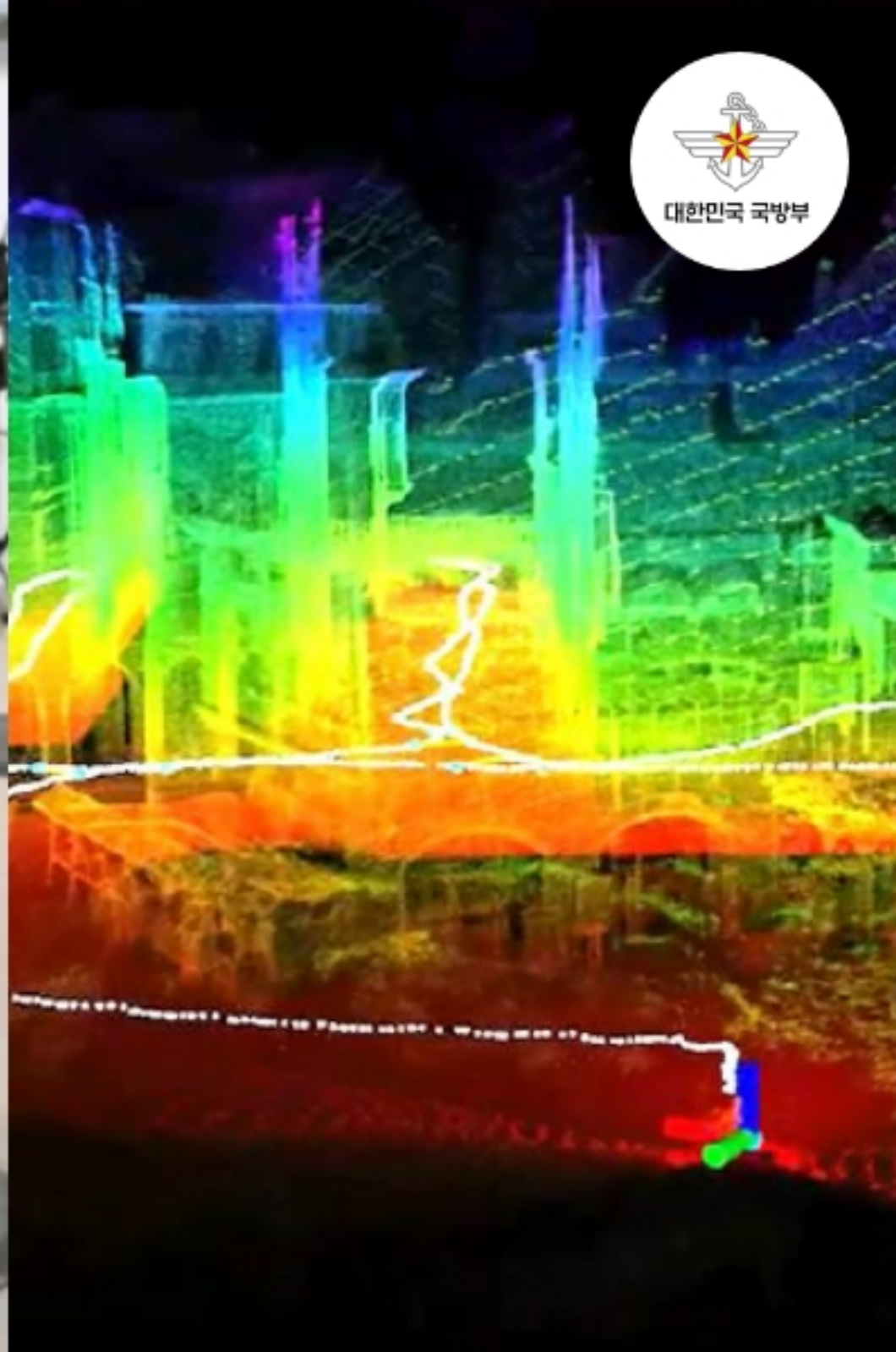
Service know-how within platforms
such as oculus and STEAM VR

What **We Make**

MND

Military of National Defence





Military of National Defence (Ministry of National Defense Project) [Development in progress]

Mixed Reality (MR)-based Practical Close Combat Skills (CQB) Training System (~2025)



Development of a mixed reality(MR) based training system using its own VPS technology



Develop a training system that allows you to repeat routine training with flexible scenario generation tools

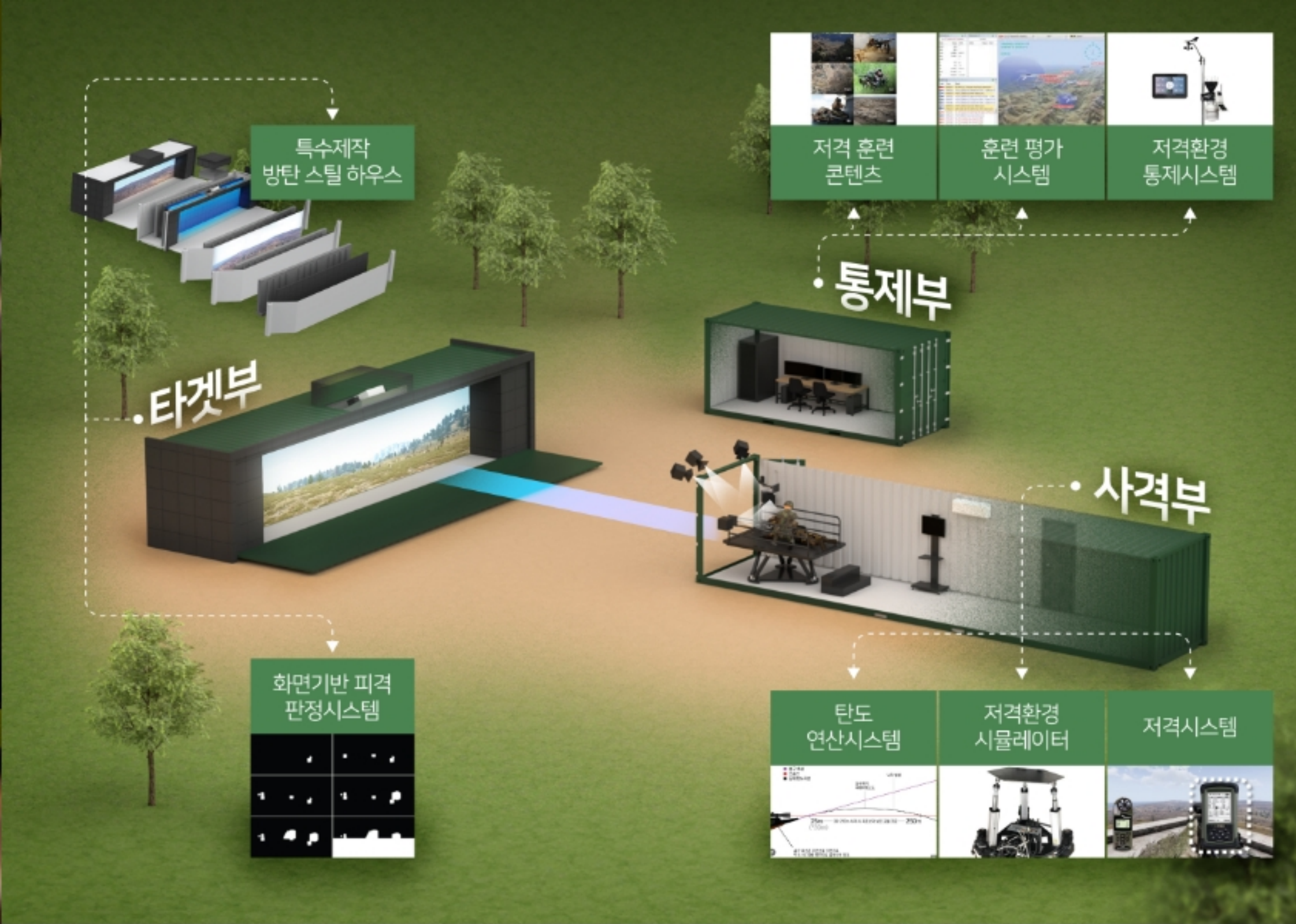


Development of a training system that can operate personnel/firearms, etc. through virtual drone simulation



Development of Real-Time Monitoring and Additional Situation Control Training Control System

What We Make



MR Sniper [Development in progress]

Mixed reality live ammunition sniper training system



Deep learning system based on Unet architecture for accurate results



Using computer vision algorithms to detect image alignment, video stabilization, objects, etc



Controlling the external environment is possible



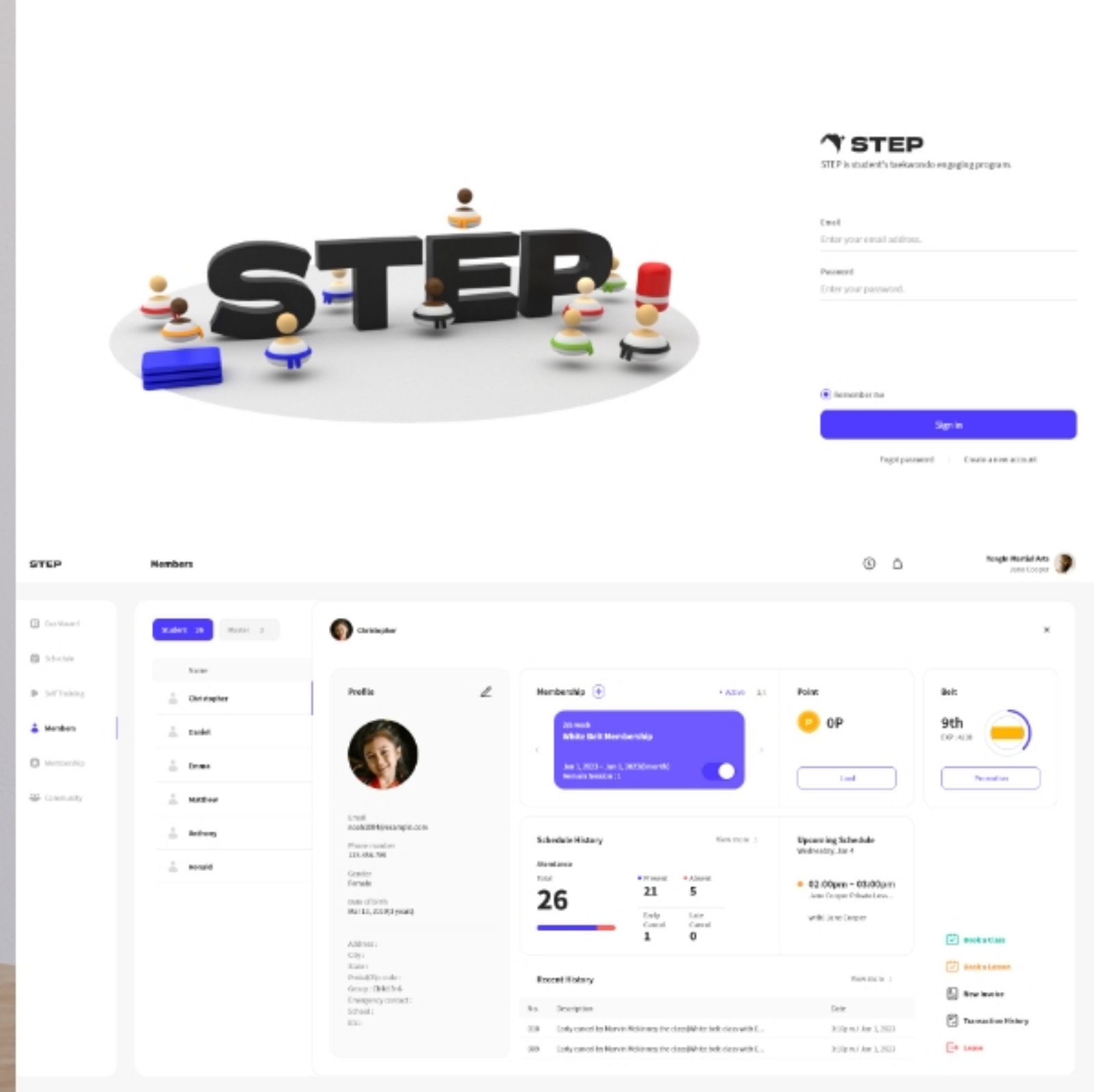
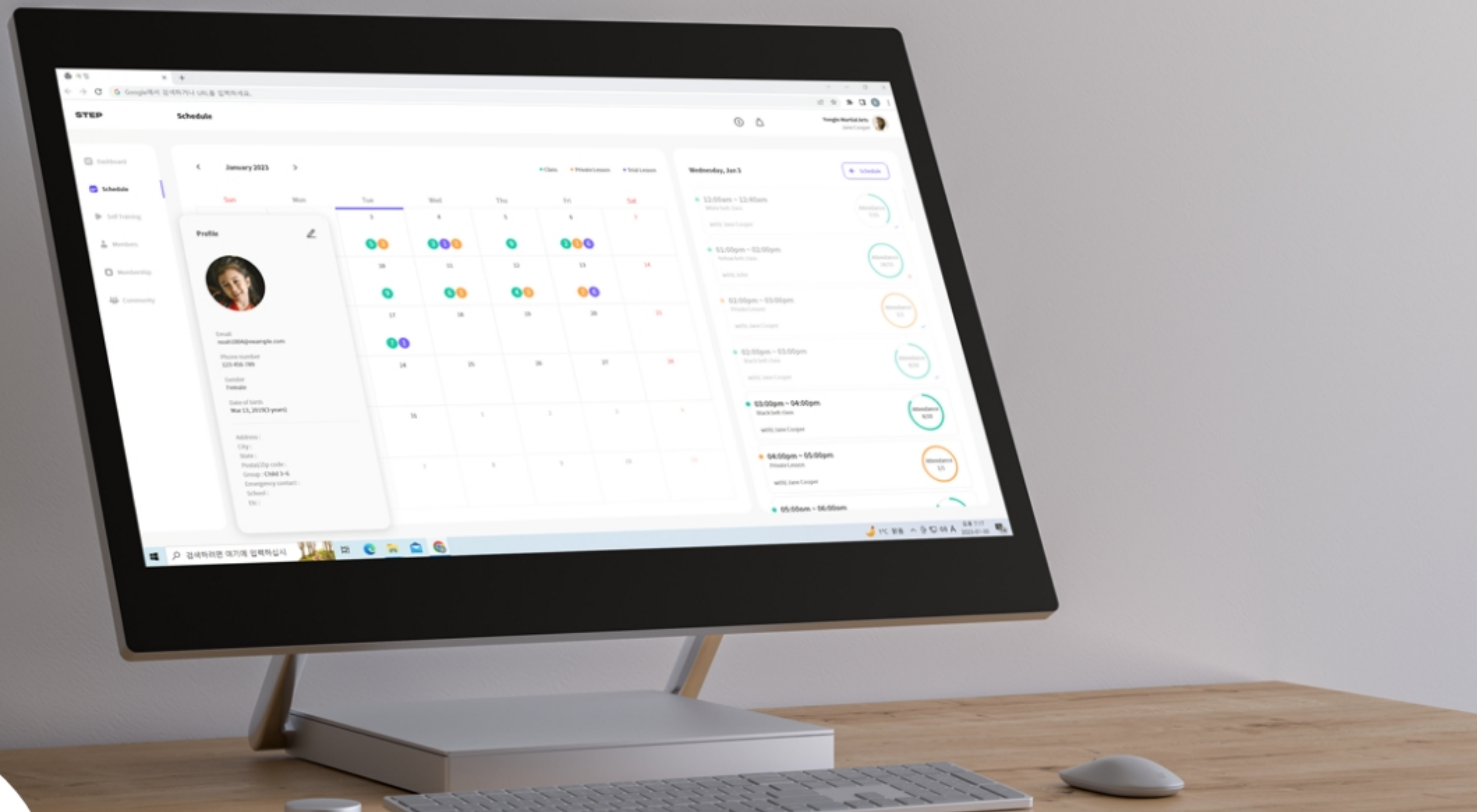
Provides a variety of scenario content to train without space constraints.

What **We Make**

Education



What We Make



Education

Taekwondo LMS

Student management system for efficient studio operation



Payment system

Development of membership payment and payment system for class application



AI Training

Accuracy measurements through motion detection



North American Local Demonstration and Testing

Local demonstration and testing are carried out through the established Taekwondo infrastructure in North America.

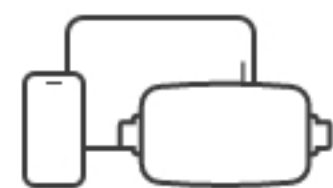
What **We Make**



Education

Meta Class

Metaverse Education Solution

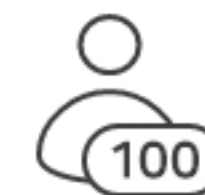


Multi-device

Provide a device condition according to your preference (HMD, Mobile, Tab)



Ultra-low-latency network design



Up to 100 people in a network environment

What **We Make**



Education

KYOWON Metaverse World

Kyowon Metaverse World where children can interact with AI NPCs



Apply 3D characters

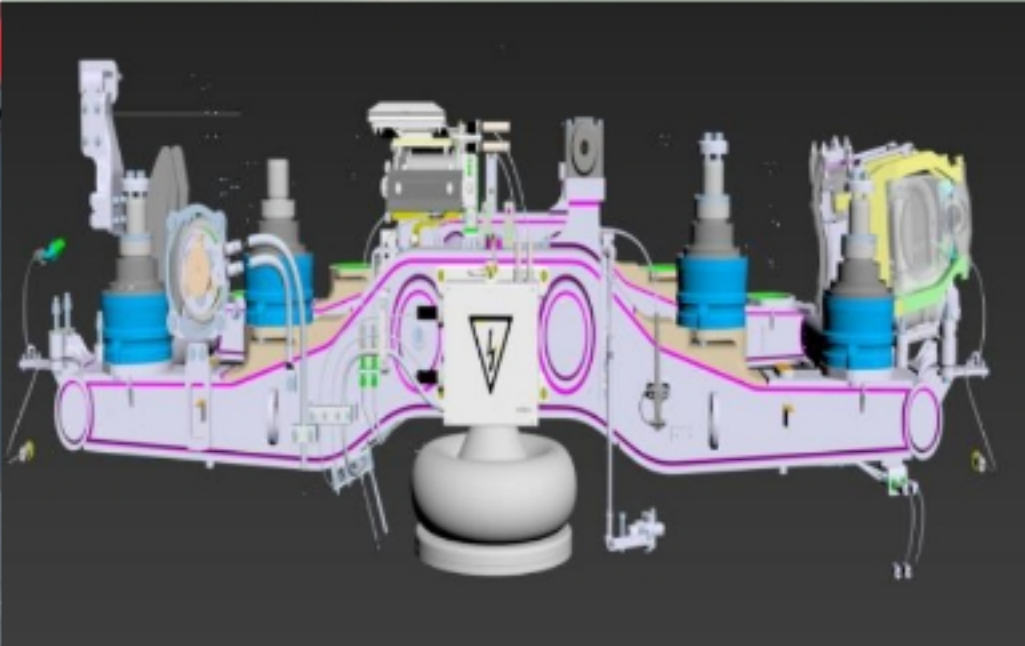
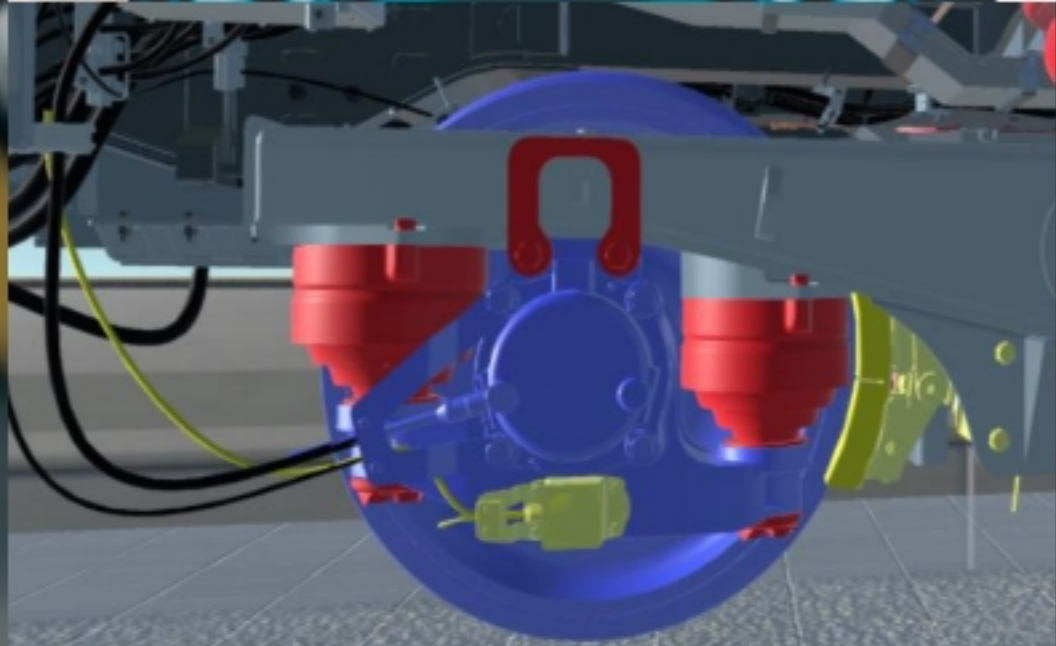


Text Conversation API Call



Voice Conversation API Call

What We Make



Education

HYUNDAI Rotem

AR content for bogie maintenance training

AR

AR content production



Apply AR core



Development of a collaborative environment

Environment with a variety of contextual settings

What We Make



Education

VENTAVR

Industrial safety education VR CMS development



Multiple Central Controls

Up to 100 people can be trained simultaneously with one tablet PC.



Development of a collaborative environment

Ability to produce various VR training materials



Realistic 180-degree content transmission.



Metaverse



What We Make



Metaverse

LX Metaverse

Establishment of real-time cadastral information rendering metaverse space (Korea Land and Geospatial Information Corporation)

GML

GML Features



Document sharing capabilities

Uploading PDF Files



Banner customization capability

Customizing signage system according to purpose in virtual space

What We Make



Metaverse

NH Bank

Held a metaverse-based fintech hackathon competition (NH Nonghyup Bank)



Building a competitive device environment

PC / Mobile



Establish a dedicated device environment for awards ceremonies

PC / VR



Tmax Metaverse

Metaverse world where people communicate with people in a virtual space through avatar

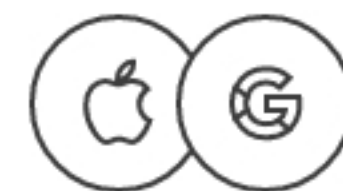


Usability UX design



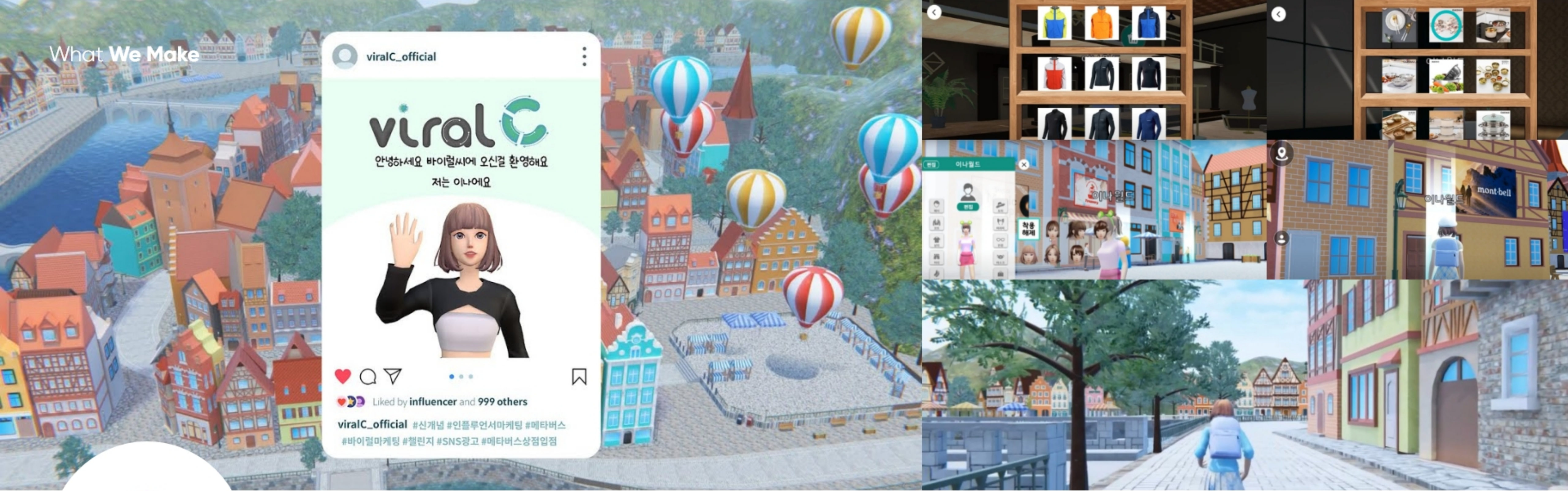
Live streaming

In addition to streaming,
data sharing and whiteboard capabilities



Social Login Features

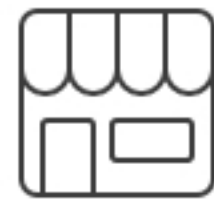
What We Make



Metaverse

Trenvety - Viral C town

Metaverse World for Influencers



Shop Features



CMS-linked product display function



Product purchase linkage

What **We Make**

Entertainment



What **We Make**

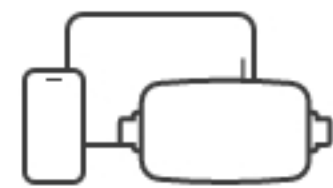
LIVE



Entertainment

XR Live Streaming - Peach

Non-face-to-face XR Performance Platform 'Peach'



Multi-device

Provide a device condition according to your preference (HMD, Mobile, Tab)



Live streaming



Ultra-low latency network design supports two-way communication between performers and viewers



Extracting performer objects based on cloud points and creating realistic media combined with metaverse space.

What We Make



Entertainment

Out of the Depression

Virtual reality senior care provision platform 'Out of the Depression'



Multiple Central Controls

Centralize multiple HMDs with one tablet PC



Wifi Direct

Standalone controls wifi direct communication without a router

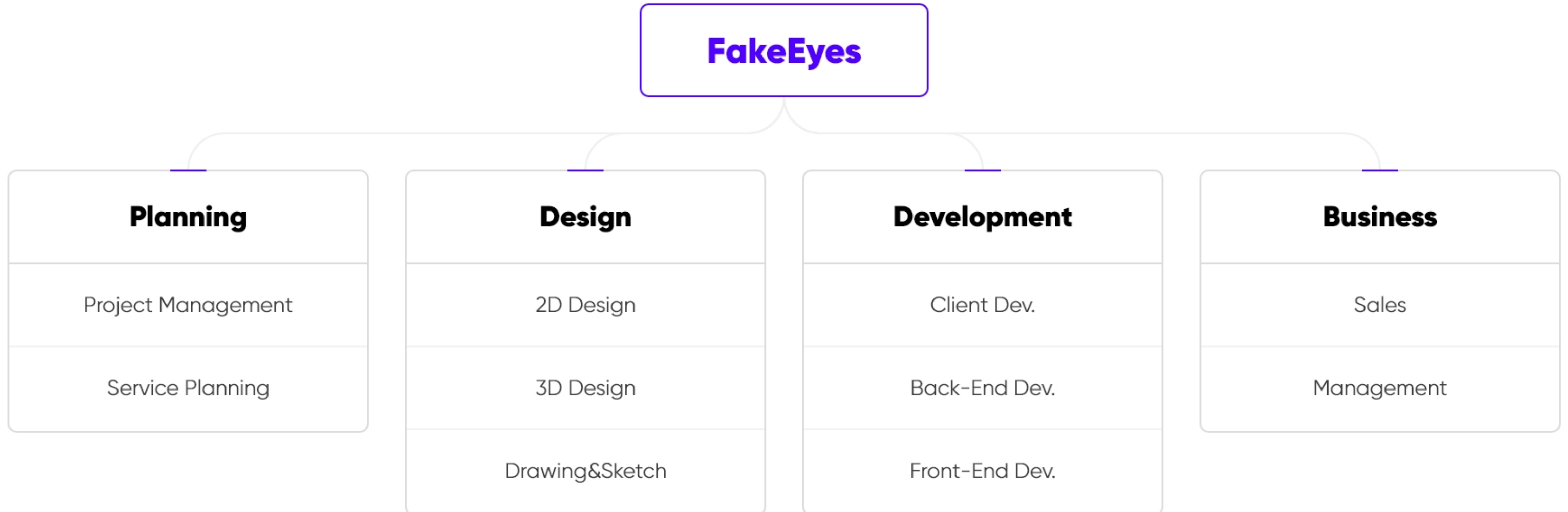


Live streaming

180-degree, 360-degree high-resolution transmission


Organizational structure

- Over 70% of all 25 team members are development parts.
- Create project-specific cross teams to increase work efficiency.
- The CEO is the CTO So, oversees all developments.



Thank you.

Contact us

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