

N.LIGHT

16 NdotLight

AT A GLANCE

Business Type
Corporation

Date of Foundation
Jan. 21, 2020

Number of Employees
18

Annual Sales(USD)

2019	-
2020	12,082
2021	154,207

Capital(USD)

2019	-
2020	8,482
2021	1,556,376

Certifications
Samsung C-Lab Outside

MAJOR CUSTOMERS (%)

Korea

100%

Naver
KT

MAJOR REFERENCE

PARTNER COMPANY	PRODUCT	CONTRACTUAL AMOUNT(USD)
Naver	3D Design Tool B2B SaaS	Negotiating
KT (Genieverse)	UGC 3D Asset Provider	Negotiating
Lamda 256's Cyphrly (Dunamu)	UGC 3D Asset Provider	Negotiating
Redbrick	UGC 3D Asset Provider	Negotiating

CONTACT INFORMATION

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COMPANY OVERVIEW

CEO: Jinyoung Park | **Established:** 01. 2020 | **Capital:** \$1.6M | **Business:** 3D Software, 3D Engine, Marketplace

NdotLight is the developer of NdotCAD, a 3D/AR/VR content design tool which allows any users including non-professionals to express and share their imagination in 3D with ease. We have lowered the hurdle for 3D content creation by making intricate 3D design process super easy with increased usability while maximizing output quality by applying advanced technologies. With our 3D engine, we serve enterprise clients also by providing customizable solution to meet any B2B needs.

MAIN PRODUCT

[Service Product]

NdotCAD

NdotCAD is a 3D design tool, developed with our proprietary 3D engine, which works in-browser and downloadable as SW. It provides ubiquitous access via Web (to be launched in Dec 2022.), and the 3D assets created are stored in the cloud for seamless sharing with others while edits could be done simultaneously for more interactive co-working. The product could be used by any entry level users regardless of the age group or professional designers alike.

3D Engine (B2B SaaS)

For metaverse platforms that prefer to have UGC 3D assets created and used within the ecosystem, we provide 3D design tool embed service inside their platform/studio via SDK. Also, platforms could be provided with 3D UGC assets via API by syncing their platform accounts with NdotCAD accounts.

Marketplace

For seamless experience for creators of 3D assets, their assets could be easily traded for monetization in NdotMarketplace. The marketplace supports all types of file formats including .fbx, .glb, .ndot which can be easily used in any platform or game engine.

