

Shooting is a Sports

Shooting Training Simulation

Business Proposal

Birth of safe indoor authentic sports shooting

TRAINING SYSTEM

1 System configuration

Screen shooting games and training can be done anywhere,
no matter where you are, with easy installation.

■ Shooting Simulator Shooting Korea

Main System

- Beam Project – 3500 ANSI Short focus
- Main PC – Wireless LAN card support
- Vision Sensor Camera
- Sound system - 2 channel speakers
- Up to 3 people can fire at the same time
(applied screen coordinate division
method patent)



Screen: up to 300 inches

Wireless control tablet



Firearms and
Trigger sensors



! Gun configuration and selection is negotiable.

2 Training Contents

■ S/W, H/W R&D

Possess core competencies

Development and retention of various contents

- Training – More than 30 targets and distances / free control of the number of bullets
- Classifier – 30 types / Run and Gun available
- Entertainment – 9 type
- Thorough testing before content release
- Continuous further development and update

Based on real sports shooting rules

- IDPA , USPSA Rules

High-quality 3D graphic production technology

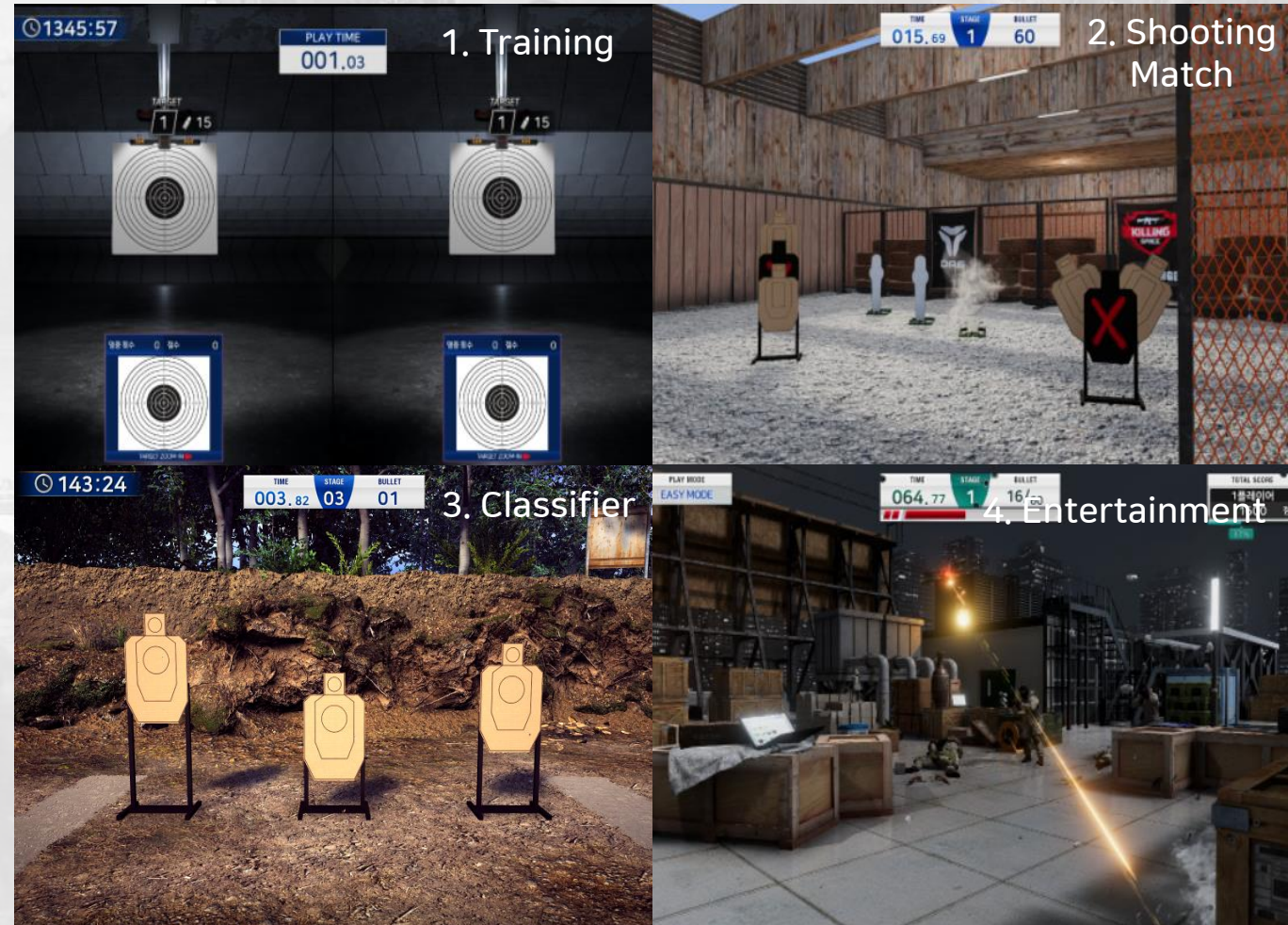
- Unity based game engine

Server utilization DB management and stabilization

- Automate user data and updates

Precise ballistic curve application

- Based on K100 bullets (some training contents applied)



! S/W, H/W R&D Content self-creation

2-1 Training Contents

■ Dynamic Shooting



STANDING SHOOTING

- Stay on the screen without moving the shooter

MOVING – Move within a single screen

- Move only within the bounds of the screen during single screen progress
- Move to a designated place on the front, back, left, and right sides
- Display a separate UI on the screen when moving

Multiple screen – RUN N GUN

- Control multiple systems as one system by controlling the server program
- Maximize the sense of presence by placing the screen in the right place during dynamic shooting matches

3 Major Events

■ Use in various fields such as shooting sports, military training, etc.



- 2020 Army headquarters video simulation shooting equipment, content development and delivery
- 2021 ADEX official exhibition and demonstration



- Participated in the 2019 Science Festival in Korea
- Held the world's first shooting simulator e-sports competition in 2019



- 2021 Military Department Education Site for StudentsHeld the world's first shooting simulator e-sports competition in 2019
- 2022 Army headquarters video simulation shooting equipment to be delivered

Real sports shooting that anyone
can enjoy anytime, anywhere
Experience 'Shooting Korea'

Thank you