Booth No. 7A62-21

# GDFLab. Co., Ltd.

# **GDFLAB**

Year Established	2018	Type of Business		software development		
Website	https://gdflab.com/	Main Export Countries			US, France	
SNS	https://www.youtube.com/@gdflab7369/					
Main Customer	Domestic Customers	Inte		nterna	ternational Customers	
	Hyundai Department Store, TVING Orange MNDA for IPTV, META MNDA for Oculus Quest P				META MNDA for Oculus Quest Pro	
The Person In Charge	Name		Department		Position	
	Jaejoon Ryu	Operation			Staff	
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### **Company Description**

GDFLab. is a company that produces upscalers that improve the image quality of images and videos using deep learning Al.

We provide softwares and SDKs that work on PC, mobile, and the web.

## Product

#### pikaVue

**Function and Usage** : Pikavue is an AI deep learning based image, video upscaler that runs on the web. It improves low-resolution images or videos to provide a better experience. Experience content AI remastering and video quality



improvement services. You can test the level of GDFLab's upscaling-related technologies for free.

Marketing and Selling Points : Anytime and anywhere as long as you have an Internet connection.

Anyone can experience upscaling with a simple method of use.

This service is currently available for free on the company's web page.

#### **GDFPlay**

**Function and Usage** : GDFPlay is our cutting-edge mobile SR SDK. GDFPlay works in real-time to enhance low-quality videos to higher resolutions, offering fully adaptive streaming for an immersive viewing experience. With lower bitrate traffic over the network, our SDK benefits both users and service providers, providing higher-quality content while reducing bandwidth



usage. GDFLab's commitment to excellence drives us to empower users worldwide with superior video experiences. **Marketing and Selling Points** : GDFPlay is a video upscaling app for mobile and tablet that operates in real time. You can also see the comparison between image quality and original image quality after upscaling. You can experience technologies that can be applied to video media such as YouTube, SNS, OTT, and streaming fields.