



Studio4UX : A New Digital Contents Solution

Technology Overview

A new digital platform that supports straightforward content creation and publishing to various smart device platforms. OpenGL ES 2.0 based rendering, 3D animation, and event/action based interaction authoring. Studio4UX allows the creation of immersive content that can engage users through sight, sound, and touch. The content creation pipeline eliminates the need for direct coding, allowing for lower development costs and complexity

Core Technologies

Studio4UX consists of rich components and supports total service for authoring/operation/distribution of smart contents distribution.

Viewer ------- O O------- Archive ------- O O------- Authoring Tool

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Viewer	 Archive	Authoring Tool
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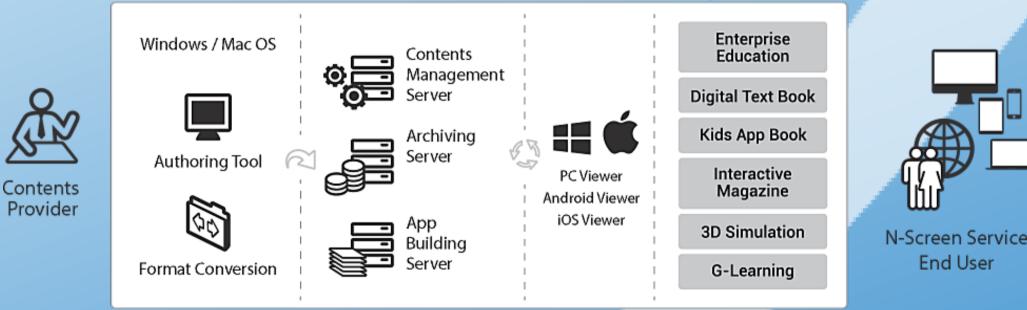
Data Interface		Contonts Managor	Contents Transfer(FTP)	Authoring Preview Mode	
PC Viewer	(n	Contents Manager Domain Manager Web Interface (Ajax) App Builder (Web Service)		Object Animation	Scene Manager
Android Viewer	DRM(Option)			PDF Convertor	E-pub Exporter
IOS Viewer	DRA			Script Engine	3D Object Manager
Sensor Module				Multimedia (Video, Audio, Image, Text)	

Application Area and Advantages

Cross Platform Support: at present,
iOS/Android devices are supported

(Windows & Smart TV Platform will be supported)

- Simple Authoring: Visual Timeline, Event/Action, Drag&Drop
- High performance: OPEN GL ES 2.0 Support: 3D effects as well as 2D animation
- Cost Effective: Without Writing Code:
 - o Easy digital content authoring solution based on intuitive user interface
 - No complexities and costs normally involved in S/W development
- Page Load Instantly



- Supports Java Script for Customized Contents Functions: Ex. Automatic Quiz Generation for e-learnig Application (implemented)
- Customizing the Solution for Customers' needs: additional functionalities can be supported
- Verified Solution: Commercialized in Japan and Korea