

LIVE K's XR-metaverse concert is the world's first 3D volumetric meta concert involving KPOP singers implemented on the SKT Metaverse platform. Currently, most metaverse platforms are implemented based on animation characters. The metaverse platform to which XR (extended reality) technology is applied is a new type of metaverse that combines photographic graphics and real human characters.

[2022] SKT metaverse [ifland] \_ Meta club 'Hongdae' Kpop concert  
[2021] Miss World & Universe Korea : XR Metaverse Event producing

# METaverse



A public project that makes cultural heritage a metaverse, produces it as an NFT using original certification technology, and uses it as a World Heritage Promotion Fund.

LIVE K' partner (Original Management Association) provide an original authentication system in which a number of domestic and foreign patent-based digitized surface fingerprint methods with blockchain DID technology so that the real product that is the basic asset of NFT can be identified scientifically. \*Fingerprint is a unique external and physical characteristic that distinguishes objects as it is unique and cannot be duplicated.

[2022] LIVE K & Original Management Association is participating in the World Heritage Tripitaka Koreana nft + metaverse Heritage project. It will continue to promote meta + Heritage + nft projects of World Heritage such as the Tripitaka Koreana.

# NFT





# HOLO LIVE

3D K-pop star's hologram streaming service using 5G technology. HOLO LIVE which is real-time remote hologram live streaming service. for exapmle, We have a holographic studio, we will produce holographic image of k-pop stars like BTS and then will stream in remote locations and relays the holographic images to fans and audiences in real time.

[2019] 5G VR/AR Flagship Project <HOLO LIVE STREAM>

[2016] LIVE K, Hologram <Heavenly Dance> showcased in Rio Olympic



# XR TECH

XR Tech which is a technology that synthesizes a virtual 3D space and real people on the basis of a game engine in real time. The differentiated technological element is the solution that synchronizes the 3D virtual space camera of the game engine with the camera that photographs real people in real time through the virtual camera tracking sensor. This allows you to increase the sense of reality in a virtual space where the background moves behind the person whenever the camera moves.

[2021] 3D FIRENZE Virtual Art Concert : JTBC\_Phantom singer KIM Joo Taek  
[2020] KOREA KPOP\_DREAM CONCERT: Global 3D Landmark Virtual Tour