

# Omnistar Entertainment: India's Rising Entertainment Network

Omnistar Entertainment is set to become one of India's fastest-growing entertainment networks. We offer multi-platform, multi-generational, and multicultural brand experiences.





# Touching Lives Through Diverse Content

We engage audiences with general entertainment, movies, sports, youth, music, and kids' genres. Our Content on OTT platforms are becoming popular in India.

1

## Multi-Platform

Reaching audiences across various devices.

2

## Multi-Generational

Appealing to all age groups.

3

## Multi-Cultural

Reflecting India's diverse cultures.





# Our Mission: Inspiring Imagination

We create innovative and captivating experiences through media, animation, and gaming. Our goal is to inspire imagination and foster creativity.

1

Media & Entertainment

2

Animation

3

Gaming



# Our Vision: Sustained Innovation

We aim to be the most admired media & entertainment company. We continuously entertain and engage the audience through sustained innovation.



## Listen

Curious to learn and apply insights.



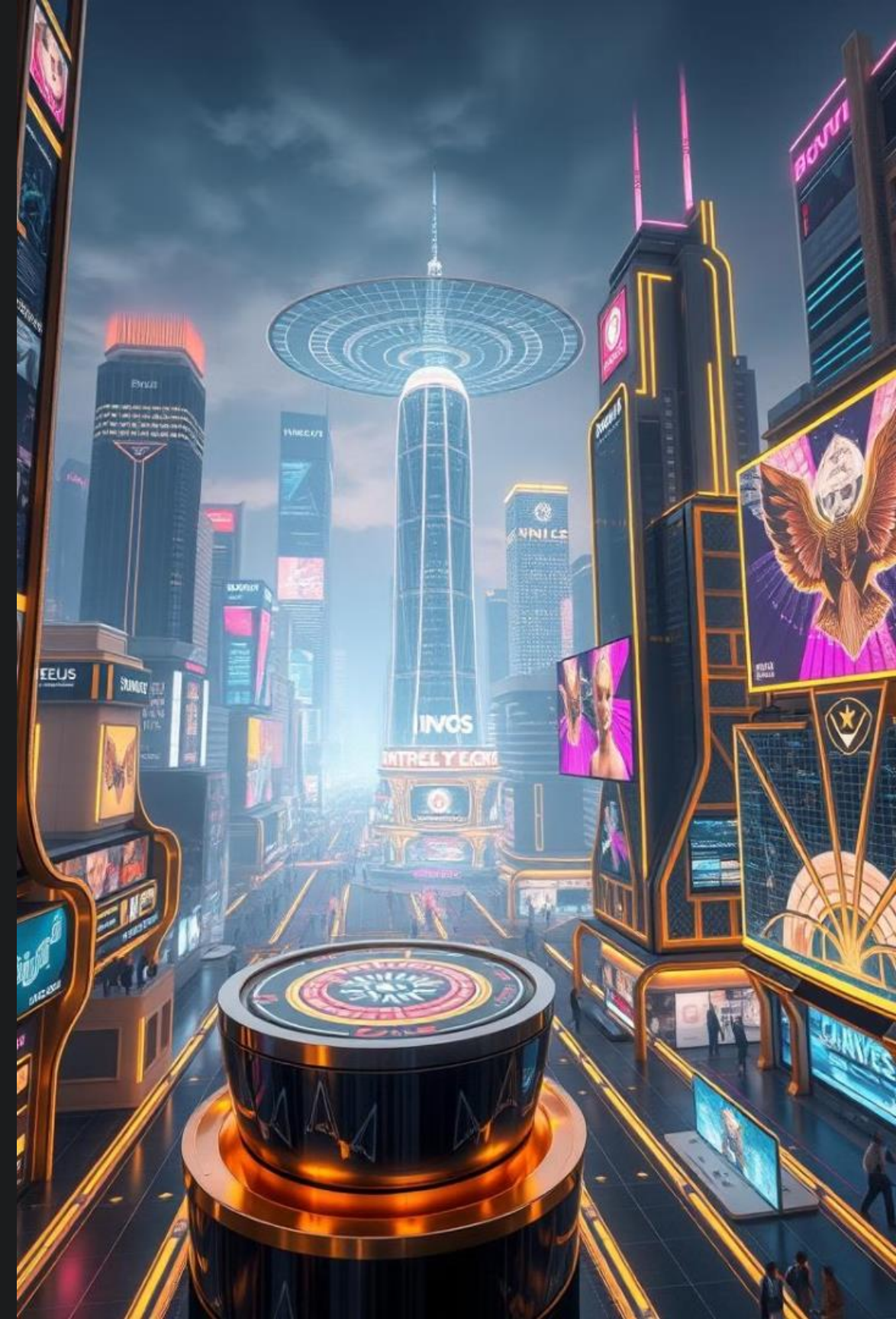
## Think

Create and nurture bold ideas.



## Innovate

Execute ideas with care.



# OMNISTAR'S Expansion Plan

OMNISTAR ENTERTAINMENT is expanding in media and entertainment.

Business divisions include production, entertainment, Gaming & Animation, digital marketing, IT and ITES.



OMNISTAR





# Entertainment Division

## 1 Geography

Focus on India, MENA, Asia Pacific, USA, EU, and UK.

## 2 Media Content Creation

Web Series & Music videos for leading OTT Platform and movies for theatrical releases for third party movie Producer.

## 3 Production

Production for PT Global Mediacom TBK in Indonesia.





# Digital Marketing Focus



Website  
Development



SEO/SEM  
Services



Social Media  
Marketing

# Advertising Services

## Print

### Financial Advertising

- ❖ Corporate Films
- ❖ Press Conferences
- ❖ Investor Conferences
- ❖ AGMs

## Brand Positioning

- ❖ Campaign Development
- ❖ Press Advt
- ❖ Collaterals
- ❖ TV Commercials
- ❖ Market Surveys





# IT & ITES Focus

## GIS Projects

For VISCOM, BOO-MODE LLC,  
and VUV International.

## 2D & 3D Animation

## IT Pre-loaded Software Exports

Through VUV International Limited, Hong-Kong.



# *OUR CLIENTS*

## *International Clients*

1. VUV International Limited (Hong Kong)
2. Boo-Mode LLC (USA)
3. Viscom (Ukraine)

## *Domestic Clients*

1. Gradiente Infotainment Limited
2. Decipher Labs Limited
3. Filatex Fashions Limited
4. CIL Securities Limited
5. Soma Paper and Industries Ltd.
6. Maruthi Securities Ltd.
7. Mizzen Ventures Ltd.
8. ICP Solutions Ltd.
9. Hypersoft Technologies Ltd.
10. Yash Resources Recycling Ltd.





# Media, Entertainment, Gaming & Animation: The Future is Now

Welcome! This presentation explores the dynamic world of media and gaming. We'll cover evolving trends, immersive experiences, and animation. Discover how tech drives innovation. We will also discuss monetization and future storytelling.

# The Evolving Landscape of Media Consumption

## Digital Platforms

Streaming services and online platforms dominate consumption. Viewers demand content on demand. Mobile devices have increased access.

## Changing Preferences

Short-form video gains popularity among younger audiences. Interactive and personalized experiences are valued. The future of media is user-driven.





# Immersive Experiences: Gaming and the Metaverse

## Virtual Reality (VR)

VR headsets offer realistic gaming experiences. Players step into virtual worlds. Expect increased adoption.

## Augmented Reality (AR)

AR enhances the real world with digital content. Mobile AR games are highly engaging. Applications extend beyond gaming.

## Metaverse

The metaverse is an evolving virtual space. Gamified experiences are central to the metaverse. Digital assets become integrated.



# The Rise of Animation: From Classics to Cutting-Edge

1

## Traditional Animation

Hand-drawn animation still captivates audiences. Classic styles evolve with new techniques.

2

## Computer-Generated Imagery (CGI)

CGI dominates modern animated films. Realistic visuals enhance storytelling.

3

## Motion Capture

Motion capture technology is gaining ground. It brings realistic movement to animation.





# Technology Driving Innovation: AI, VR, and AR



## Artificial Intelligence (AI)

AI enables realistic character behaviors. AI is now enhancing content creation.



## Virtual Reality (VR)

VR offers immersive experiences. VR technology has continued to advance.



## Augmented Reality (AR)

AR enhances real-world environments. AR applications are increasingly popular.





# Case Studies: Success Stories in Entertainment

1

## Netflix's "Stranger Things"

A blend of nostalgia and supernatural thriller. Achieved global success through streaming.

2

## Fortnite

Free-to-play model and constant updates. Has created a massive player base.

3

## Disney+

Leveraged existing IP to launch a streaming service. Quickly gained subscribers.



# Monetization Strategies: New Revenue Streams

**Subscriptions**  
Recurring revenue models for content access.

**Digital Assets**  
NFTs and blockchain-based monetization.



**In-App Purchases**  
Microtransactions within games and apps.

**Advertising**  
Targeted ads integrated into content streams.



# The Future of Storytelling

## 1 Interactive Narratives

Viewers influence the story's direction. Multiple endings increase engagement.

## 2 Transmedia Storytelling

Stories unfold across various media platforms. Immersive experiences across devices.

## 3 Personalized Content

AI tailors stories to individual preferences. Customized entertainment experiences.



# Funds Utilization: Strategic Allocation for Growth and Expansion



## Web Series & Movie Production

Creating original content.



## Acquisition for OTT Platforms

Expanding our content library across languages.



## Infrastructure Capex

Strengthening technology and operational capabilities.



## General Corporate Use

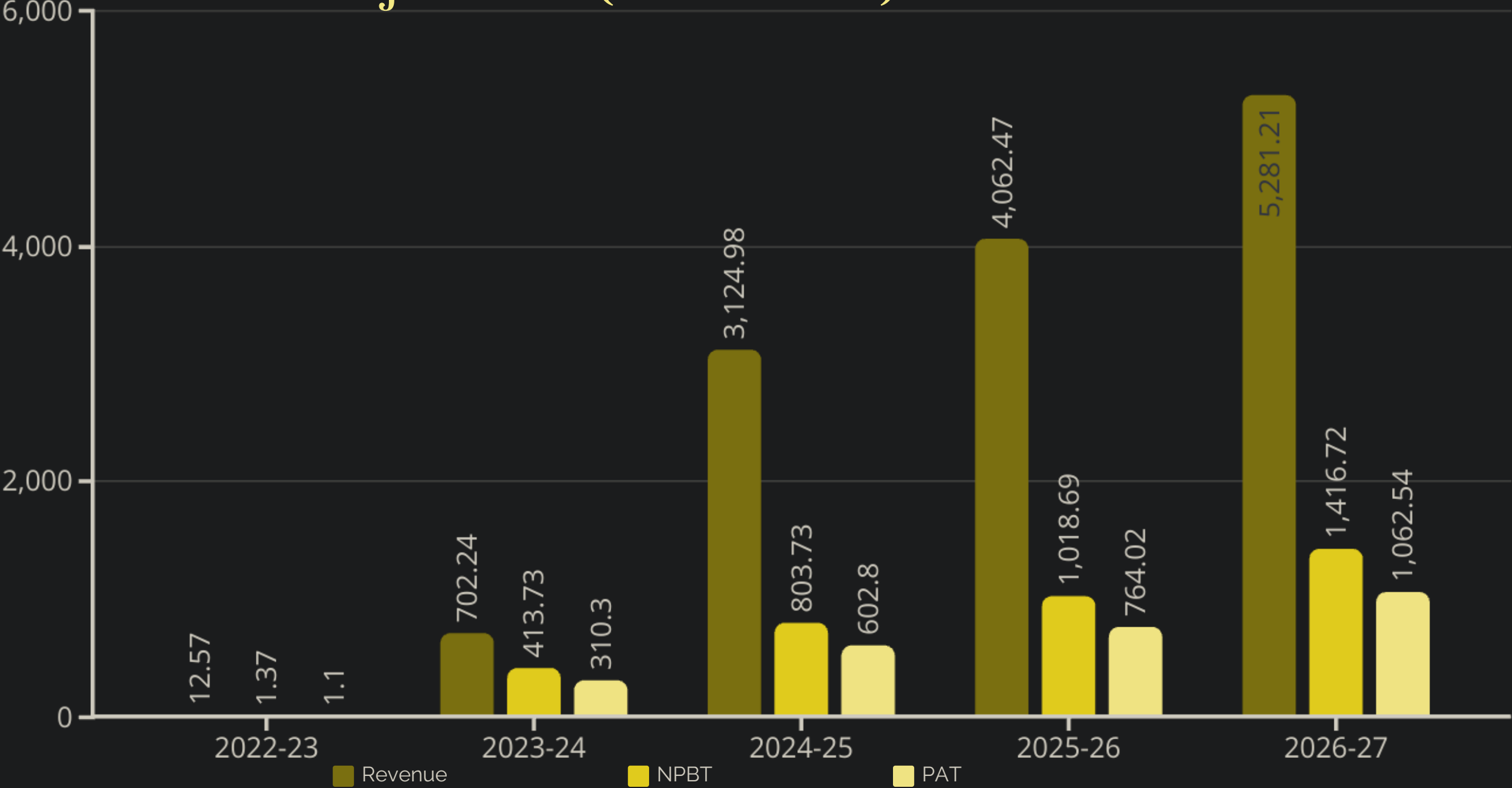
Supporting strategic initiatives.



## Working Capital

Funding day-to-day operational needs.

# Financial Projections (INR Lakhs)



Projected revenue, NPBT, and PAT growth over five years.



# Share Holding Pattern

## **Pre-IPO**

Promoters: 50,00,000 shares (100.00%)

## **Post-IPO**

Promoters: 50,00,000 shares (69.93%)

Public: 21,50,000 shares (30.07%)

Total shares: 71,50,000

Authorised shares: 80,00,000



# Thank You!

Thank you for your time. We are Omnistar Entertainment.Com Limited.  
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