

EXOCELLEX STUDIOS CORP.
SYNERGY INITIATIVE ONBOARDING
- COLLABORATION DIVISION -



COLLABORATIVE ENGAGEMENT FRAMEWORK

Collaborator Introduction

POTENTIAL STRATEGIC PARTNERS

OVER 5+ YEARS OF OUR COMPANY & SISTER COMPANIES

Ton Roosendaal - We are currently in discussions with Ton roosendall himself to enhance our brand awareness following the initial release of our animation project. After a personal conversation, they are awaiting the final version of our product to feature it on their official Blender webpage.

Kyle Poulin (Venture Principal) - Angel Studios, with an estimated venture capital footprint of \$700 million, has expressed strong interest in our larger-scale projects through their principal venture team. Their leadership has signaled an open door for future collaboration, pending the advancement of our initiatives.

Markus Persson (Notch) - The visionary creator of Minecraft with an estimated net worth of \$1.5 billion, has expressed enthusiasm for our upcoming video game project. He has committed to an exploratory meeting at the appropriate stage of development to discuss potential collaboration.



ANGEL
STUDIOS

MOJANG
STUDIOS



Ton Roosendaal



Kyle Poulin (Venture Principal)



Markus Persson (Notch)

CLASSIFIED

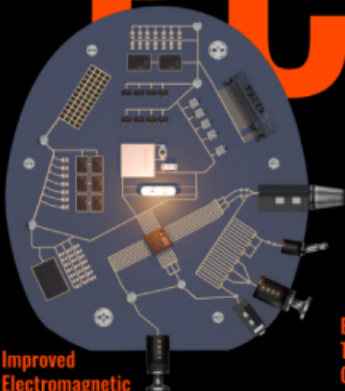
Land Conquest - Our AAA Video Game Initiative
Upcoming Titan Project

We are spearheading Land Conquest, a groundbreaking AAA game development project potentially backed by a \$400 million production budget. While certain strategic details remain confidential, the full development framework and roadmap are finalized, with production poised to commence.

Several major studios and industry leaders—including Markus Persson (Notch) and Angel Studios—have demonstrated significant enthusiasm for the project and are actively engaged in exploratory discussions. Their eagerness underscores the project's potential to redefine gaming benchmarks.



PCB METAL



Improved Electromagnetic Shielding
Reduces interference, ensuring superior audio clarity and reliability.

Environmental Benefits
Made from recyclable materials, offering a more sustainable option.

Optimized Board Space
Lower environmental impact due to reusability and fewer toxic materials.

Optimized Board Space
Metal core PCBs offer compact, space-efficient designs without sacrificing performance.



Enhanced Thermal Conductivity

Ideal for devices with high power or heat-generating components, supporting the UH-1.

Metals like aluminum or copper cores efficiently dissipate heat, reducing thermal stress on components.

Increased Durability

Metal cores are more robust, withstanding physical and environmental stress better than plastic substrates.

Suitable for rugged and long-lasting products.

SYNERGY INITIATIVE – INTEGRATED PROJECT DEVELOPMENT FRAMEWORK



WHAT IS THE SYNERGY INITIATIVE?

Our development roadmap features an ambitious portfolio of high-impact projects currently in pre-production. These initiatives represent our commitment to innovation and market leadership across Industries [E.g., gaming, entertainment technology, animation films].

Key highlights include:

-Titan Project: A next-generation triple AAA video game.

-Horizon Interactive: Redefining [tech] through [quality] - (The UH-1 Head Set)

-Collaborative Ventures: Strategic partnerships with industry leaders to amplify reach

We maintain a disciplined, milestone-driven approach to development, with targeted announcements to follow as projects achieve key production gates.

Why this works:

-Projects credibility through structure and specificity (without compromising NDAs)

-Balances transparency with necessary confidentiality

-Creates anticipation for future announcements

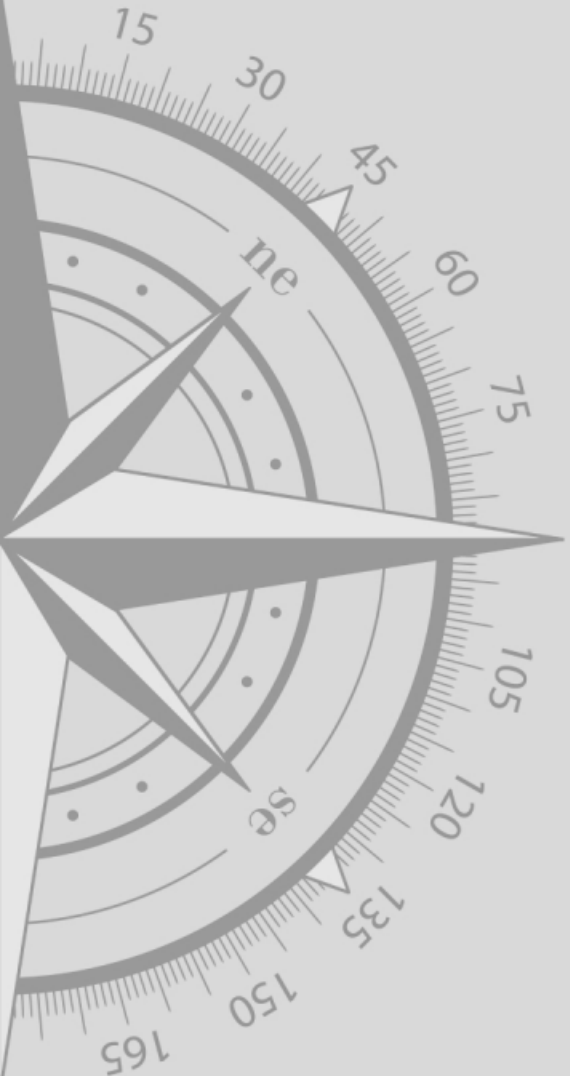
-Positions company as methodical and strategic





COLLABORATION DIVISION

- GLOBAL CO-CREATION NETWORK



WHAT IS THE COLLABORATION DIVISION?

The Collaboration Division is our decentralized innovation hub where elite creatives and technologists from around the world unite to develop groundbreaking products. This merit-based ecosystem operates on three core principles:

Global Talent Integration

- Curated teams of specialists (designers, engineers, artists, developers) collaborate remotely
- Cross-border synergy leveraging timezone advantages for 24/7 development cycles
- Value-Based Compensation
- Contributors earn "Merit Points" proportional to their creative/technical impact
- Points convert to perpetual revenue shares from all products they help create
- Passive income scales with product success over its entire commercial lifespan
- No deadlines (Focus-Driven - Peak creativity happens on your schedule)
- Shared IP framework protects all participants

Example Flow:

A 3D artist in Berlin + programmer in São Paulo + sound designer in Tokyo collaborate on a VR product
→ Each earns Merit Points → When a product launches, they receive 2.4% (combined) of all net profits in perpetuity



S.I.M. Animated Series

Animated Series

COLLABORATION DIVISION Initial Project

Show Concept Overview :

After a mysterious unwritten catastrophe, a diverse group of human survivors awakens on an uncharted island filled with unknown dangers and ancient secrets. Each survivor brings unique skills — from doctors and hunters to an engineers and spiritual guides — that prove essential as they navigate a strange world inhabited by entirely original intelligent species, each with their own cultures, alliances, and mysteries.

Survival is just the beginning. The survivors must build a home base, engage in diplomacy, forge alliances or rivalries with these new factions, and uncover the island's deeper secrets — all while searching for a way back home. As alliances shift and threats rise, the group struggles not only against external forces but their own fears, hopes, and moral choices.

Overall Development Process :

The first week will focus on scripting, with all writers working collaboratively to produce an initial draft. This draft will then be reviewed, approved, and refined by the director, resulting in the finalized script for the first episode, with only minor adjustments made during development.

Once the script is complete, the storyboarding phase will begin. The storyboarding team—comprised of artists, voice actors, and supporting staff—will create a comprehensive visual outline of the episode. After this stage, the project will move to the full development team, where animators, asset artists, audio composers, and visual effects specialists will bring the story to life. The episode will then undergo final editing before being prepared for distribution.





Development Overview



Pre-Production : Phase 1

FUNDAMENTALS

The Director will provide the Story Development team with a basic outline, which they will expand and complete—from initial writing through to the final storyboard—for the Development team.



Production : Phase 2

Development

The Development team will handle all production from start to finish, preparing the project for distribution and potential partnerships, laying the foundation for our studio's establishment.





FIRST INTAKE: Onboarding

Discord

GRANTED ACCESS

Collaboration Division Application Form (CDAF)

If you have not yet completed the CDAF form, please do so. Only those who submit the form will be granted access on August 17th to begin work. The Discord channel link will be sent via email, so please ensure you have downloaded Discord and created an account.



FIRST INTAKE : IMPORTANT

FIRST INTAKE EVENT

ENDs AUGUST 16th - COMMENCING WORK AUGUST 17th

Given the complexity of development, we are only accepting our first round of digital collaborators until August 16th. Subsequent intake phases—the 2nd, 3rd, 4th, and 5th—will follow, bringing in the right digital collaborators for each specific development stage.

The first intake event is dedicated exclusively to **Voice Actors, Writers, and Storyboard Artists**—covering all digital collaborators required for the initial phases of animation development.

