

STARAMBA SE presents its innovative product range at Gamescom, the world's largest games trade fair

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STARAMBA SE (XETRA: 99SC) will present itself at the world's largest digital games fair Gamescom 2019 in Cologne. From 20 to 22 August, trade visitors will be able to get their own impression of the innovative products and services of the Virtual Reality (VR) specialist and test them live on site. STARAMBA has adapted its business model to the changing requirements of the VR world. In the future, the company will operate on the market with three newly formed business segments. The three business segments comprise VR Experience, 3D Scanner Systems and Motion Capture & Animation, which will appear under their own name and brand in the future.

In the field of VR experiences STARAMBA wants to position itself as an agency service provider for digital VR applications in the future and offer the development and production of corresponding software for various companies. The 3D scanner systems division includes the development and production of the 3D-INSTAGRAPH® Fusion III and Pro scanners, as well as a face scanner and sizer. The Motion Capture & Animation area covers all services of the in-house Motion Capture Studio, which STARAMBA 3D avatars can use to miss realistic movements.

In the Business Area, Hall 2.1, Stand E-048, the VR-Experiences division will be presenting numerous self-developed projects in the field of VR software and hardware. This includes, for example, a new VR world developed by STARAMBA in exclusive cooperation with a top club of the German Bundesliga football league. In addition to visiting the stadium and the mixed zone, fans can also train with a national team player in the virtual reality experience. The VR world is created in the form of an independent Virtual Reality (VR) app.

Visitors can also inform themselves about the trend-setting technology of the STARAMBA 3D Scanner 3D INSTAGRAPH®. With the help of the scanner, people are measured and receive a detailed avatar after the scan. This virtual image can then be

Staramba SE (ISIN DE000A1K03W5) - General Standard/Regulated Market

About Staramba SE

The Staramba SE from Berlin (XETRA: 99SC) is a virtual reality (VR) pioneer with unique hardware and software expertise. The flagship project is the development of the world's first social VR network with lifelike avatars MATERIA.ONE: a new virtual world in which fans can interact up close with international stars from sport, music and entertainment. Photorealistic avatars that do not exist in any other platform and the integration of social media channels make MATERIA.ONE a unique VR experience. With STARAMBA.Token, the company issues its own crypto currency for the platform. It serves as in-game currency and for simplified billing of licenses in MATERIA.ONE. The VR pioneer has also built the world's most comprehensive database of photorealistic 3D models of top international stars, which are sold via its own online shop. These include footballers from top teams such as the DFB-Elf, FC Bayern Munich and Real Madrid or superstars of the NFL and WWE. Another business area is the 3D-INSTAGRAPH® photogrammetry scanner developed by Staramba. This enables certified partners to scan consumers and generate photorealistic 3D avatars for a wide variety of applications. The use of such avatars will substantially change the economy in the future. Staramba SE is listed in the General Standard of the Frankfurt Stock Exchange.

Forward-looking statements

This release contains forward-looking statements based on current experience, estimates and projections of the management and currently available information. They are not guarantees of future performance. Various known and unknown risks, uncertainties and other factors could lead to material differences between the actual future results, financial situation, development or performance of the company and the estimates given here. Many factors could cause the actual results, performance or achievements of Staramba to be materially different from those that may be expressed or implied by such statements. Forward-looking statements therefore speak only as of the date they are made. Staramba does not assume any obligation to update the forward-looking statements contained in this release or to conform them to future events or developments.

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used in games, in virtual reality or for social media. This technology is particularly interesting for game software manufacturers. For example, STARAMBA produces lifelike 3D avatars of football stars for the renowned Japanese software studio KONAMI as part of a long-term cooperation. The avatars of the players are used in the blockbuster video game PRO EVOLUTION SOCCER (PES) and are characterized by an unequalled realistic graphic representation.

As part of Gamescom 2019, STARAMBA will also provide further insights into its in-house motion capture technology. Almost a year ago, the company opened one of the most innovative motion capture studios in Europe. Since then STARAMBA has been offering all motion capture services for game developers and film producers under its own name. In motion capture studios, the focus is on capturing the entire body, movements and photorealistic recording of people's faces. The recording can then be transferred to a digital or virtual reality environment. Motion Capture best complements the scans of the scanner technology developed by Motion Capture by adding motion to it and breathing life into it.

"For us, participation at Gamescom is not only a mandatory date, but also a major highlight in our calendar, which we look forward to throughout the year. This gives us the opportunity to present our products and services to an experienced, international community that has been growing steadily for years. We are convinced that we will be able to inspire other companies from the virtual reality, software and film sectors to take part in our product range. It represents a large part of the value chain for the development of gaming software and special effects for the film industry," says Christian Daudert, Managing Director of STARAMBA SE.

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