

Investor Relations 2Q18

NEXSTREAMING

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All financial information contained in this IR material is based on parents only and consolidated K-IFRS that have not been reviewed by an independent auditor. NexStreaming is not liable for providing future updates on all figures included in this IR material. Investors should consider this IR material as only a single factor in making their Investment decision.

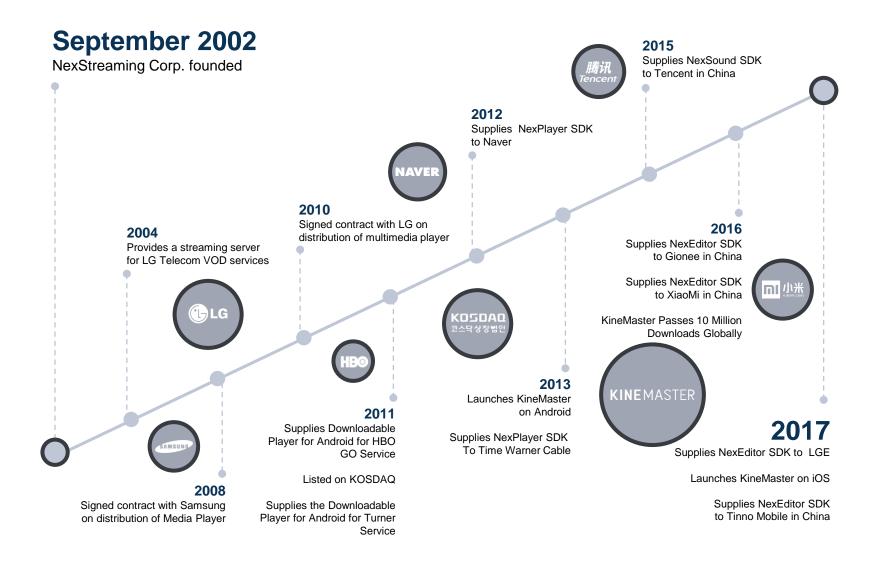
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NexStreaming is one of the leading multimedia software vendors in the world.

NexStreaming's top-quality media player and video editor solutions are built on top of state-of-the-art technologies that are highly optimized for mobile devices, including an advanced post-processing system and robust support for numerous video and audio codecs, streaming protocols, and media containers.





Each BU's Key Products

B₂B

Video Editor SDK

mobile multimedia editing solution

for business partners

NexEditor SDK

Performance optimized for mobile

Advanced features and functions

Template - Themed video in a snap

- Must-have feature on mobile handsets

due to increased demands on mobile

- Powerful and flexible APIs

Global Smartphone Makers

Multi-platform support

Customers

Service Providers

- Annual License

multimedia editing

Growth

Revenue Model

Feature

chipsets

Player Business Unit

B₂B

Video Player SDK mobile multimedia player solution for business partners



Feature

- Support a variety of platform (Android, iOS, Windows8)
- HTTP Live Streaming, Latest Codec
- Global partnership (Dolby, DTS...)

Customers

- Global Service Providers

Revenue Model

- Annual License

Growth

- Expanding global OTT business by using smart devices

2 Editor Business Unit

B₂C

Video Editing App mobile multimedia editing app for end users



Feature

- Featured by Google Play in 150 countries
- Over 10 million MAU
- Abundant set of filters and themes
- Full HD quality

<u>Customers</u>

- Mobile Application Users

Revenue Model

- Subscription and Ads

Growth

- Exponential growth on mobile video sharing
- "Wanna Be Professional" user growth due to video-centric market trend
- Dominant app positioning on iOS and China

B2B2C

ASSET

mobile multimedia editing assets for end users



Feature

- ASSET creation tool available
- Security and integrity enforced using encryption
- Optimized to any smartphone regardless of the smartphone H/W performance
- Various ASSET categories best fit to user contents

Customers

- Global Smartphone Makers
- Service Providers

Revenue Model

- Premium assets, Subscription and Ads

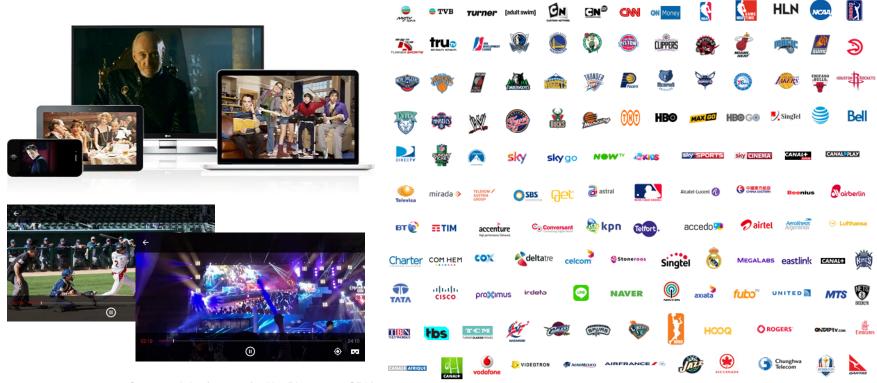
Growth

- Expanding partnership with 3rd party apps
- Huge opportunities for Asset licensing
- Become a de facto mobile contents distribution platform

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Provide Best synergy through Cross Platform Integration

NexPlayer SDK, the most suitable solution for streaming services More than 220 premium service providers worldwide use NexPlayer SDK



NexPlayer, the market leader player SDK for Android, iOS, Tizen and HTML5 apps

Nex Players













The most popular video service providers worldwide

include NexPlayer in their mobile apps to enable MPEG-DASH and HLS (HTTP Live Streaming) high quality streaming across all devices with Widevine or any other DRM (Digital Right Management) content protection.

Key Features

- Android, iOS, HTML5, Amazon Fire TV, Unity, Chromecast, STBs, Tizen TV supported
- MPEG-DASH and HLS with intelligent ABR algorithms
- Multiple video/audio tracks
- TTML, WebVTT, CEA608/708 advanced closed captioning
- VAST and compatibility with any other ad insertion solution
- 360 video
- Multiple integrated Add-ons: Dolby, Conviva, Agama, DTS, Yospace...
- Server/Client Time-shifting
- Offline playback, Offline HLS
- Multiple DRM support: Widevine, PlayReady, Verimatrix...
- CMAF (Common Media Application Format) support
- Customizable

The Best Multimedia Editing Solution and App on Mobile





NexEditor SDK, the first and the only full-fledged, PC-grade mobile multimedia editing SDK on Android and iOS

Key Feature

- Performance optimized for mobile chipsets
- Powerful and flexible APIs
- Advanced features and functions
- Multi-platform support
- Template
- Themed video in a snap

Growth

 Must-have feature on mobile handsets due to increased demands on mobile multimedia editing **KineMaster** is a video editing application that brings a full suite of editing tools to iPhone, iPad, iPod Touch, and Android devices.

Key Feature

- Featured by Google Play in 150 countries
- Over 10 million MAU
- Abundant set of filters and themes
- Full HD quality

Growth

- Exponential growth on mobile video sharing
- "Wanna Be Professional" user growth due to video-centric market trend
- Dominant app positioning on iOS and China



Dollop, the assets used for multimedia editing to make output contents more fun and attractive

Key Feature

- ASSET creation tool available
- Security and integrity enforced using encryption
- Optimized to any smartphone regardless of the smartphone H/W performance
- Various ASSET categories best fit to user contents

Growth

- Expanding partnership with 3rd party apps
- Huge opportunities for Asset licensing
- Become a de facto mobile contents distribution platform

The Most Powerful Video Editing App on Mobile



Professional-quality full-featured non-linear video editing app on Android and iOS,

Easily fine tune cuts and layer timing, instantly previewing each change as it is made.



Precision Editing

Video clips and layers can be trimmed precisely at frame-by-frame granularity, and audio clip timing can be adjusted with sub-frame accuracy.





No more waiting to import or pre-render video: KineMaster allows you to instantly preview your edits as soon as you make them.



Multi-Track Audio

Up to four additional audio tracks are supported, and an unlimited number of audio clips can be added per track.

Multiple Layers

KineMaster supports unlimited text, image, handwriting and sticker layers, as well as up to two video layers on supported devices. Layer position can be precisely controlled, and layers can be animated using preset animation effects or via keyframe animation.



Color Adjustment



Add color filters to your video, and finely adjust video brightness, contrast and saturation to achieve exactly the look that you want. Full color-LUT support coming soon!

Speed Control



Adjust the speed of your video from 0.25x up to 1.5x without distorting the audio pitch, to achieve slow- and fast-motion effects.

Pro Audio Features



Fine tune audio by adjusting the volume envelope over time to achieve the precise effect that you want. Multiple audio formats are supported, or you can separate the audio track from a video clip to edit separately. Dynamic range compression coming soon!

Chroma Key

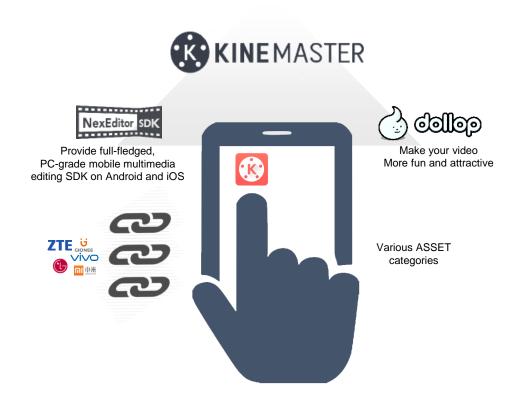


Video layers now support chroma key compositing, allowing full green screen support, including preview of the alpha mask and detailed adjustment of the curve used to blend the chroma key edges.

Growing Partnership Opportunities for B2B2C



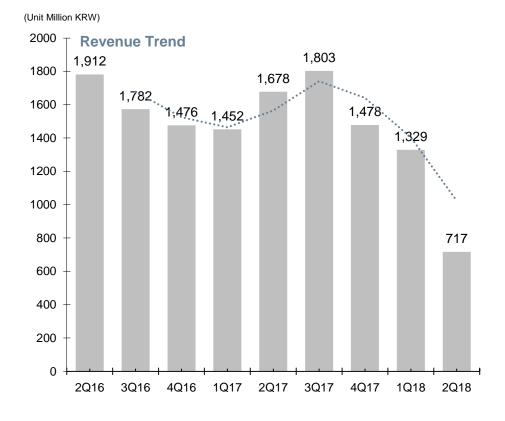
NexEditor SDK provide fast and simple video editor with seamless **linking to KineMaster** and **Asset store** for advanced video editing



Customers



2Q18 Consolidated Earnings Highlight



(Unit Million KRW)

Revenue	2Q16	3Q16	4Q16	1Q17	2Q17	3Q17	4Q17	1Q18	2Q18
NexPlayer SDK	1,782	1,573	1,476	1,452	1,668	1,803	1,478	1,329	717
% (1)	77.5%	72.3%	69.8%	53.4%	64.5%	73.5%	63.2%	42.6%	37.5%

(1) The proportion of total consolidate revenue.

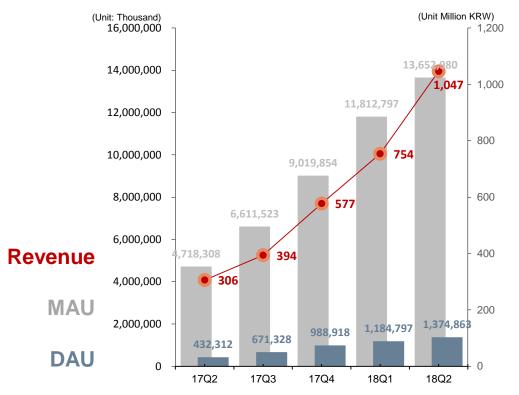
2Q18 Player SDK Highlight

NexPlayer SDK 37.5% of total revenue

- QoQ 46.05% Down,
- YoY 57.01% Down of revenue
- According to the changes of revenue recognition in K-IFRS, the difference in sales can be very large.
- NexPlayer SDK revenue slightly decreased due to intense competition.
- NexPlayer360 SDK is expected to explore new business opportunities for Service Providers.

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2Q18 Consolidated Earnings Highlight



- *1) The MAU and DAU data includes only Google Play data
- *2) MAU: Monthly Active Users
- *3) DAU: Daily Active Users

(Unit Million KRW)

Revenue	2Q16	3Q16	4Q16	1Q17	2Q17	3Q17	4Q17	1Q18	2Q18
KineMaster	183	202	231	258	306	394	577	754	1,047
% (1)	6.9%	9.0%	10.9%	9.5%	11.8%	16.1%	24.7%	24.3%	54.4%

(1) The proportion of total consolidate revenue.

KineMaster has been growing rapidly and has great upside potential

KineMaster 54.4% of total revenue

- QoQ 38.8% Up,
- YoY 242.1% Up of revenue
- KineMaster MAU and DAU are increasing constantly, and continues to show steady growth in subscribers since its release.
- Add a bunch of new functions to KineMaster.
- Advertising business model is added.

(Unit	Million	KRW)
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F	Revenue	1Q '16	2Q '16	3Q '16	4Q '16	'16 Total	1Q '17	2Q '17	3Q '17	4Q '17	'17 Total	1Q '18	2Q '18	QoQ	YoY
Player BU (1)	NexPlayer SDK	1,912	1,782	1,573	1,476	6,743	1,452	1,668	1,803	1,478	6,401	1,329	717	46.05%	57.01%
	KineMaster	152	183	202	231	768	258	306	394	577	1,535	754	1,047	38.86%	242.16%
E-14 DU (@)	NexEditor SDK	32	191	355	170	748	159	68	129	144	501	0	177	-	160.29%
Editor BU (②)	Others (1)	196	151	36	86	469	850	233	125	139	1,347	1,031	27	-97.38%	-88.41%
	Embedded (2)	60	340	153	0	552	0	312	0	7	318	0	0	-	-
	npany transaction stment (③)	0	-7	-82	151	63	-2	1	3	-5	-4	6	-73	-	-
Consolidate F	Revenue (①+②-③)	2,352	2,641	2,237	2,113	9,342	2,717	2,587	2,454	2,340	10,098	3,119	1,924	-38.31%	-25.63%

⁽¹⁾ One-time commission revenue is included.

⁽²⁾ From '15 the Embedded BU and the App BU were combined to become a current Editor BU, so above material has been restated to the current situation.

^{*)} Since the information results of 1Q'18 has been prepared in advance, it is subjected to change in the process of audit by external auditors.

^{*)} Consolidated revenue included NEXSTREAMING EUROPE SLU, NEXSTREAMING USA, INC and BEIJING NEXSTREAMING TECHNOLOGY CO., LTD.

Summarized Financial Statements (Consolidated)

Balance Sh	neet	
(Unit: Million KRW)	2017. 12.31	2018. 06.30
Current assets	14,741	12,515
Cash and cash equivalents	8,570	6,496
Trade Receivables	1,501	1,094
Other current assets	4,670	4,925
Non-current assets	1,880	1,742
Property, plant and equipment	552	479
Intangible Assets	319	250
Deposits Provided	1,009	1,013
Other non-current assets	-	-
Total assets	16,621	14,257
Current liabilities	2,772	633
Trade Payables	168	19
Non-trade Payables	442	307
Accrued Expenses	16	77
Advances from Customers	2,053	44
Other current liabilities	93	186
Non-current liabilities	344	572
Allowance for severance liability	41	282
Allowance for Other long employees	178	166
Other estimated liability	125	125
Total liabilities	3,116	1,205
Capital Stock	3,508	3,508
Additional Paid-in and Other Capital	4,592	4,592
Elements of other stockholder's equity	-2,672	-2,672
Accumulated other comprehensive income	-4	-12
Retained earnings	8,080	7,636
Total equity	13,505	13,051
Total equity and liabilities	16,621	14,257

	Income Statement							
(Unit: Million KRW)	1Q '17	2Q '17	3Q '17	4Q '17	'17 Total	1Q '18	2Q '18	
Revenue	2,717	2,587	2,454	2,340	10,098	3,119	1,924	
Operating expense	3,585	3,080	2,975	3,822	13,462	3,547	3,993	
Employment Costs	1,313	1,195	1,020	780	4,308	1,051	1,168	
Employee Benefits	84	87	99	93	363	81	111	
Commission Fee	922	796	529	899	3,146	877	1,196	
Development Expenses	406	398	613	684	2,101	569	435	
Advertising Expenses	88	66	61	123	338	95	170	
Outside order Expenses	266	116	197	305	884	424	398	
Others	507	422	456	938	2,323	450	514	
Operating Income	-869	-493	-521	-1,482	-3,365	-428	-2,069	
Other gains	46	56	117	-32	187	14	166	
Other losses	582	-106	83	559	1,118	36	15	
Finance income	81	34	32	29	176	65	81	
Financial cost	24	-1	-5	-17	1	27	-	
Profit (loss) before tax	-1,347	-296	-450	-2,026	-4,119	-412	-1,837	
Income tax expense	13	59	58	40	170	77	-10	
Profit	-1,361	-355	-508	-2,066	-4,290	-489	-1,827	
Total comprehensive income	-1,376	-352	-515	-2,188	-4,431	-492	-1,827	
Controlling interest	-1,376	-352	-515	-2,188	-4,431	-492	-1,840	
Non-controlling interest	-	-	-	-	-	-	-	
EPS (Unit: KRW)	-208	-54	-78	-316	-656	-75	-280	

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