

An animation tool For everyone



Quick

Easy

Collaborative

We live in the age of the Metaverse.

Game in content
market share

#1



Baby Shark's rank
on YouTube

#1

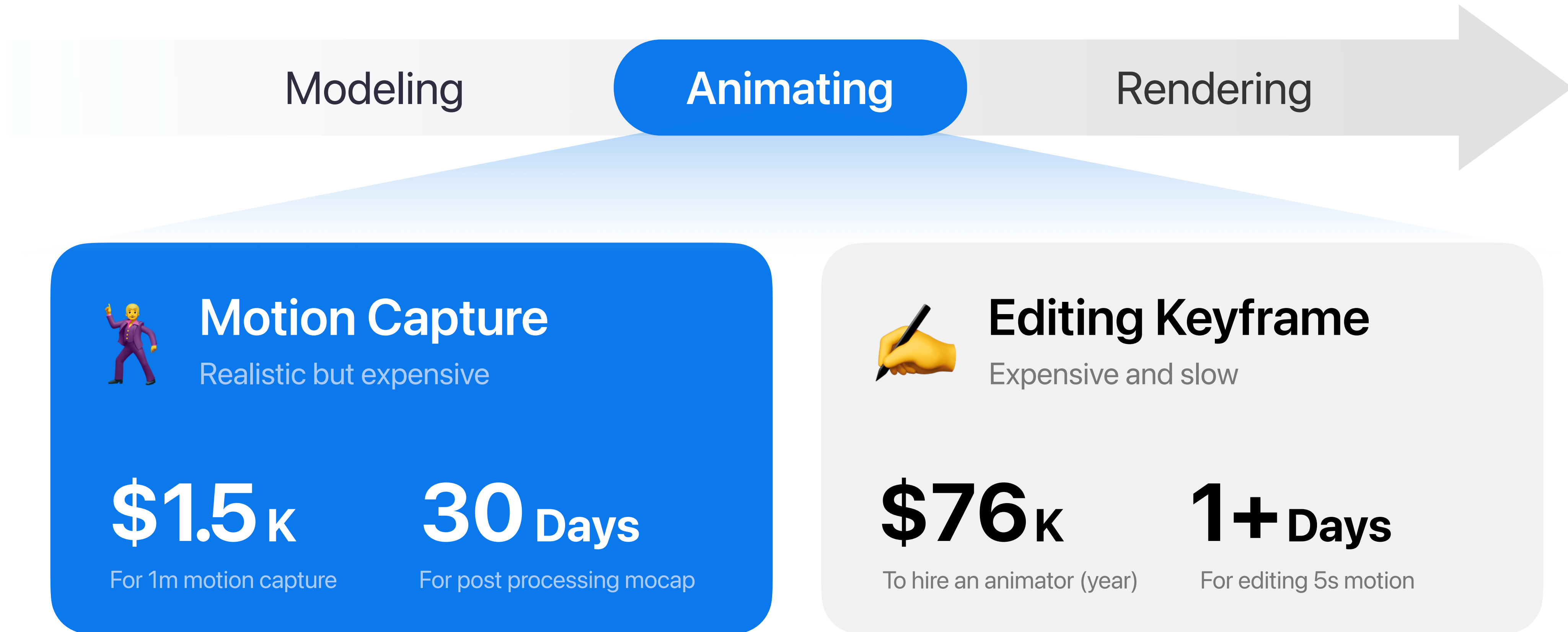


Video views of Virtual band
K/DA's music video

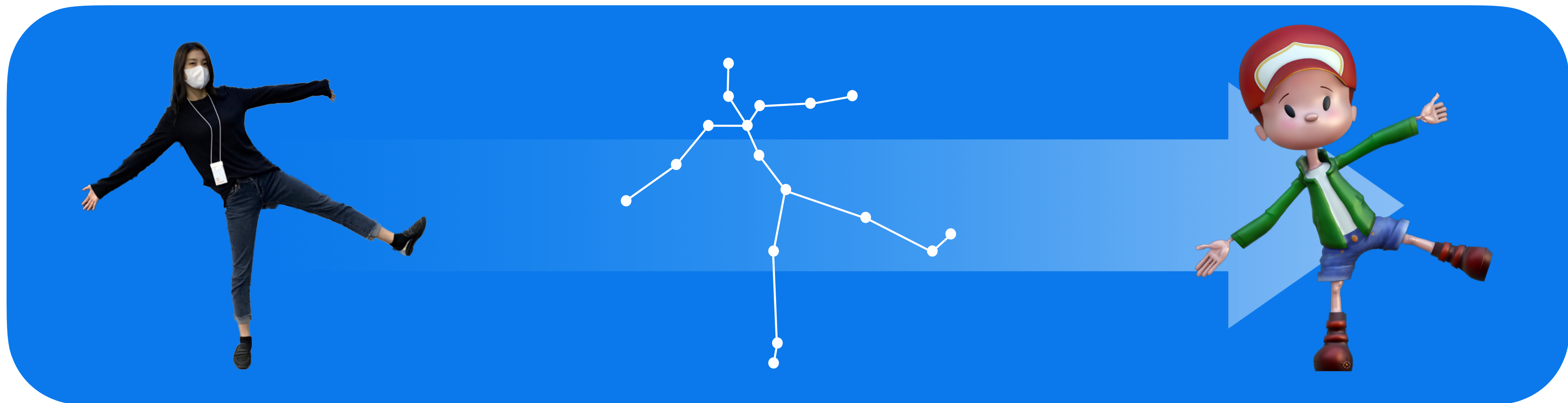
400M



3D content creation is expensive and inefficient



Motion capture is made easier with video + AI



Human Detection

An AI algorithm detects a human in motion video.

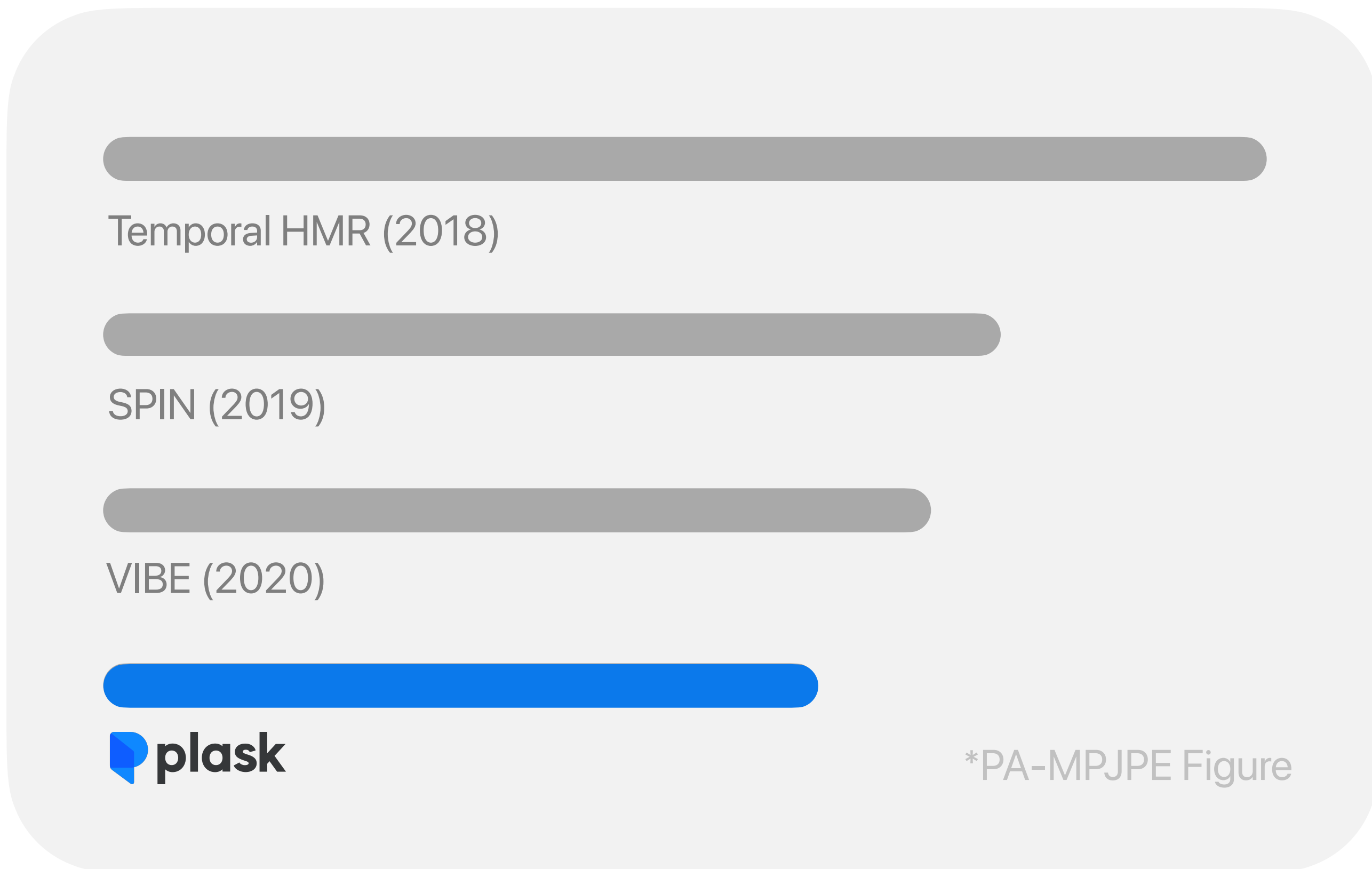
3D Pose Estimation

A human's pose and movement are extracted in 3D coordinates.

Automatic Retargeting

The extracted motion is applied to customizable characters

Plask offers the industry's best pose estimation.



AI performance

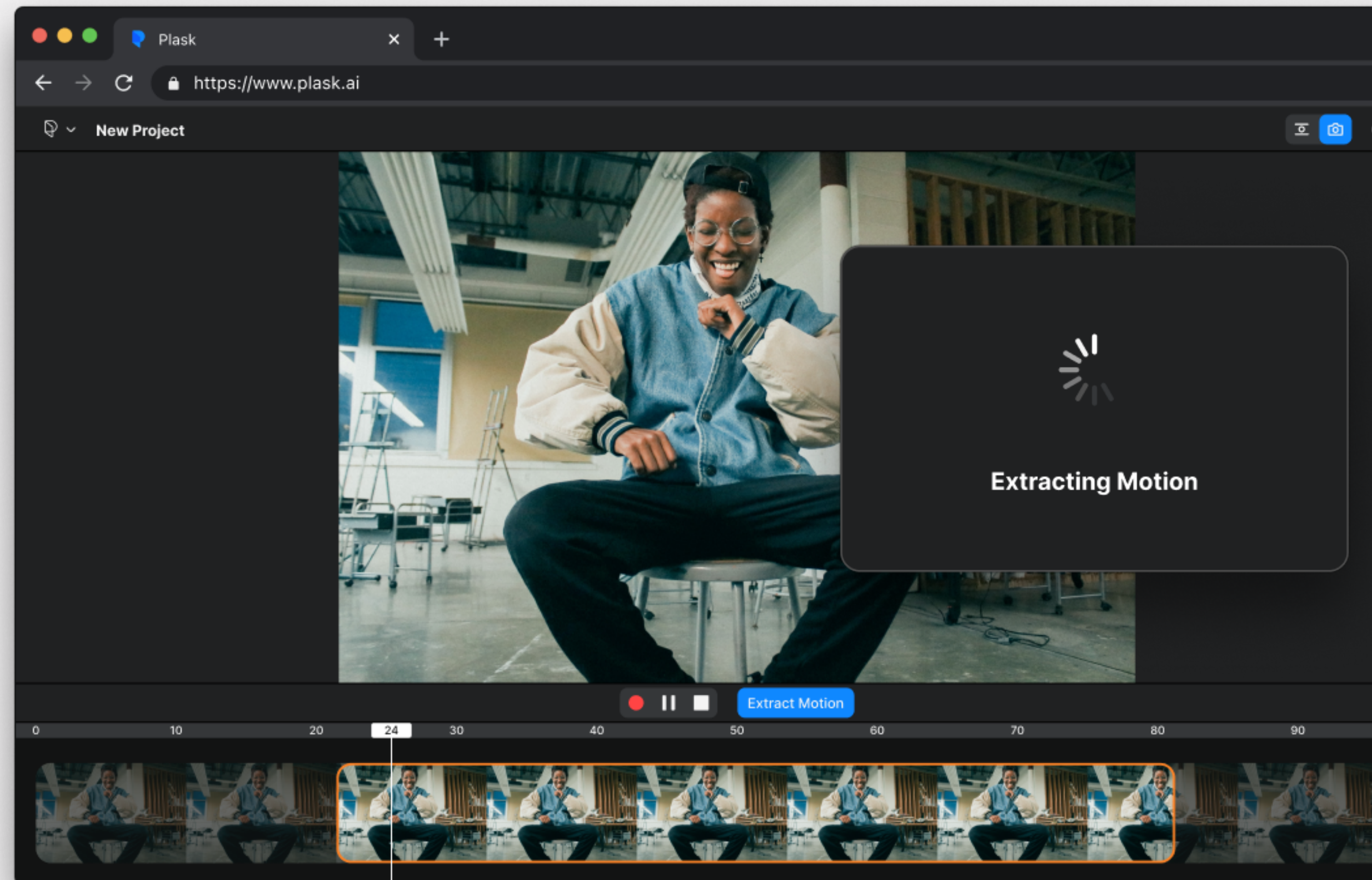
Is measured by the disparity between the actual location of a joint vs. an estimated location of a joint by AI (The lower, the better)

14%

More accurate pose estimation AI vs. the most accurate public AI

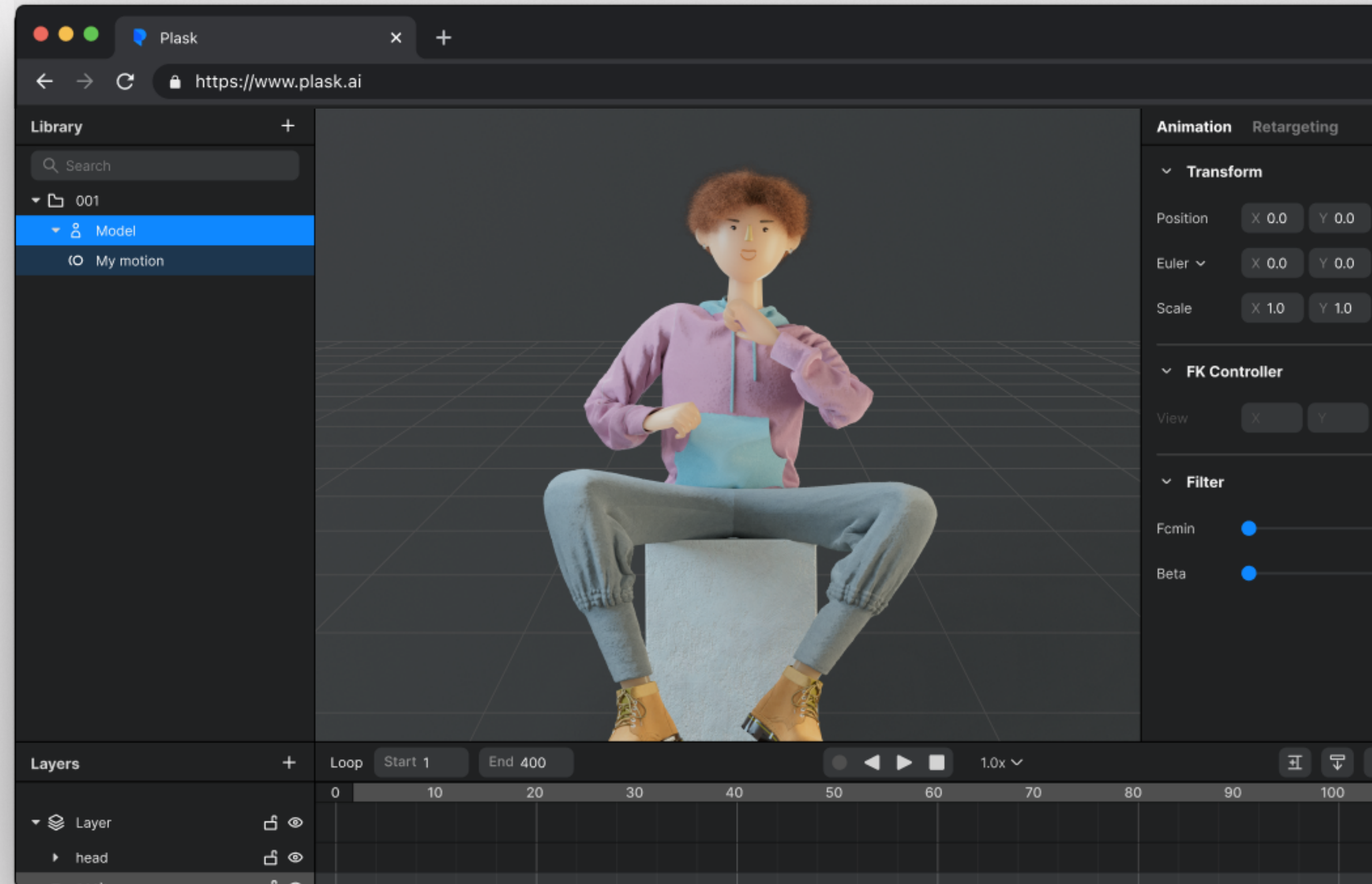
Let AI do the animation work

Simply record a video in the video mode with a webcam or just drop a video. AI will capture the motion, making animation a breeze.



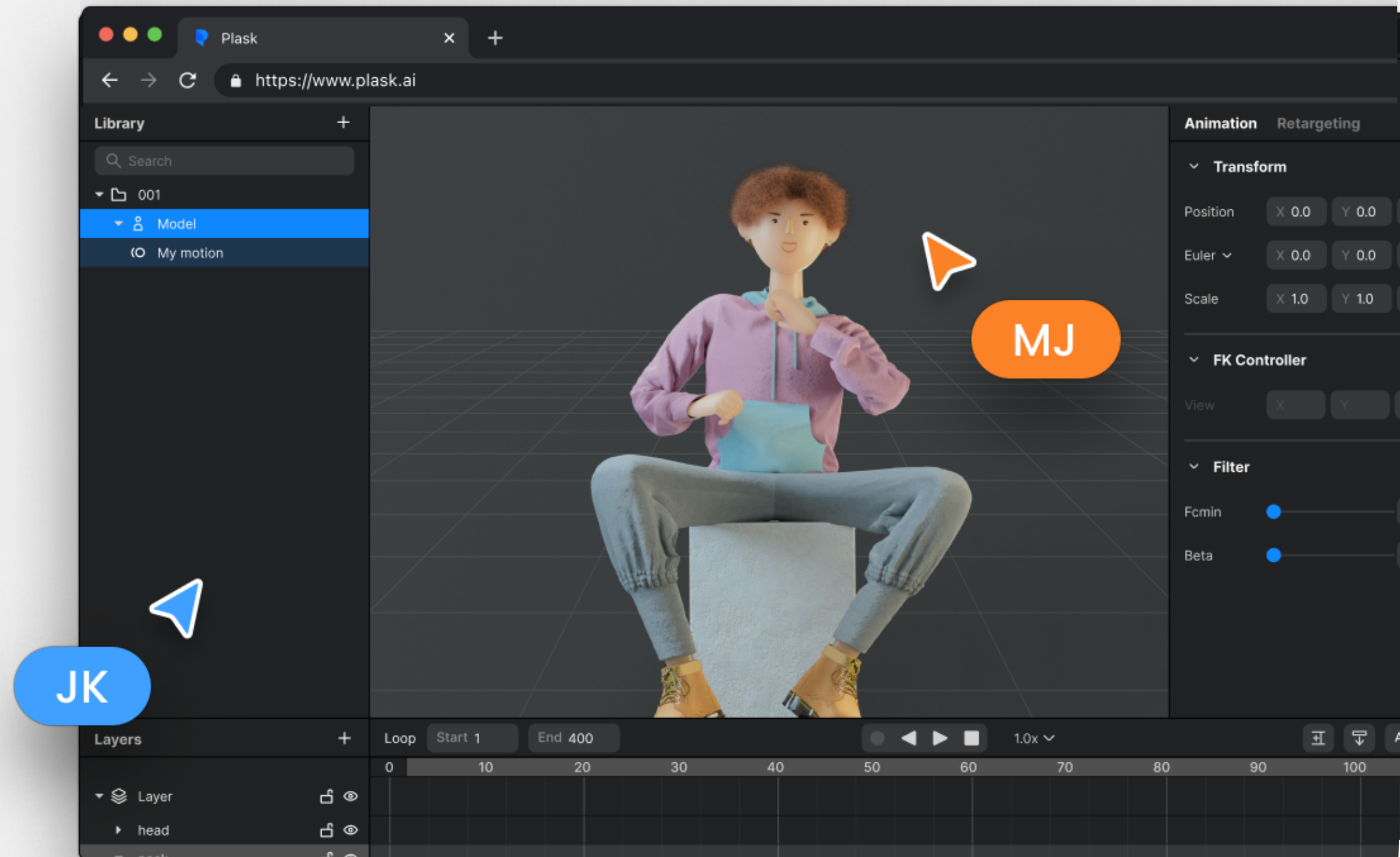
Edit your motion on a browser

Don't pay for expensive software that will take you ages to learn. Our browser-based software will effortlessly help you create the perfect animation.



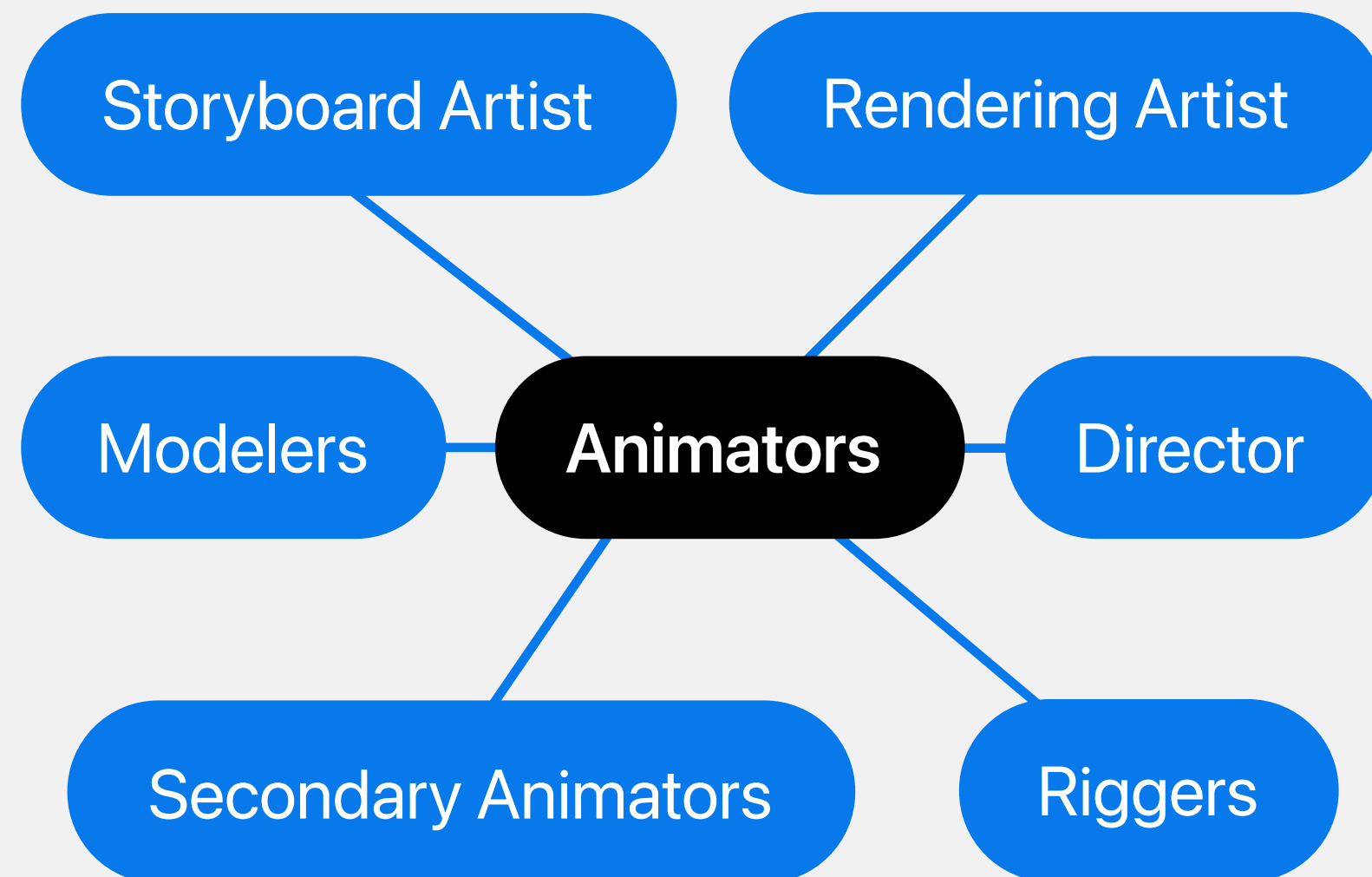
..with real-time collaboration

Collaborate with partners on your animation with our built-in collaboration tools that allow you to create, edit, and give feedback together.

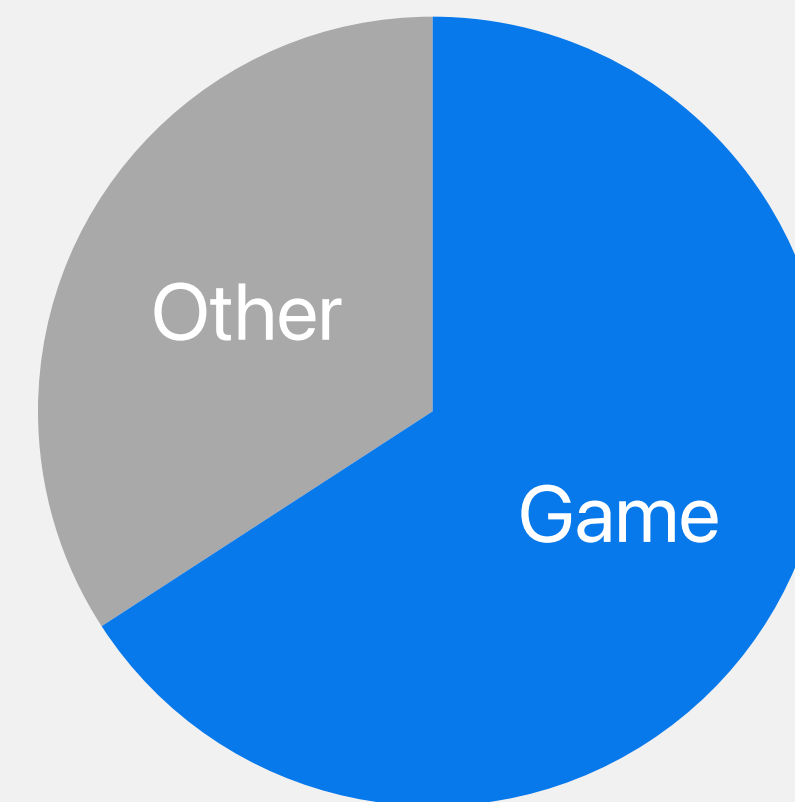


And now it is a turn for game and animation

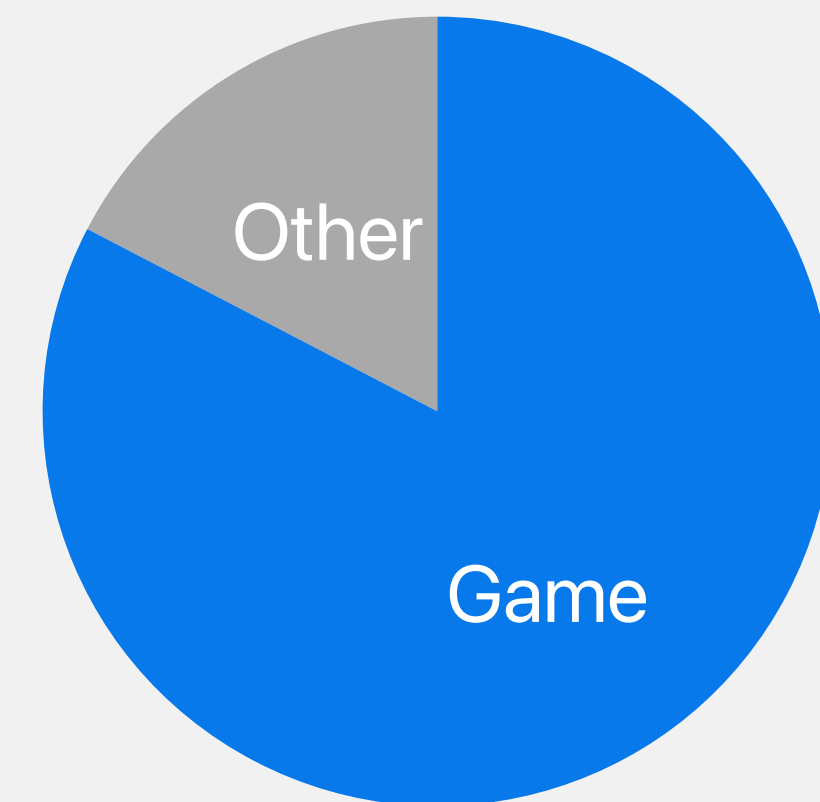
It has more stakeholders



While being a bigger market (revenue)




App Store

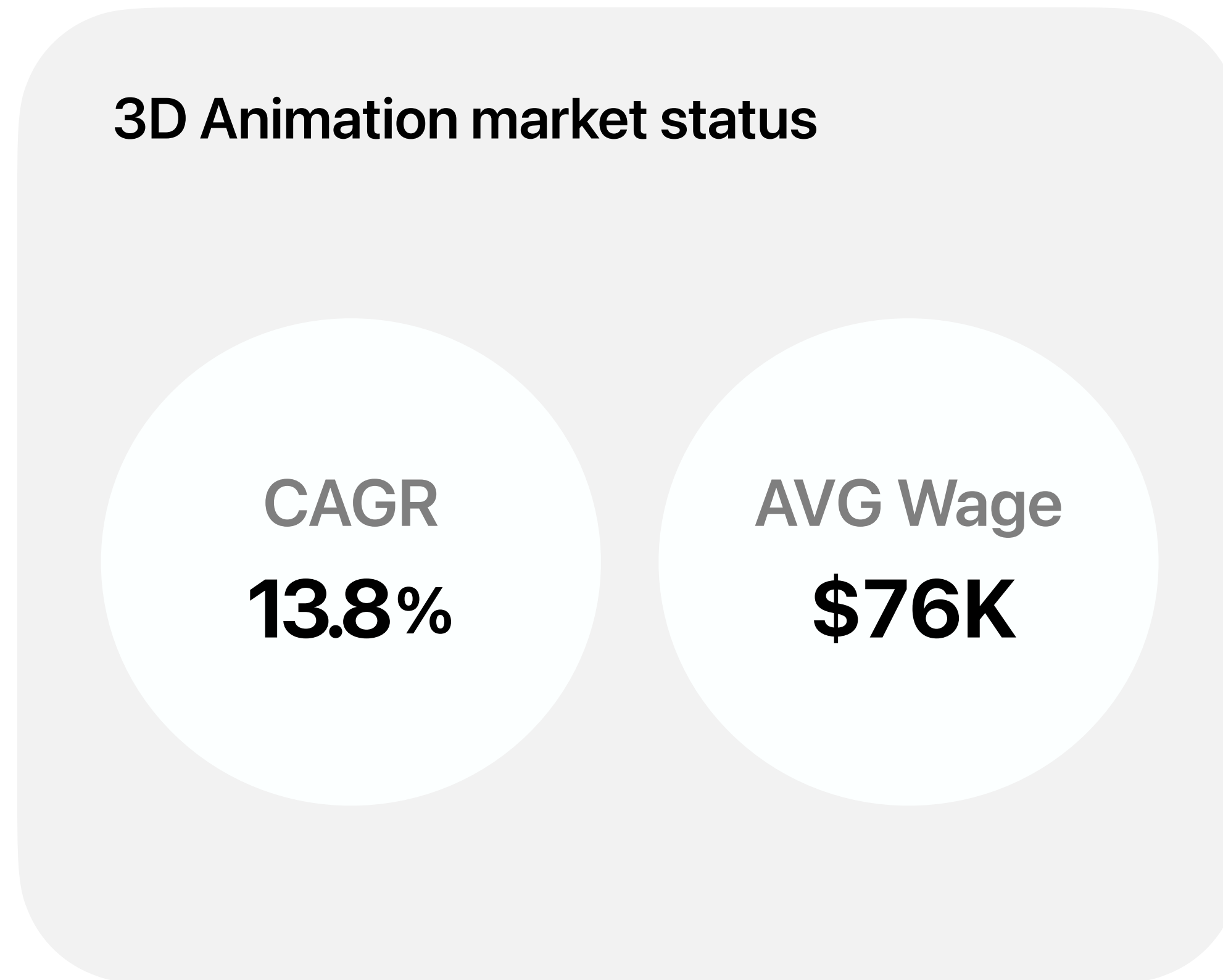
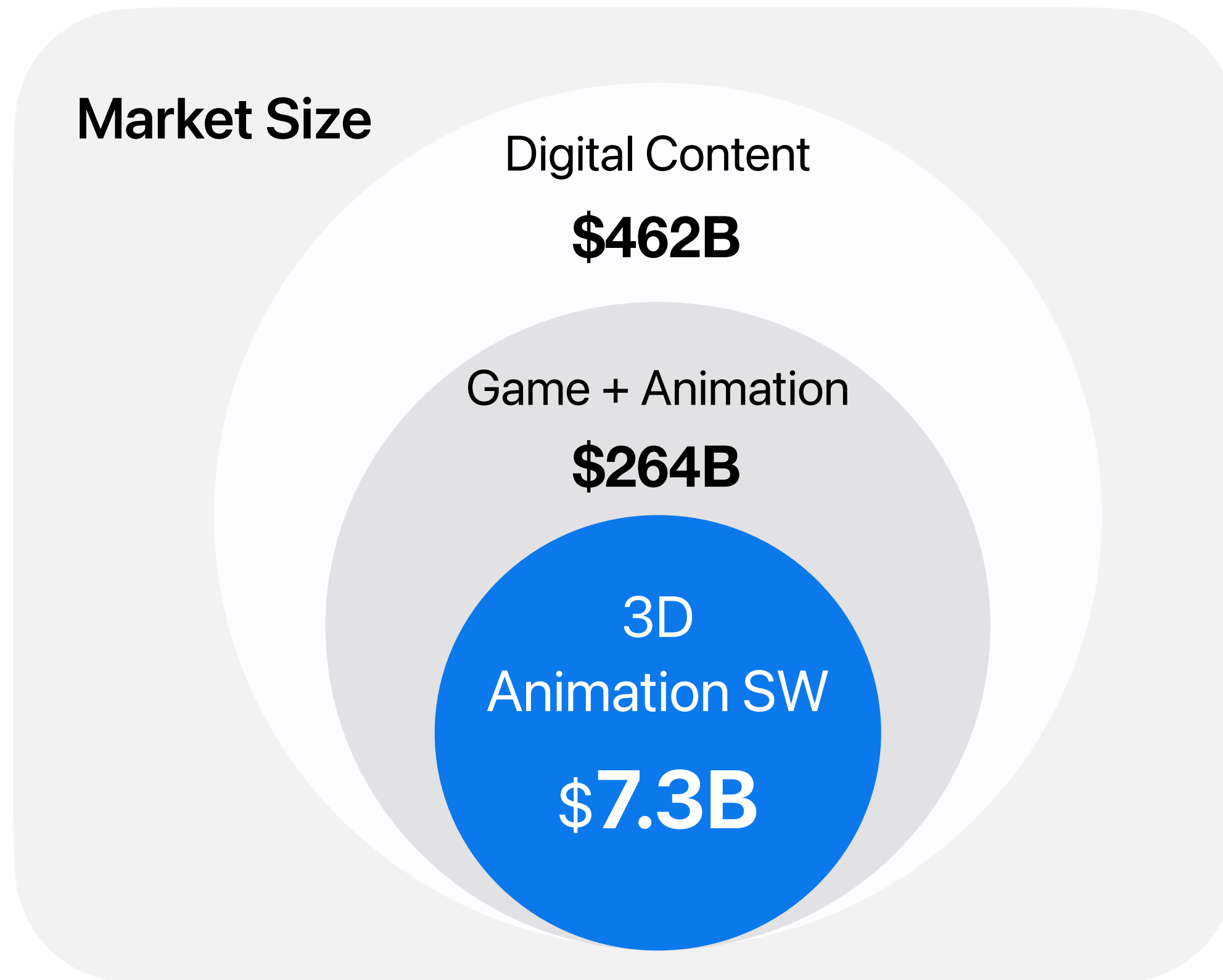


Google Store

Plask is reaching further than competitors

	 plask	Radical AI	Deepmotion
Last funding round(\$)	Pre-A (\$2.8M)	Seed(\$1.6M)	Unknown(\$2.2M)
Headquarter	Seoul (flip in progress)	New York	Silicon Valley
Product release	2022	2020	2020
Pose extraction	O	O	O
Pose visualization	O	O	O
Character upload	O	X	Partial
Auto retargeting	O	X	X
Manual motion correction	O	X	X
Product type	Pose extraction + editing tool	Pose extraction tool	Pose extraction API

The market is large, growing, and labor-intensive.



1) <Global 3D Animation Market Research Report: by Component>, Market Research Future 4) <World VFX Market 2019-2023>, Technavio 5) International expansions and strategies from Korean CG/VFX firms, NIPA
2) <Global Animation, VFX & Video Games Industry Forecast>, Research and Markets 3) <Global digital trends report 2005-2018>, Statista & <Digital visual ads 2018-2023>, Statista

Partners



Lauded by a variety of partners and supporters.



NAVER



**LINE
FRIENDS**



SAMSUNG

Metaverse tech firms are actively being acquired

IPO



Listed in NYSE in 2020; \$29.3B valuation
Game engine and tool tech

GIANTSTEP

Listed in KOSDAQ in 2021; \$386M valuation
Real-time 3D effects tech



Listed in NYSE in 2021; \$46.2B valuation
Online game and metaverse platform

M&A



Spacemaker AI, Real-estate AI firm, \$240M (2020)
Pype : 3D AI firm, 2020



Oculus Medium : VR content tool, 2019
Allegorithmic : Rendering tech 2019



Hyprsense, AI facial expression tech, 2020
Capturing Reality : Auto 3D modeling, 2021

Top AI and web developers in Korea.

Founders

Junho Lee CEO

B.S. Computer Science

@POSTECH

Jaejun Yu CPO

B.S. Material Engineering

@POSTECH



Product Team

Spearheads the browser-based tool development

Growth Team

Spearheads operations, business development, marketing, and planning

ML Team

Designs neural network to improve the accuracy and speed of 3D pose estimation

Design Team

Leads UI/UX design and content creation for marketing and the tool