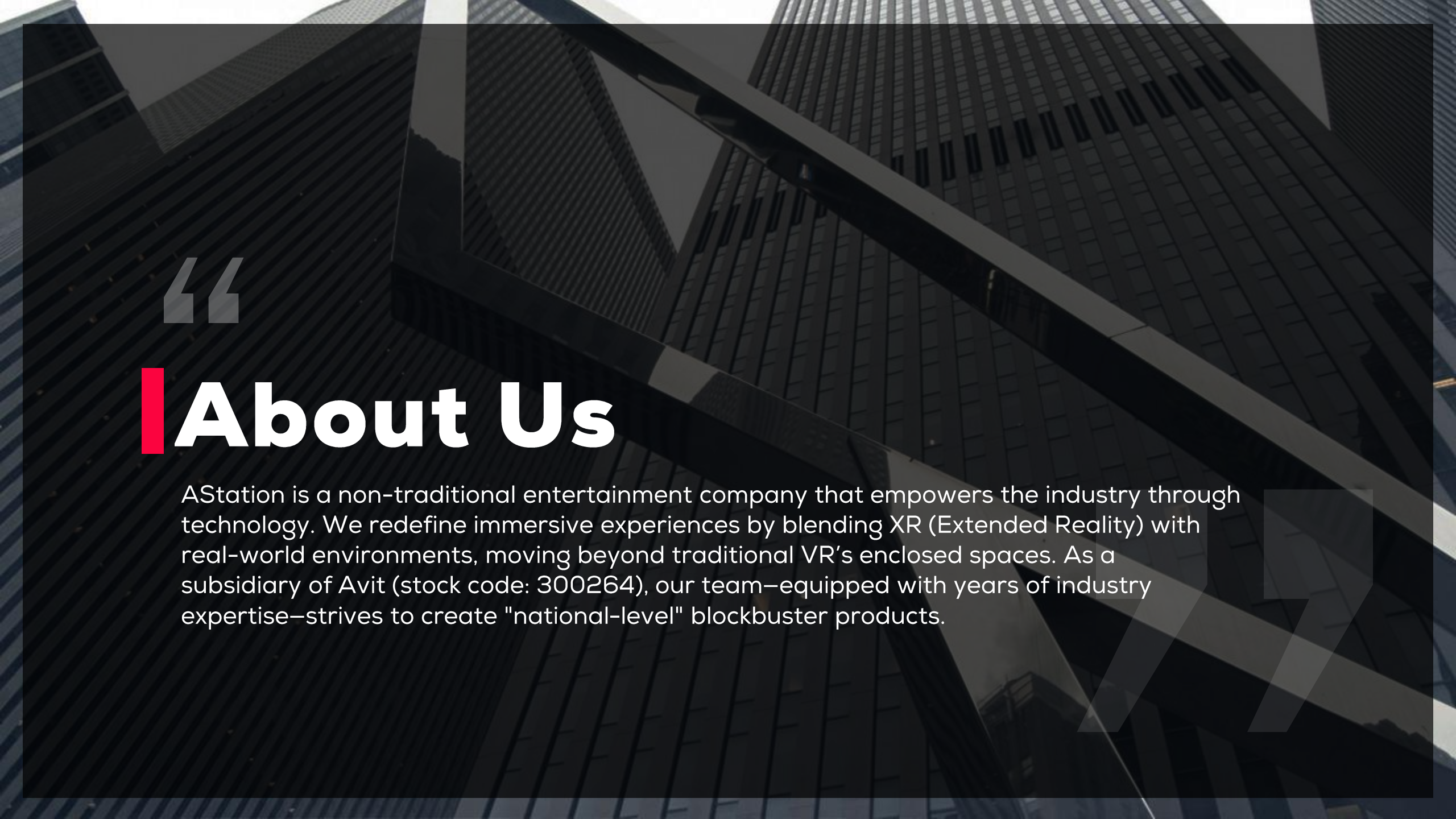


ASTATION

XR Visual Revolution

XR Product Portfolio Brochure

Beijing Huan Jing Shu Yan Tech. Co., Ltd.



“

About Us

AStation is a non-traditional entertainment company that empowers the industry through technology. We redefine immersive experiences by blending XR (Extended Reality) with real-world environments, moving beyond traditional VR's enclosed spaces. As a subsidiary of Avit (stock code: 300264), our team—equipped with years of industry expertise—strives to create "national-level" blockbuster products.



Our Expertise

XR Visual Revolution

Tourism

Merge real-world landscapes with digital storytelling.

Games

Physical-interaction gaming that transforms users into active participants.

Exhibitions

Dynamic AR guides for museums, zoos, and cultural events.

IP Experiences

Bring fictional worlds to life in physical spaces.

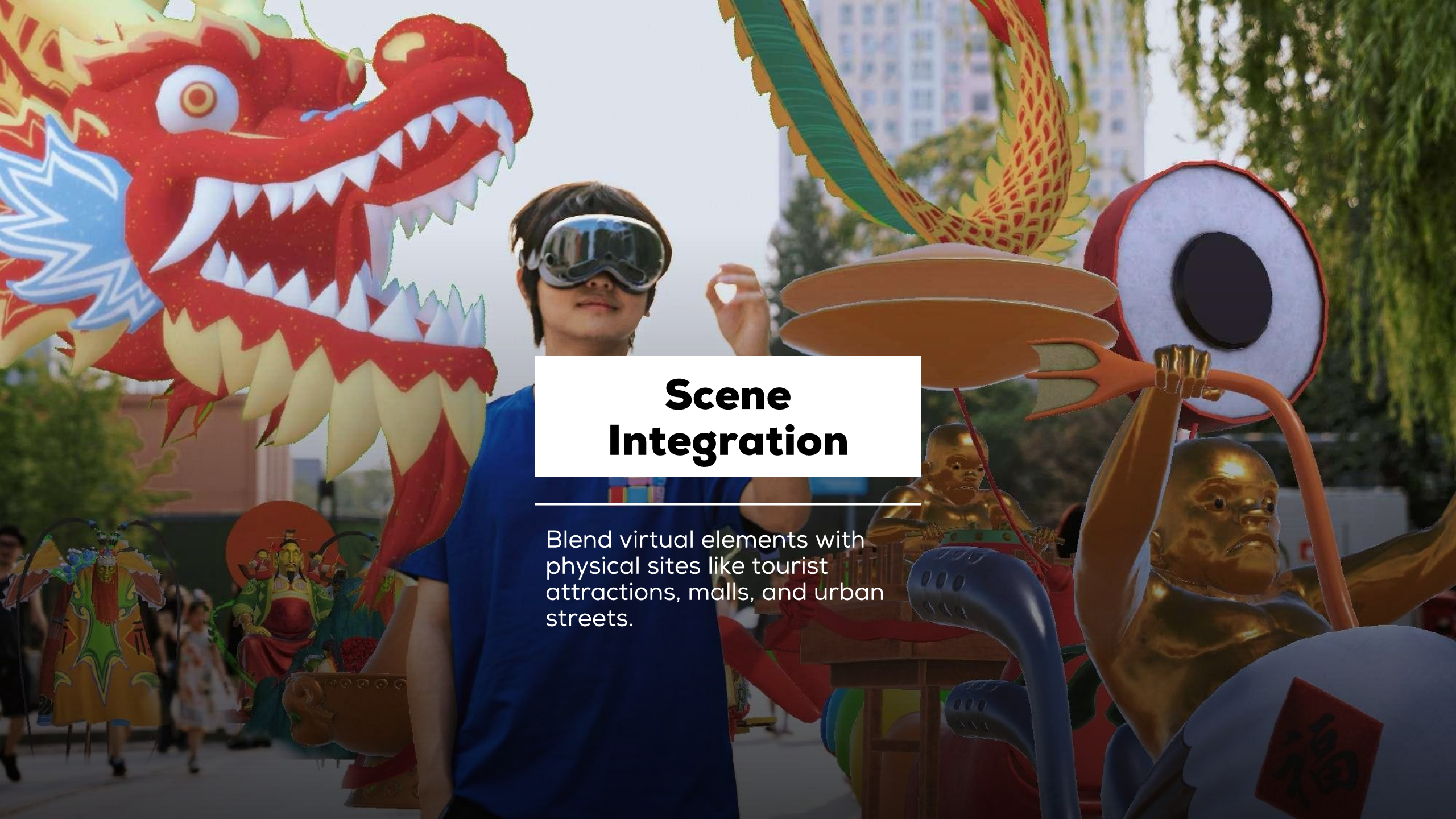


Multi-Scenario Applications XR Tourism Scene Integration

Integrated with Physical Environments

Based on the actual site, it blends virtual illusions with reality, breaking the physical space constraints of VR experiences and creating immersive digital performances that organically merge with architecture.





Scene Integration

Blend virtual elements with physical sites like tourist attractions, malls, and urban streets.

A person wearing VR goggles is looking up at a large, dark, textured digital dragon sculpture. The dragon's head is red and yellow with sharp teeth. The background shows a building with a large circular window and a colorful, abstract mural. The person is wearing a blue t-shirt with a logo that says "STATION".

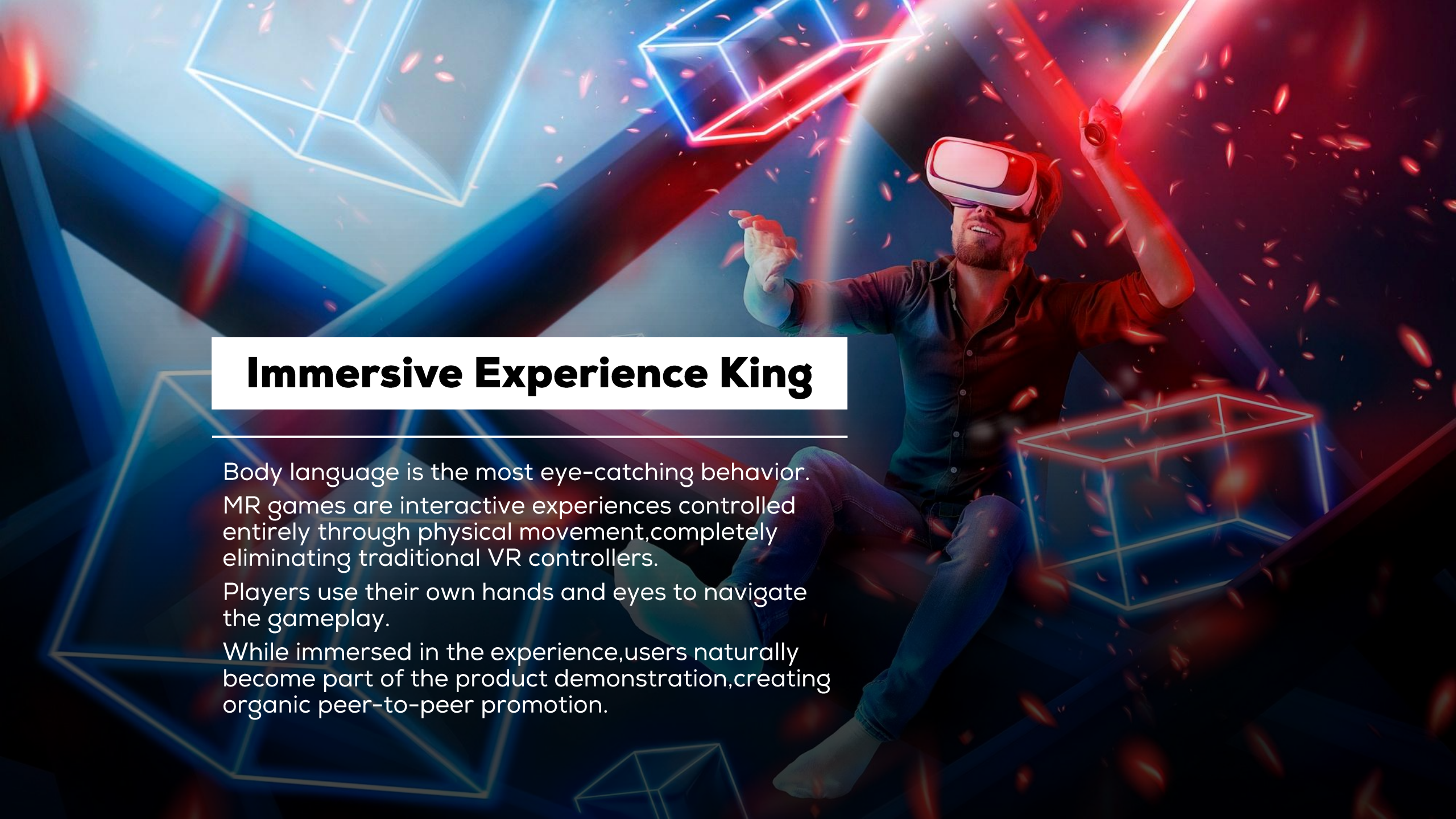
Visitor Participation

Users become part of the scenery via XR glasses, enhancing engagement and promotion.



Commercial District-Adapted Products

XR Gaming – Elevating Entertainment

A man with a beard, wearing a VR headset and a dark shirt, is shown in a dynamic pose, holding a VR controller. He is surrounded by a virtual environment featuring glowing blue and red cubes and a shower of red particles. The background is dark with bright light rays.

Immersive Experience King

Body language is the most eye-catching behavior. MR games are interactive experiences controlled entirely through physical movement, completely eliminating traditional VR controllers.

Players use their own hands and eyes to navigate the gameplay.

While immersed in the experience, users naturally become part of the product demonstration, creating organic peer-to-peer promotion.



Immersive Interactions

Whether indoor venues or outdoor spaces, virtual layers seamlessly augment physical environments.

Through gamified interactions, users:

- Elevate engagement with entertainment
- Experience dual visual enhancement
- Become co-creators of spectacular hybrid landscapes

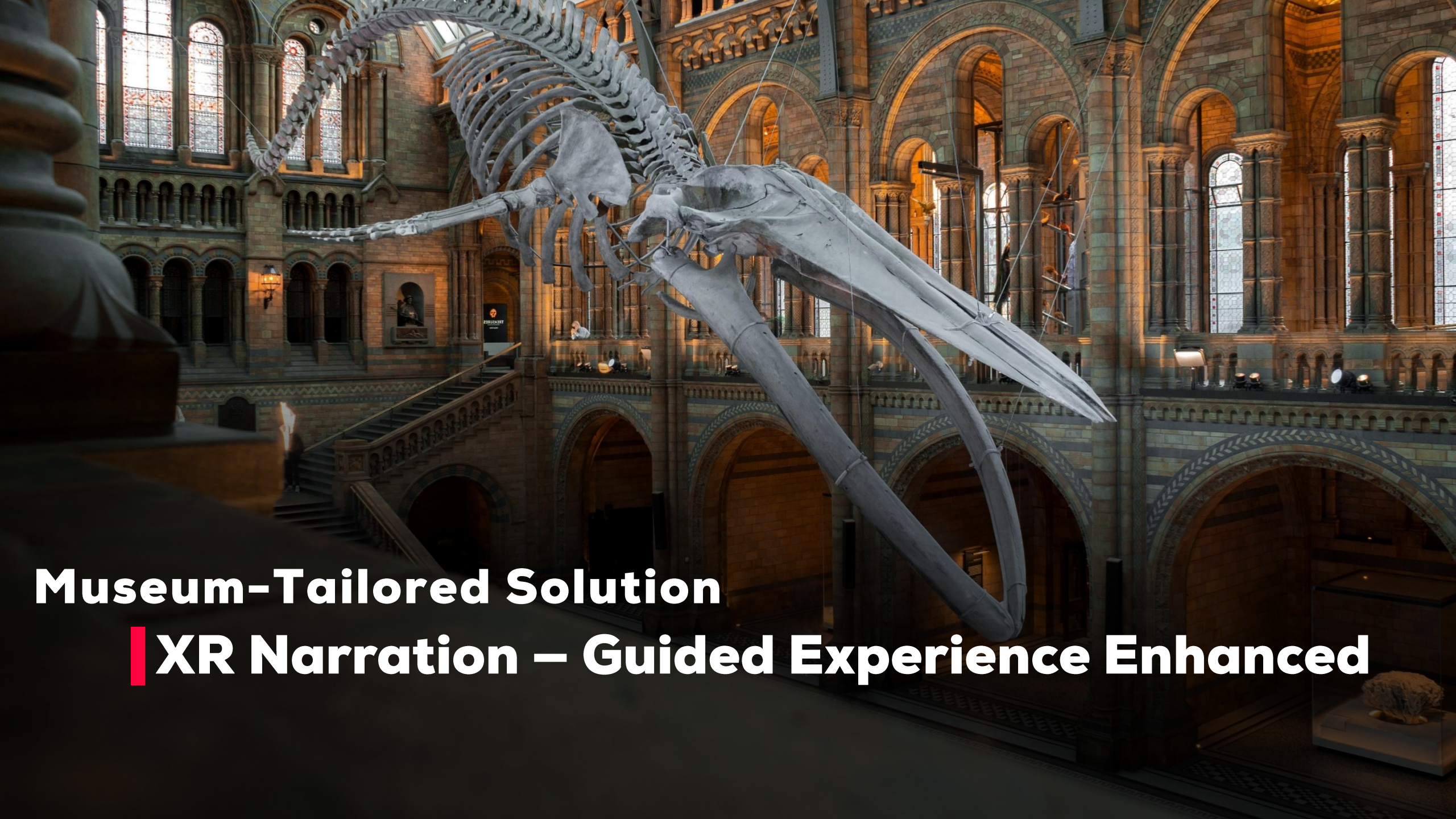
A man with a beard is wearing a VR headset, looking slightly to the right. The background is a dark, textured surface with glowing blue and purple digital patterns, including circular motifs and lines. A semi-transparent white box contains text on the right side of the image.

Scene-Adaptive Solution

Seamlessly integrates with all environments:

- Commercial districts
- Leisure & entertainment zones
- Large-scale venues
- Event spaces
- Sports arenas

Motivates goal-driven engagement and stimulates consumption desire.



Museum-Tailored Solution

| XR Narration – Guided Experience Enhanced



"Static to Dynamic" Exhibit Revolution

Breathe life into static displays with:

Motion-enhanced artifacts

Contextual digital narration

Hybrid display technology

Key upgrades include:

- Transforming all exhibits (antiques to modern art) into "Static+Dynamic" hybrids
- Evolving from audio guides to immersive AR companions
- Redefining museum storytelling with spatialized media

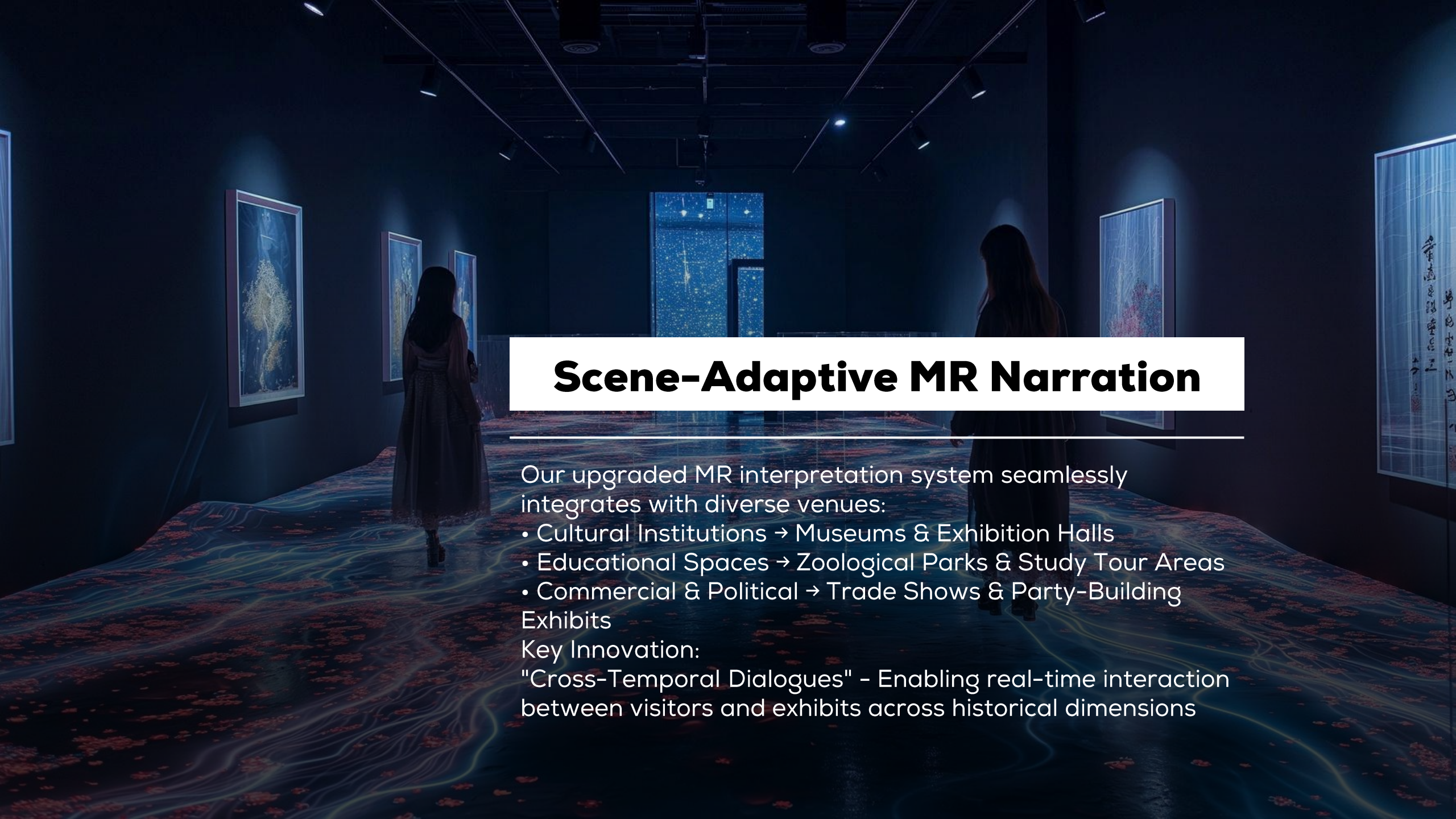
A person wearing a VR headset is shown in profile, looking towards the right. Their right hand is raised, with fingers spread, as if interacting with a large, glowing digital fingerprint graphic that dominates the right side of the frame. The background is dark, and the overall aesthetic is futuristic and technological.

Edutainment Revolution

Traditional static exhibits risk becoming didactic with text-heavy displays, while our dynamic activation system achieves the perfect equilibrium between scholarly rigor and visceral engagement.

Key Benefits for Cultural Artifacts:

- Temporal Visualization - Unfolds artifacts' "biographies" through dynamic timelines
- Contextual Embodiment - Reconstructs historical scenarios with spatial storytelling
- Aesthetic Resonance - Amplifies the poetic essence through multi-sensory immersion



Scene-Adaptive MR Narration

Our upgraded MR interpretation system seamlessly integrates with diverse venues:

- Cultural Institutions → Museums & Exhibition Halls
- Educational Spaces → Zoological Parks & Study Tour Areas
- Commercial & Political → Trade Shows & Party-Building Exhibits

Key Innovation:

"Cross-Temporal Dialogues" - Enabling real-time interaction between visitors and exhibits across historical dimensions



"IP-optimized XR Experience"

| XR Dramatization – Content Evolution



"Multi-Dimensional Synergy"

We deliver knockout combinations through integrated IP value creation:

1. Scene-Fusion - Architectural spaces transformed into narrative canvases
2. Playable Storytelling - Gamified interactions that drive emotional investment
3. Smart Interpretation - AI-guided exploration unlocking hidden lore



Dream Materialization

Premium IPs transcend screens into physical spaces through MR technology, creating hyper-realistic blended experiences where:

- Digital assets become tangible
- Story worlds gain spatial dimensions
- Audience transforms into participants

Key Emotional Payoffs:

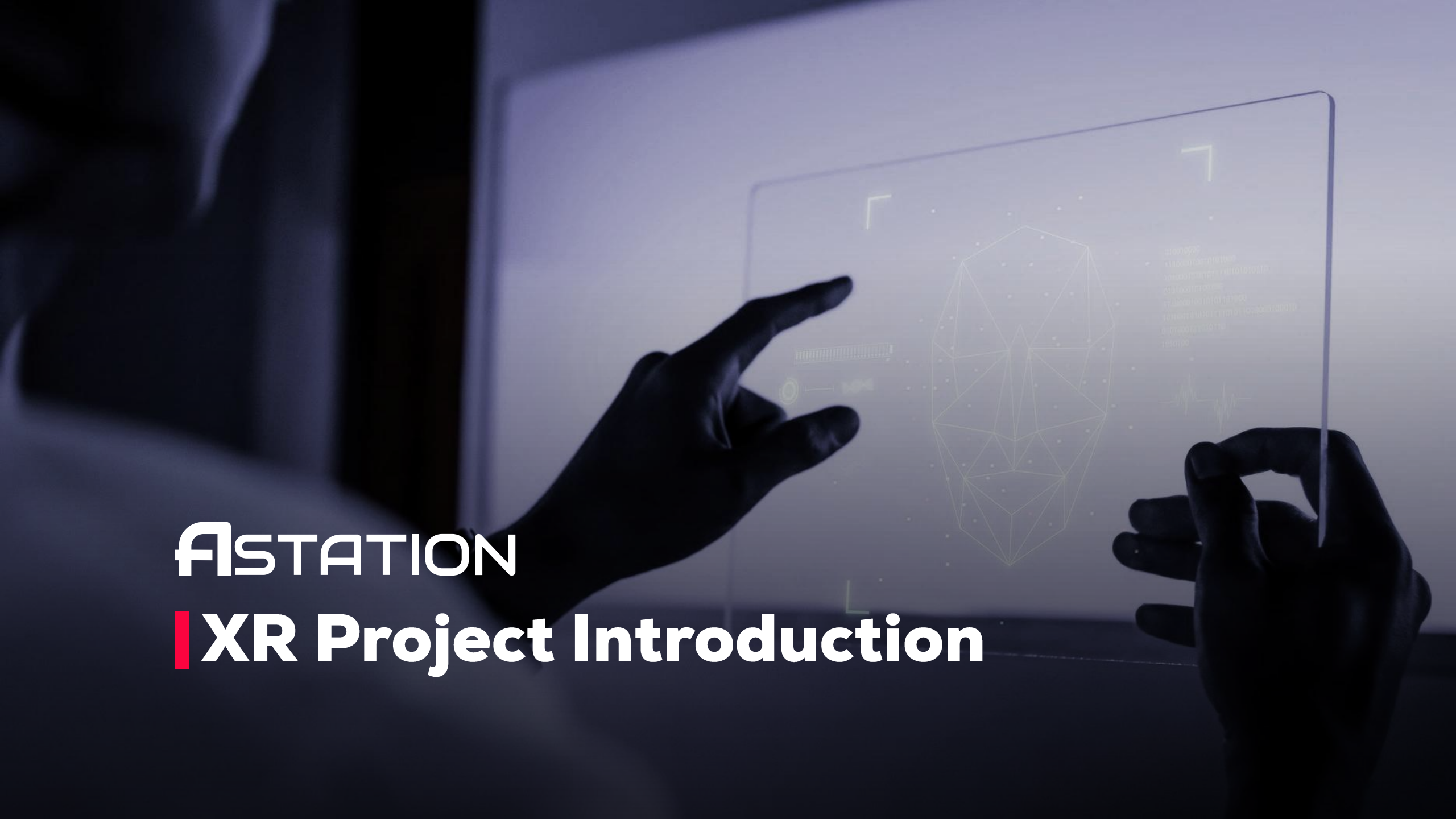
- ✓ World Immersion - Step inside beloved IP universes
- ✓ Emotional Resonance - Heartbeat-synced character interactions
- ✓ Memory Creation - Photo-realistic co-experiences with IP elements



"Multi-Scenario IP Adaptation"

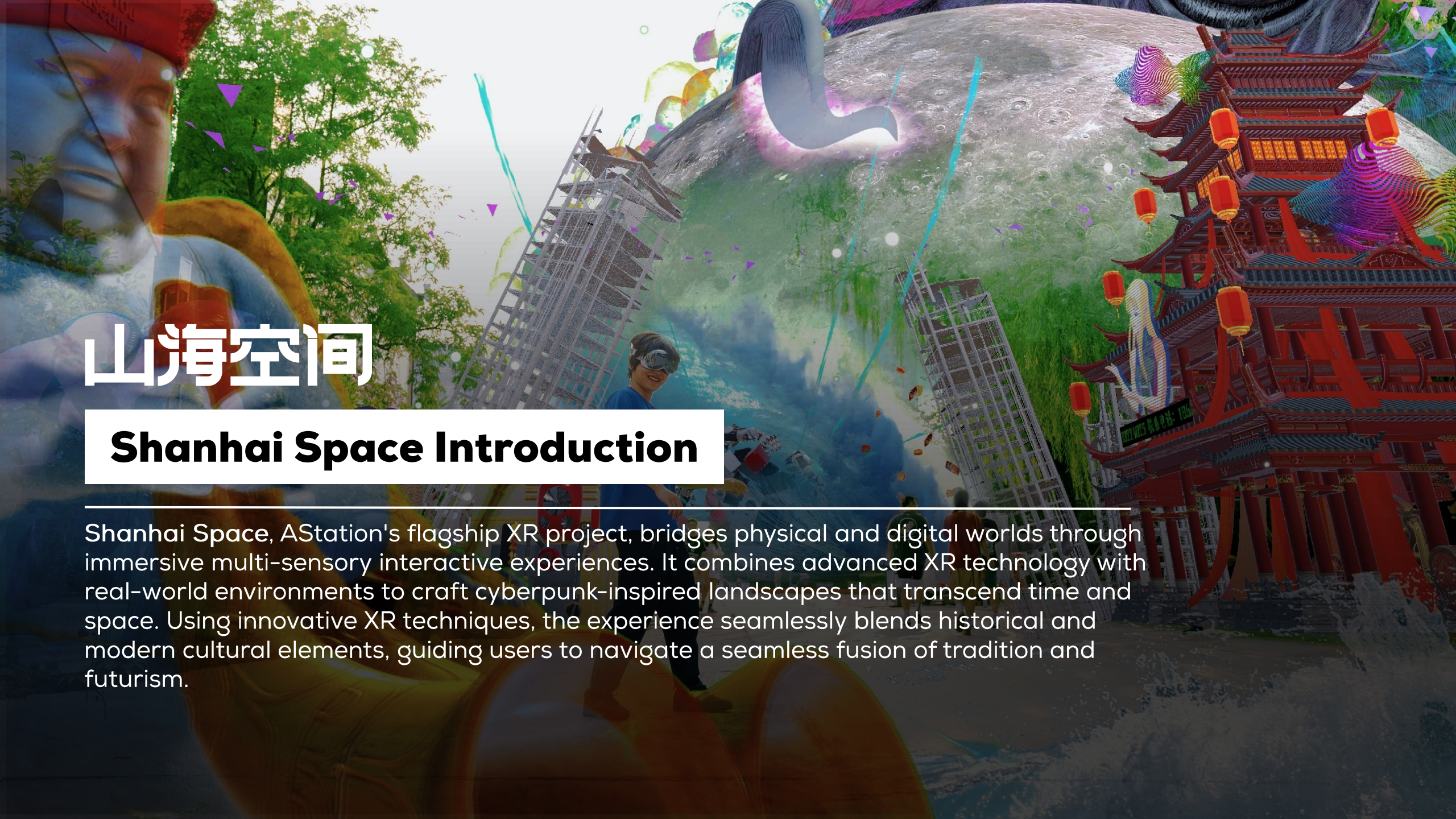
We leverage the unique characteristics of any IP-compatible environment to curate and combine display content, achieving optimal IP presentation outcomes.



A person's hands are shown interacting with a transparent, futuristic display. The display shows a wireframe face in the center, surrounded by various data visualizations including a bar chart, a line graph, and a list of binary code. The background is dark and out of focus.

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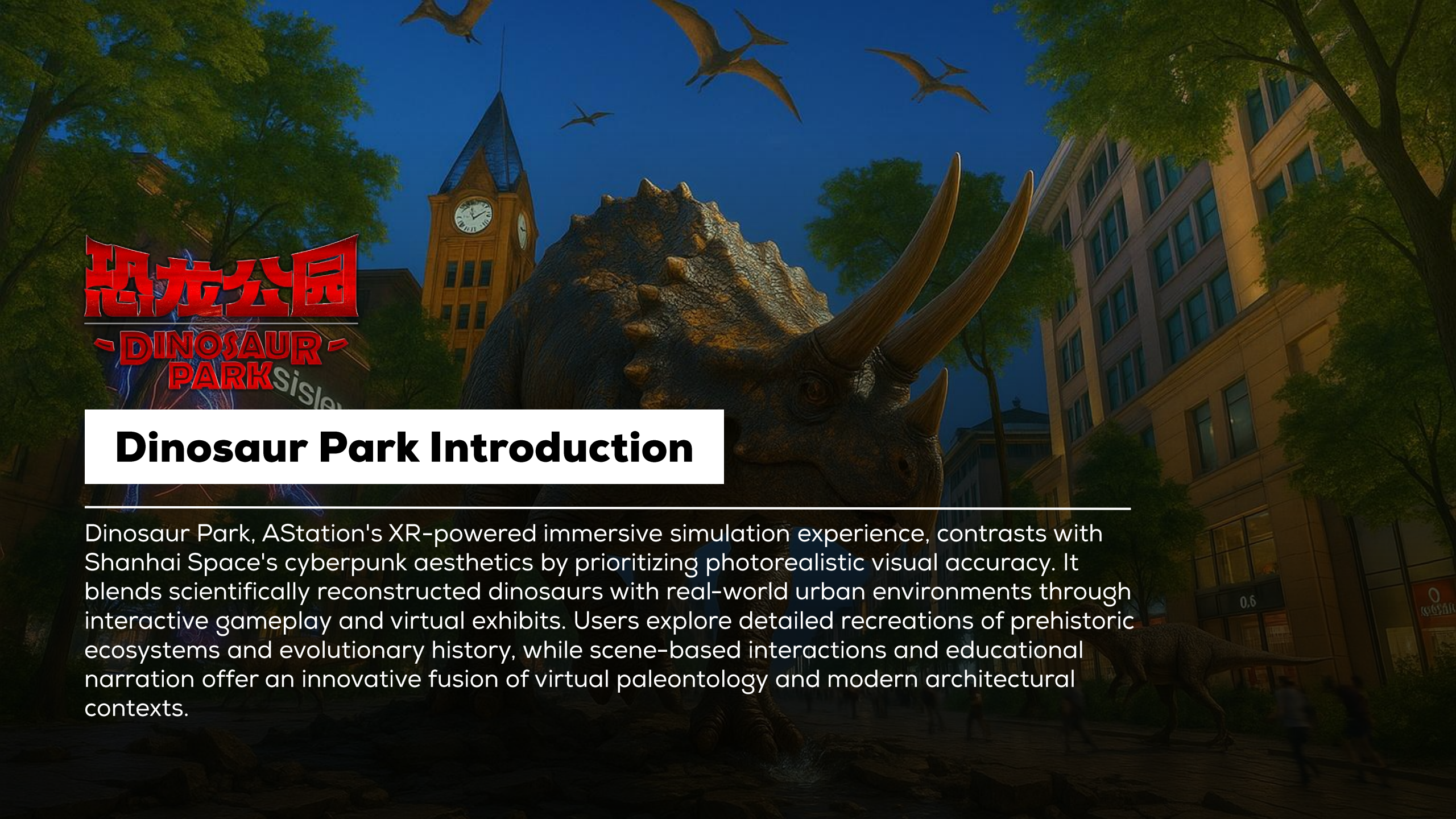
| XR Project Introduction



山海空间

Shanghai Space Introduction

Shanghai Space, AStation's flagship XR project, bridges physical and digital worlds through immersive multi-sensory interactive experiences. It combines advanced XR technology with real-world environments to craft cyberpunk-inspired landscapes that transcend time and space. Using innovative XR techniques, the experience seamlessly blends historical and modern cultural elements, guiding users to navigate a seamless fusion of tradition and futurism.

A large, detailed Triceratops is the central focus, standing in a city street at night. The dinosaur has a dark, textured body with prominent horns and a frilled neck. In the background, a tall clock tower with a blue roof and white clock face is visible. To the right, a modern multi-story building with many windows is partially obscured by trees. Several pterosaurs are flying in the dark blue sky. The overall scene is a blend of prehistoric and modern urban environments.

恐龙公园
- DINOSAUR -
PARK

Dinosaur Park Introduction

Dinosaur Park, AStation's XR-powered immersive simulation experience, contrasts with Shanghai Space's cyberpunk aesthetics by prioritizing photorealistic visual accuracy. It blends scientifically reconstructed dinosaurs with real-world urban environments through interactive gameplay and virtual exhibits. Users explore detailed recreations of prehistoric ecosystems and evolutionary history, while scene-based interactions and educational narration offer an innovative fusion of virtual paleontology and modern architectural contexts.

ASTATION X 仙剑奇侠传



Project Introduction

Chinese Paladin XR is a new officially licensed XR project by Softstar. Centered around the classic storyline of the original game, it combines gesture-based sword control with outdoor large-scale spatial XR technology. The game features 3D-rendered recreations of iconic scenes, allowing players to immerse themselves in the world. It supports multiplayer co-op, where players can wield swords together, defeat enemies, and experience a new dimension of immersive interaction.



非人哉 x ASTATION

Project Introduction

"FEI REN ZAI XR" is a new officially licensed XR project authorized by Fenzi Interactive.

As an outstanding domestic IP, "FEI REN ZAI" has garnered over 5 billion historical views, delighting audiences with its whimsical tales of mythological beings from the Classic of Mountains and Seas adapting to modern life.

Rooted in the same mythological universe, "Shan Hai Space" collaborates with "FEI REN ZAI", blending 2D storytelling with 3D environments to create a visual spectacle.





X **ASTATION**

Project Introduction

"HARDCORE MECHA XR" is a new officially licensed XR project authorized by Rocket Punch.

As a standout domestic mecha IP, "HARDCORE MECHA" has garnered prestigious accolades such as the PlayStation Awards Indie Game Prize. This XR collaboration brings the acclaimed title into the realm of extended reality, allowing users to witness life-sized mechas battling in physical spaces with breathtaking spectacle.





Our Flagship Experience Hub

| The World's First MR-Service Boutique



ASTATION

幻境X空间

First MR+ Storefront

Located in Beijing's 798 Art District, our flagship store offers immersive MR experiences in outdoor settings. By 2025, we plan to expand to Shanghai, Shenzhen, Xi'an, Chengdu, and beyond.



AStation

2024 Beijing CIFTIS

In 2024, AStation made its debut at Beijing CIFTIS as a pioneering force in Chaoyang District's distinctive new cultural industry, dedicating efforts to build immersive XR interactive experiences. Highlighting its core strength in technological innovation, AStation demonstrated its leading value across the industry through scenario-based presentations and a panoramic display of achievements.

CIFTIS





AStation

CHINA CULTURE&TOURISH INOUSTEES EPOSITIONEPOSITION

In 2024, AStation debuted at the CHINA CULTURE&TOURISH INOUSTEES EPOSITION with a focus on empowering cultural and tourism upgrades. Through immersive XR content tailored for cultural tourism scenarios, it bridged physical attractions with digital virtuality, leveraging digital technology to revitalize traditional culture. From deploying content in real-world attractions to upgrading experiential innovations, AStation injected vibrant vitality and pioneering momentum into the culture and tourism industry.





ASTATION

ChinaJoy

In August 2025, AStation made a remarkable appearance at Shanghai ChinaJoy with five blockbuster titles: Shan Hai Space, Dinosaur Park, and partnered IPs Chinese Paladin, FEI REN ZAI, and HARDCORE MECHA. Both the booth design and content display stunned the industry, attracting coverage from nearly a hundred media outlets and making a sensational impact.



AStation

Domestic Expansion

In 2025, with the forward-looking vision of a full-scenario expansion pioneer, AStation has established a presence in multiple cities across China through distinctive new venues:

Chengdu Mu Mu Art Museum
Hangzhou West Lake
Guangzhou South Lake Amusement Park

Liaoning Chaoyang 1958 Cultural Park
Aershan, Inner Mongolia
Xi'an Muslim Quarter





Development Plan

2023(0)

Company establishment

2024(1)

Completion of AStation XR 1.0 architecture
First AStation flagship store launched in Beijing
Initiation of "Project A" (collaborating with global developers to build an XR ecosystem)

2025(6)

Launch of "IP Plan" (partnering with globally renowned IPs to release XR products)
Initiation of branch expansion plan

2026(30)

Commencement of overseas expansion plan
Launch of franchise plan

2027(100)

Coverage expanded to tier-1 and tier-2 cities across China
Phase 1 of "Project A" achieved (establishing a network of 10+ R&D companies to provide content and services for AStation)
Upgrade to AStation XR 2.0 completed

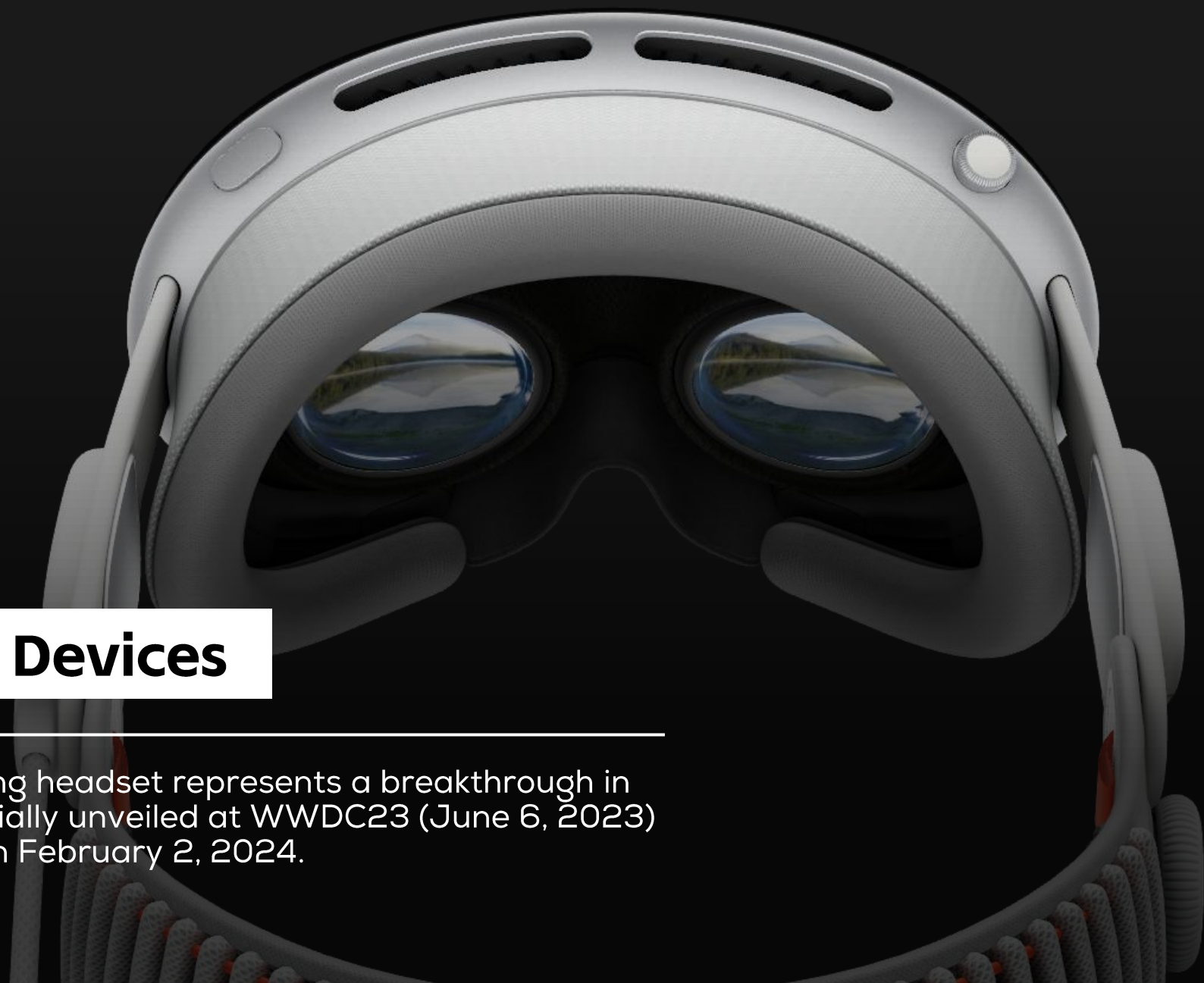
2028(300)

Wide-scale overseas presence established
Global centralized management system implemented

ASTATION

Project Achievements: 32 Awards



A close-up, front-facing view of the Apple Vision Pro headset. The device is light gray with a textured finish. It features two large, circular lenses that reflect a blue-tinted landscape. The top of the headset has several ventilation slots and a small circular sensor. The bottom edge shows a series of small, red-tipped sensors. The background is dark, making the headset stand out.

Apple Vision Pro

Recommended XR Devices

Apple's inaugural spatial computing headset represents a breakthrough in wearable display technology, officially unveiled at WWDC23 (June 6, 2023) and launched in the U.S. market on February 2, 2024.



WE ARE A STATION XR

R&D Breakthroughs

Independently developed the world's first MR-based parade experience, the first MR live-action gaming project, and the first contextual archaeology application."

Operations

Established the world's first flagship store featuring MR parade technology, with nationwide expansion planned for 2025.

Professional

Expertise in cross-platform MR project development and multi-category implementation solutions.

Positioning

With unshakable determination and ambitious vision for the MR industry, we combine robust production capabilities with strategic alliances to redefine sector leadership.

Thanks!

ASTATION