

June 13, 2024  
Ref: DSL/20/2024-25/NSE

To,  
The Manager,  
National Stock Exchange of India Ltd.  
Exchange Plaza, Bandra Kurla  
Complex, Bandra (East), Mumbai –  
400 051

NSE Symbol: DIGIKORE  
ISIN: INE0QJ901011

**Subject: Investor Presentation under Regulation 30 read with Para A of Part A of Schedule III of the Securities and Exchange Board of India (Listing Obligations and Disclosure Requirements) Regulations, 2015.**

Dear Sir/Madam,

Pursuant to Regulation 30 read with Para A of Para A Schedule III of the SEBI (Listing Obligations and Disclosure Requirements) Regulations, 2015, we have enclosed herewith the Investor Presentation released by the company for the Half Year and Year ended 31st March, 2024, is enclosed and is also available on the website of the company and can be accessed on the following link:

<https://digikorevfx.com/Investor-Presentation-for-H2-FY-2023-24..pdf>

You are requested to kindly take the same on record.

Thanking you.

Yours faithfully,  
For Digikore Studios Limited

**Heny**  
**Pahuja**  
Digitally signed  
by Heny Pahuja  
Date:  
2024.06.13  
18:04:27 +05'30'

**Heny Pahuja**  
**Company Secretary & Compliance Officer**



# DIGIKORE STUDIOS

Visual Effects for Film | Streaming | Television | Commercials



H2 FY24 Investor Presentation



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## H2 FY24 Financial & Operational Highlights

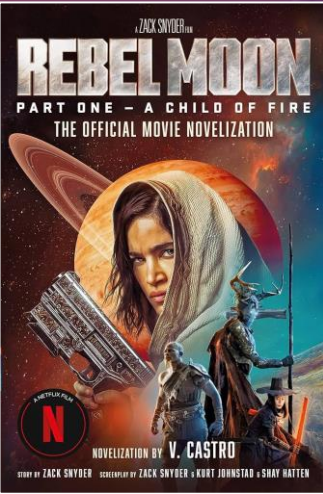
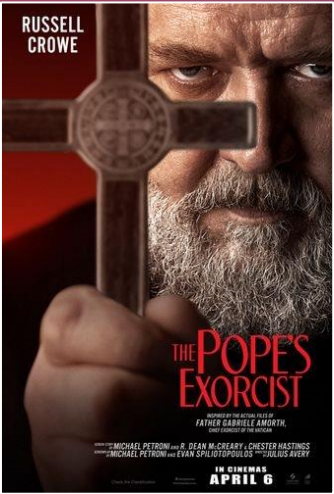


# Profit & Loss Statement

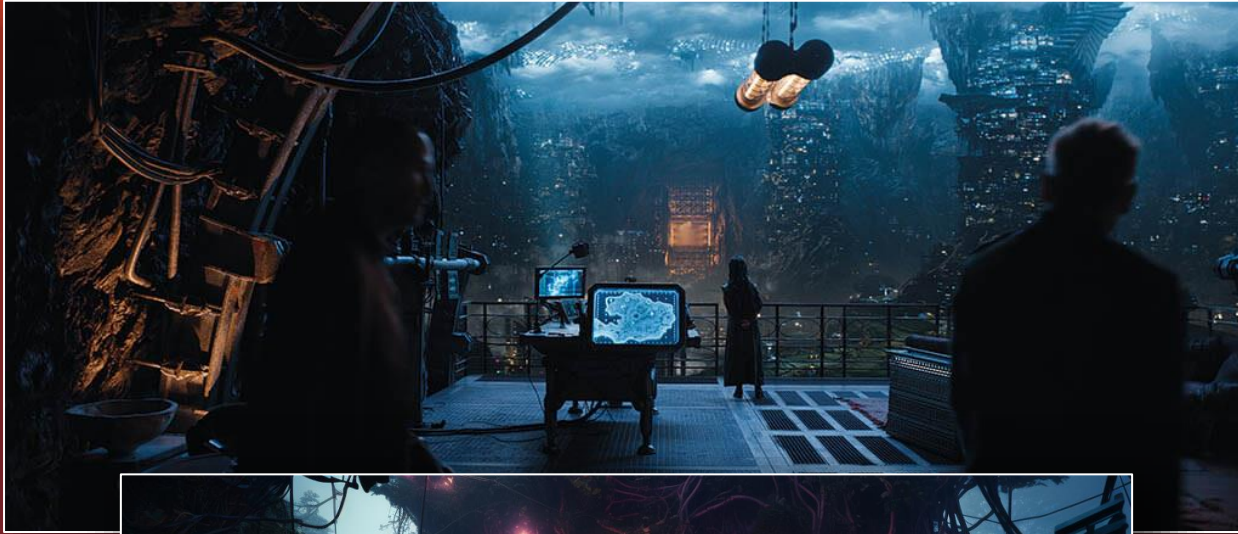
In ₹ Cr

Particulars	H2 FY24	H1 FY24
Net Sales	22.44	24.77
Other Income	2.19	0.02
Total Income	24.63	24.79
Expenditure	18.75	15.38
EBIDTA	5.87	9.41
EBIDTA Margin (%)	26.18	37.97
Interest	0.56	0.77
Depreciation	0.81	0.37
PBT	4.51	8.27
TAX Expense (Including Deferred Tax)	1.22	2.02
PAT	3.29	6.24
Reported Net Profit	3.29	6.24
Net Profit Margin (%)	14.66	25.20









- Offers a cloud-based Marketplace of Virtual Production Sets
- Democratizes production of content, allowing filmmakers with small to medium budgets to create high-quality content
- Tailored for filmmakers and content creators with varying budgets
- Affordable access to virtual sets
- Seamlessly integrates physical props and actors into virtual environments in real-time
- Positioned as a world leader in virtual production
- Reduces postproduction VFX costs and expedites pre-production processes
- Enables seamless integration across various media formats
- Benefits photography realm with demand for virtual environments in still ad shoots and pre-wedding photography
- Catering to diverse clientele including indie producers, ad filmmakers, and photographers



# Company Overview







**23 +**  
Years in the International Media Industry



**13 +**  
Years in Visual Effects (VFX) for Films, Episodic and Commercials



**350 +**  
Team Members



**250 +**  
Hollywood Films, TV Series, Web Series and Commercials

Founded on July 25, 2000, Digikore Studios Limited (Digikore, The Company) is a leading VFX hub based in India. Specializing in Visual Effects for Films, Web Series, TV Series, Documentaries, and Commercials, the company has earned a global reputation for its imaginative creativity and cutting-edge technology. Utilizing top-tier licensed software and proprietary tools, Digikore ensures high-quality results, making it a preferred choice for major studios.

The company's commitment to cost-effectiveness and excellence is evident in its track record of contributing to the success of numerous productions. Digikore's vision is to be the best VFX company catering to both International and Domestic markets, fostering a work environment that is productive, efficient, and enjoyable.

The company achieved a significant milestone by listing on the NSE SME platform in October 2023, with its IPO subscription reaching 282 times and an IPO size of ₹30.48 Cr.

**FY24**  
Revenues - ₹ 49.42 Cr  
EBITDA - ₹ 15.28 Cr  
Net Profit - ₹ 9.53 Cr



**3 Year CAGR FY22-FY24**  
Revenue 44.57%  
EBITDA 154.45%  
Net Profit 350.30%



**FY24**  
ROE 22.71%  
ROCE 27.48%



**FY24**  
EPS ₹ 19.04  
Book Value ₹ 66.28





## Approved Partner

Approved for projects by Disney / Marvel, Netflix, Amazon, Apple, Warner Bros., Lionsgate and Paramount.

Approval **take years of waiting** and excellency in deliveries which is tough entry barrier in VFX industry.

## TPN Certified

TPN is an audits certificate, that the facility has been audited by TPN.

## Excellent Team in Place

Over 350+ of talent pool, Key team has an average experience of over 15 years.

Housed VFX Producers, Assistant Production Managers, VFX Department Supervisors, Team Leads, Production Co-Ordinators, Senior and Junior VFX artists.

## Projects Delivered

Worked on Films, Series, Documentaries and Commercials.

Some of the projects includes Titanic, Transformers, The Expendables 3, Jumanji, Haider & many more.

98% revenue of Digikore Studios is from abroad like Disney, Marvel, Netflix, Amazon, Apple, Warner Bros. etc

## Content Production

The hyper growth in OTT consumption Worldwide is leading to high growth for Digikore Studios. This growth is expected to continue for the long term.





# A Timeline Of Digikore Studios





# Importance Of Visual Effects

Visual Effects is an absolutely critical component of all filmed entertainment and often plays a substantial role in the over reception and perception of a project. Nearly every film, tv show, streaming content and tv commercial produced today includes a significant portion of visual effects. On average, film and television projects require between 10 to 30 percent of their running footage to be augmented with visual effects.





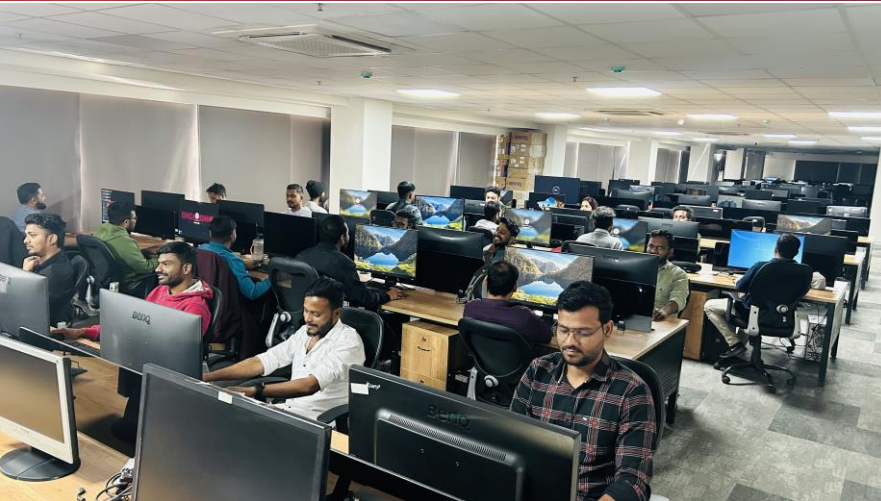
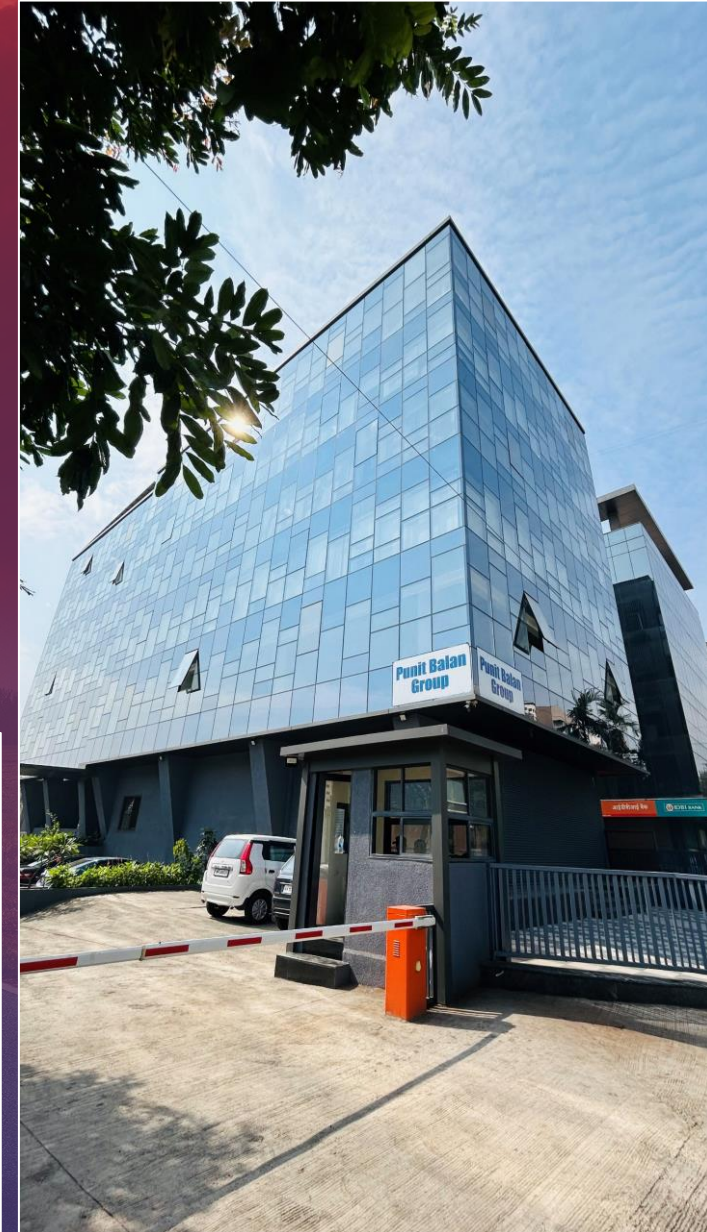
**Pune Office**

**Office Area  
19,500 Sq Ft**

**No Of Employees  
350+**

Step into the heart of Digikore Studios, where our meticulously designed workspaces fuel creativity and collaboration. From dynamic communal zones to innovative workstations, each corner is crafted for efficiency and comfort.

Discover the harmony of nature and work in our green spaces while our secure zones and proven integrity ensure the highest level of data protection. At Digikore, we don't just work; we create a vibrant culture where ideas flourish and innovation thrives. Welcome to a workplace where every detail inspires the extraordinary.







NETFLIX

LIONSGATE®

CBS FILMS



hulu





## Craig Mumma

VFX Supervisor – Stranger Things, The Last Ship, The Amazing Spider-Man 2, Edge, Deep Blue Sea

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Creative, effortless, responsive and most of all dependable, what else can I say about Digikore and its team. I have worked with this company for many years on numerous high visibility projects and they have always made me proud to present their work to the creatives on my productions.

## Karen Goulekas

VFX Supervisor – Looper, The Green Lantern, Spiderman, The 5th Element, Apollo 13

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Digikore Rocks. I have worked with them on many shows and they consistently deliver high quality work with fast turnaround and great communication, enthusiasm and prices!

## Robert Lau

Department Manager (Roto/Paint)  
Zoic Studios BC

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Finding qualified team members who can communicate the same visual language can be challenging. Having artists and production team members that are invested and engaged in the same level of quality as we do is a great find. This is true with Digikore. We have worked alongside with Digikore for the past several years on multiple projects. Right from the beginning, they listen and able to execute the complex demands of the tasks at hand. Our professional relationships is built on respect and reliability. That is what we all strive for in our team. Digikore is definitely an extension of our team.

## Hasraf Dulull

(Visual Effects Supervisor |  
VFX Producer) (UK)

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Digikore are not only approachable and professional they deliver the highest quality in Rotoscoping. It was so pixel perfect right down to the hair mattes they provided. They delivered on time, especially in a tight schedule and budget. I will most definitely be using them on future feature film projects and I highly recommend them as part of your VFX pipeline.

## Yashraj Films for Dhoom-3

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Warmest thanks for all your hard work and outstanding contribution in delivering Dhoom-3 on time and to the quality expected. I understand how much time and energy this assignment demanded, and I deeply appreciate Digikore's efforts to make it a great success. It's great to know that we can count on you to go the extra mile. Thank You again for all your hard work

## Jo Steele

(Senior Executive Producer,  
Steele Studios) (USA)

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It was a very good day when I discovered Digikore! Not only are they true professionals and some of the nicest people I've had the pleasure to work with, but their level of expertise in photo real 3D modeling is outstanding! They always deliver on time and on budget!! Yes, that was a good day indeed.





# Business Overview





## Rotoscopy

Rotoscopy is a crucial technique in VFX, tracing liveaction frames to create precise mattes, separating foreground from background, and allowing selective enhancements. It also creates detailed animations and matches virtual camera/object movement to live camera motion.



## Reflection Removal

Reflection removal is a crucial process in various industries like photography, computer vision, video surveillance, and visual effects (VFX) to improve content quality and visibility.



## General Cleanup

General cleanup is a crucial process in Visual Effects (VFX) that involves digitally enhancing or fixing elements in a shot to enhance visual quality and integrate effects seamlessly.



## Wire and Wig Removal

Wire and rig removal is a common task in Visual Effects (VFX), especially in post-production stages. It involves digitally removing visible wires, harnesses, or support rigs used in filming action sequences or stunts to create dynamic movements.



## Muzzle Flash Compositing

Muzzle flash compositing is a visual effects technique used in film and video production to create realistic and impactful muzzle flashes on weapons during firing, adding authenticity and intensity to action scenes involving firearms.



## Green Screen Compositing

Green screen compositing, also known as chroma key compositing, is a visual effects technique used in film and video production to combine footage shot in front of a solid-colored background.



## Matchmove

Match moving, or camera tracking, is crucial in Visual Effects (VFX) as it seamlessly blends CGI with live-action footage, ensuring computer-generated elements align with the camera's motion.





## Driving Comps

Driving composites combine live-action footage and computer-generated elements to create authentic driving scenes, used in film and television for simulating vehicular movement and post-production VFX enhancement for a genuine on-location feel.



## Day to Night

Day-to-night conversion is a visual effects technique used in filmmaking and video production to simulate nighttime scenes from day-shot footage.



## CG Blood Comps

Computer Generated Blood Compositing (CG Blood Comps) is a technique used in Visual Effects (VFX) to create realistic blood effects in film and video productions.



## Beauty Fixes

Beauty fixes in VFX are visual effects techniques used to improve the appearance of actors or subjects, correcting imperfections, enhancing facial features, and creating a polished, aesthetically pleasing look.



## Crowd Multiplication

Crowd multiplication, also known as crowd simulation, is a visual effects technique used to create an illusion of a large group of people or objects in a scene.



## Set Extension

Set extension is a visual effects technique in film, television, and media that adds computer-generated elements to a physical set to create an illusion of a larger, more expansive environment.



# Key VFX Techniques & Technologies Used By Our Company



## Autodesk Maya

Autodesk Maya is a popular 3D application used for creating realistic animations and visual effects in films, games, and games like Harry Potter, Transformers, FIFA09, and Prince of Persia.



## Nuke

Nuke is a popular compositing software used in post-production for television, advertising, and film, renowned for its high-quality visual effects in movies like Tron: Legacy and Black Swan.



## 3D Equalizer

3D Equalizer is a top-tier VFX tracking solution, combining live action footage with digital visual effects for high-quality results. It's widely used by major VFX houses for precise results.



## Silhouette

Boris FX's Silhouette software streamlines VFX creation by enabling accurate shape definition, object tracking, and seamless element blending, with integrated tools like Mocha tracker for 2D tracking.



## Blender

Blender is an open-source 3D creation suite with tools for modeling, rigging, animation, rendering, and compositing, ideal for individuals and small studios with collaborative development processes.



## Houdini

Houdini is a comprehensive 3D production software that offers a procedural workflow for creating detailed objects with fewer steps, promoting non-linear development.



## The Foundry Mari

Mari is a powerful 3D painting software that enables artists to create complex assets without limitations, offering artist-friendly tools and exceptional control over the painting process.



## Pixologic Zbrush

Z Brush is a versatile digital sculpting tool that combines 3D/2.5D texturing, modeling, and painting, using proprietary "pixel" technology to store lighting, material, color, orientation, and depth information.



## Shot Grid

Shot Grid is a production management tool for VFX, animation, and games teams, streamlining creative tracking and enabling faster, more efficient workflows in the industry.



## Teradici

It provides secure remote desktop and virtualization solutions, enabling efficient access to graphics-intensive applications from any location.





## Cloud Platforms Arch

The cloud-based solution aids in architectural design and project management in the Architectural Engineering Construction industry, offering design tools, collaboration features, visualization, documentation management, project scheduling, integration options, and mobile accessibility.



## Deadline For Rendering

Think box Software's Deadline is a rendering farm management software for VFX and animation, optimizing workflows and enhancing efficiency. It offers flexibility and compute management options, enabling users to access on-premises, hybrid, or cloud-based resources for rendering and processing needs.



## Adobe

Adobe software, including After Effects, Premiere Pro, Photoshop, and Illustrator, is widely used in VFX for creating animations, editing videos, and adding visual effects. Other software like Autodesk Maya, SideFX Houdini, and Nuke are also used for specific VFX needs.



## Aspera

IBM Aspera is a high-speed file transfer software that enables rapid transfer of large files and data sets over existing infrastructure and global IP networks. It offers a unified interface for seamless file sharing and access across cloud and on-premises storage services.



## Unreal engine

Unreal Engine is a key tool in the VFX industry, known for its realtime rendering capabilities and ability to create virtual environments for movies and media. It aids in pre-visualization, virtual sets, post-production enhancements, and revolutionizes visual effects.



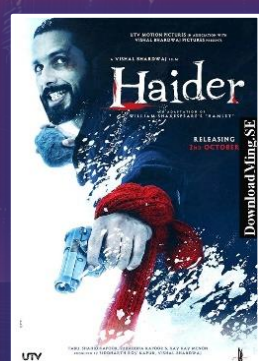
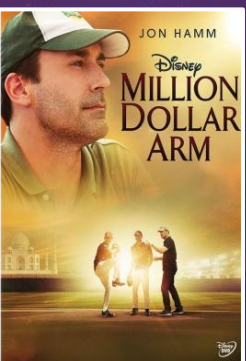
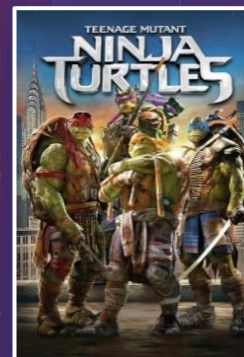






## DIGIKORE STUDIOS

Visual Effects for Film | Streaming | Television | Commercials





# Management Overview



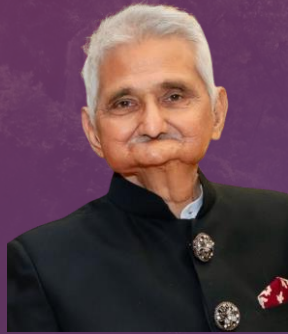




**Mr. Abhishek More**  
Managing Director

With 23+ years in film and TV content production, he's a visionary entrepreneur and company founder. Holding a Post Graduate diploma in Business Entrepreneurship and Management, he excels in business strategy, marketing, and operations.

Renowned for disruptive ideas and effective problem-solving, his tech and creative background fuels innovation and success across all levels.



**Mr. Rameshkumar More**  
Non-Executive Director

With over 50 years of entrepreneurial experience, he led Poona Bottling Company Limited and Waluj Beverages Private Limited to become major franchisees of The Coca Cola Company in India.

His proficiency lies in business management, budget administration, human resource development, and optimizing operational efficiency.



**Mr. Aqueel Mehboob Merchant**  
Additional Independent Director

With 22 years of professional experience in leadership roles, our company's Director holds a Master's degree in Business Administration from the Indian School of Business Management and Administration, specializing in Customer Relationship Management. In his last position as the Managing Director of Accenture Enterprise Enablement in India & Philippines, he contributed significantly.

Over the past five years, he has been actively involved in aiding young entrepreneurs in addressing crucial challenges and concurrently founded and led a dev-ops company.



**Ms. Megha Virendra Raval**  
Additional Independent Director

With over 14 years of experience in the field, she is a distinguished HR professional. Holding a Post Graduate Diploma in Business Administration in Finance from Mumbai and a Bachelor's in Business Administration from Gujarat University, Ahmedabad, her expertise spans strategy development, executive search, and diverse industry experience.

Throughout her career at Randstand India, RGF Professional Recruitment India, and CIEL HR Services Private Limited, she has demonstrated a talent for formulating innovative strategies and conducting executive searches for top-tier talent while seamlessly adapting to the unique demands of various industries.





**Mr. Abhishek More**  
Founder and CEO

Proven leader with 23+ years of experience in content production and post production for film & television. Extremely well networked in the Entertainment Industry Worldwide. Strengths include business strategy, strategic planning, marketing and operations. Creative problem solving and passion for results. Has a knack for out of the box thinking to solve large-scale problems. Has worked on over 175 Hollywood and Bollywood Films, TV Shows, Web Series and Commercials.



**Mr. Mohit Salunkhe**  
VFX Producer

Worked on VFX for 100+ Hollywood and Bollywood Feature Films, TV Series and Commercials. Over 14 years of total experience in the VFX Industry with in-depth knowledge and hands on experience in all functions of VFX including Technical and Management. Responsible for exploring and implementing skills and production attributes. Co-ordinating with Artists and Clients from various countries as well as with the whole Production Team.



**Mr. Ravindra Tamhankar**  
VFX Producer

Over 15 years of experience in the VFX industry. Worked on 120+ Hollywood and Bollywood Feature Films, TV Series and Commercials. Worked on several creative projects as Animator, Matte painter, Character Designer and Lead Compositor. Closely worked with texturing and look development team in CG VFX on Hollywood projects.



**Mr. Chetan Rahate**  
CG Supervisor

Chetan has worked on several high-profile Films & TV Shows including John Carter, John Wick, The Spy who Dumped Me, Conan The Barbarian and many more.





**Mr. Jason Sperling**

Creative Director And VFX Supervisor

Seasoned veteran in the VFX industry with over two decades of experience, boasting a prestigious tenure as Director of VFX (Series) at Netflix, he has left his mark on acclaimed shows like The Walking Dead, Umbrella Academy, and Altered Carbon.

He's earned three Primetime Emmy nominations and two Visual Effects Society Award nominations, known for fostering collaboration and innovation in his teams.



**Mr. David Crawford**

Head of Montreal Studio

With three decades of VFX industry experience, David Crawford has worked on blockbuster films like Titanic, Spiderman, Joker, and Elvis. His entrepreneurial spirit shines through in his successful management of companies in the US and India.

Renowned for his innovative approach, David seamlessly integrates emerging technologies with storytelling, delivering agile, state-of-the-art solutions tailored to client needs.



**Ms. Marina Abramyan**

VFX Executive Producer

With 17 years in the film industry focusing on visual effects, Marina has significantly contributed to iconic series like Star Trek Discovery and Star Trek Picard. Her work on projects such as The Man Who Fell to Earth and The Crowded Room highlights her versatility and dedication to excellence.

Renowned for integrating visual effects with compelling storytelling, Marina has been a key member of Emmy-winning teams.





**Mr. Shrinivas Lakhichand Behede**  
Chief Financial Officer

With over 20 years of experience, he is adept in managing accounting, statutory compliance, and establishing controls. His professional background includes significant roles in multinational companies.

Holding a bachelor's degree in commerce and completing the intermediary level of Chartered Accountancy, he brings a wealth of expertise to financial management and strategic planning.



**Mrs. Heny Pahuja**  
Company Secretary & Compliance Officer

With over 7 years of experience, she holds a commerce degree from the University of Nagpur and is a certified member of the Institute of Company Secretaries of India. Specializing in secretarial compliance, corporate laws, securities laws, and corporate governance matters, she manages all corporate and legal aspects of the company.

Currently, she plays a key role in enhancing corporate credibility and governance standards, overseeing regulatory and statutory compliances.



**Mr. Nitin Bhartia**  
General Manager

A 36-year-old General Manager of Digikore Digital, is a digital marketing expert with 13+ years of experience. With an MBA in Marketing and Operations from ICFAI Business School Pune, he oversees global digital initiatives and provides strategic consultation to small to mid-sized businesses.

His expertise lies in leveraging online marketing techniques to drive sales and generate leads, tailored to meet unique marketing needs.





## Industry Overview





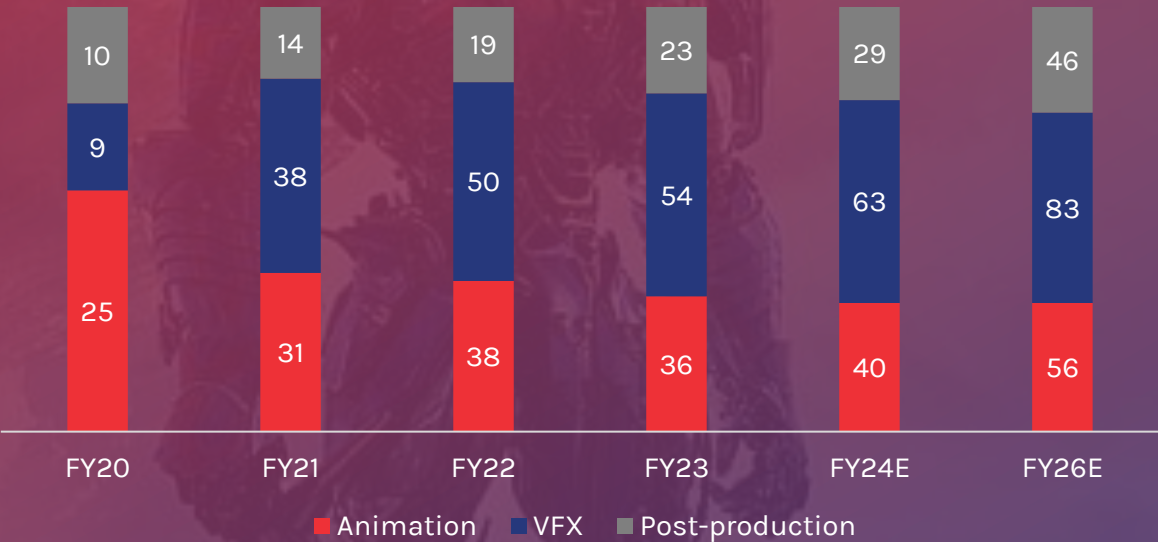


- Despite economic uncertainties, the VFX/animation industry maintains momentum with technological advancements.
- The emergence of streaming platforms and a post-pandemic content boom intensified competition for content.
- Production strikes led to a temporary contraction in the industry.
- Studios and streamers tightened budgets, aiming for increased profitability.
- Regardless of production fluctuations, the industry anticipates continued innovation in 2024.
- Key advancements include real-time technology, LED volumes, virtual production, and facial recognition.
- Collaborations like OpenUSD foster technical progress.
- Globalization, outsourcing, and remote workflows bolster industry resilience.
- AI holds promise for enhancing efficiencies and unleashing creative possibilities in visual effects.



- US industry strikes caused global disruptions, delaying 48 films and 46 TV shows worldwide, impacting India's outsourcing.
- OTT platforms' cost management affected VFX segment performance, with OTT contributing 40-50% of revenue.
- VFX and digital effects in ad films boosted revenue by 5-10%, hinting at growth potential.
- Virtual production is gaining traction, with promising long-term returns on investment as decreasing costs and rapid technological advancements enhance its appeal.
- Industry strikes highlight global supply chain vulnerability in entertainment.
- OTT cost focus may change outsourcing and production in VFX.
- Despite hurdles, opportunities exist in VFX for ads and innovation in virtual production.

The segment is expected to grow at a CAGR of 17.5% by 2026 to reach INR185 billion



	2020	2021	2022	2023
Animation	25	31	38	36
VFX	9	38	50	54
Post-production	10	14	19	23
Total	43	83	107	114

Source: E&Y Report



# Factors Driving Growth In The Global VFX Industry

- The global visual effects (VFX) market soared to US\$ 10.0 Billion in 2023, underscoring its significant economic footprint.
- IMARC Group's projection anticipates robust expansion, forecasting the market to surge to US\$ 18 Billion by 2032, with a notable CAGR of 6.7% during 2024-2032.
- This growth is propelled by several key factors, including the escalating demand for high-quality content, the proliferation of streaming platforms and digital media, and ongoing technological innovations in VFX tools.
- VFX encompasses a diverse array of digital techniques, including CGI, compositing, animation, and digital simulations, facilitating the creation of immersive and captivating visuals across various visual media formats.
- As VFX continues to enhance visual storytelling, drive immersion, and captivate global audiences, its demand is poised to surge further, reshaping the landscape of visual media production.



Source: [imarcgroup](https://www.imarcgroup.com)



# Streaming Surge: Fueling the Explosive Growth of the VFX Market

The VFX market is growing exponentially driven by the growth in content production by streaming services. There is an abundance of major over-the-top (streaming) platforms vying for the same attention spans. The result will be upwards of \$50 billion spent on content by streaming platforms alone. The total content spend in 2022 across motion pictures, television, streaming and commercials is estimated at over \$150 billion.

Estimated spend on content in 2023 by major players



\$33 billion



\$25 billion



\$15 billion

**VIACOMCBS**

\$15 billion

**NETFLIX**

\$17 billion



\$8 billion

**amazonPrime**

\$8 billion

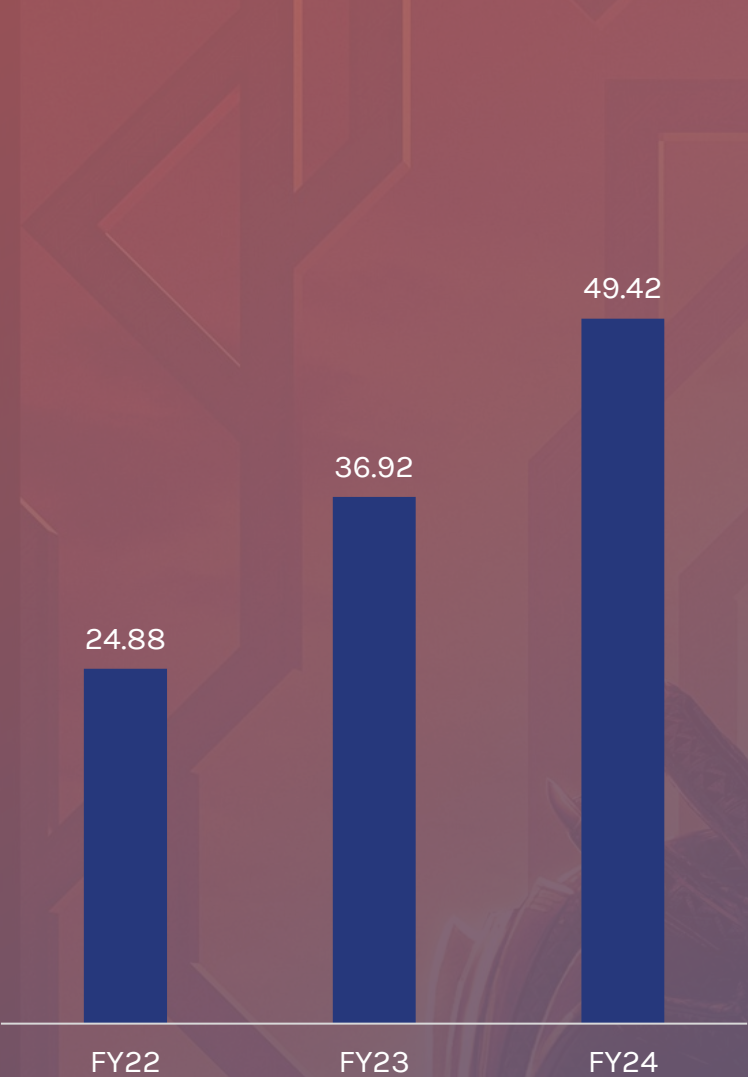


# Financial Overview

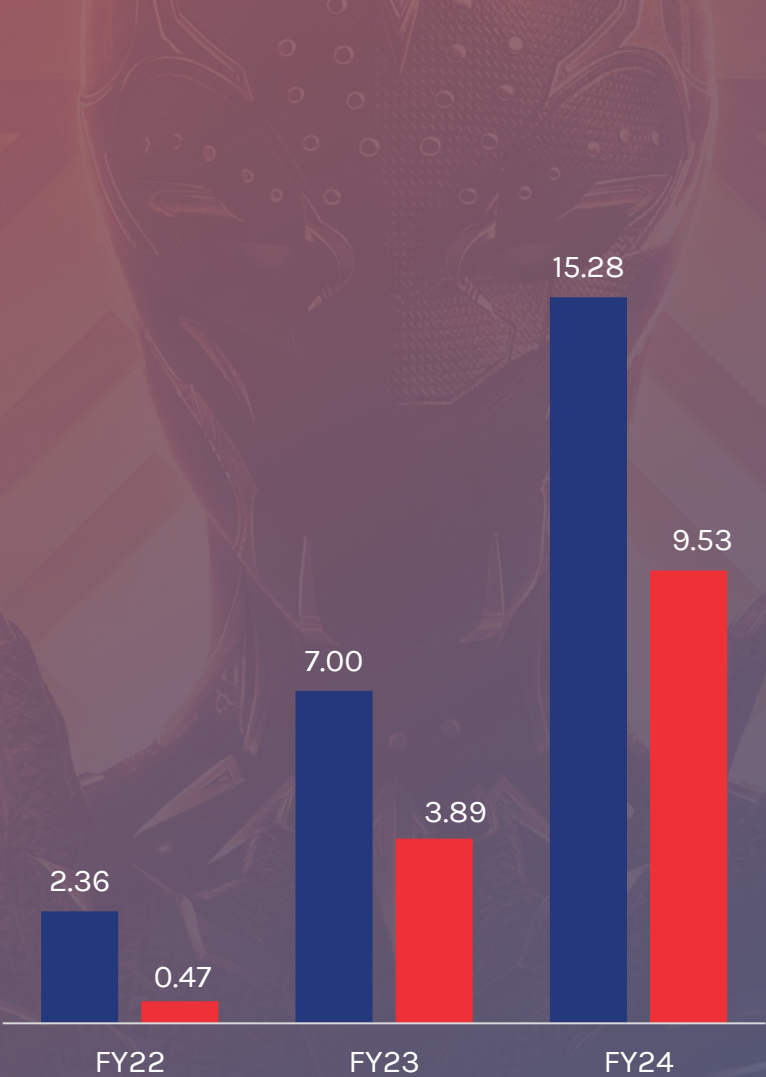




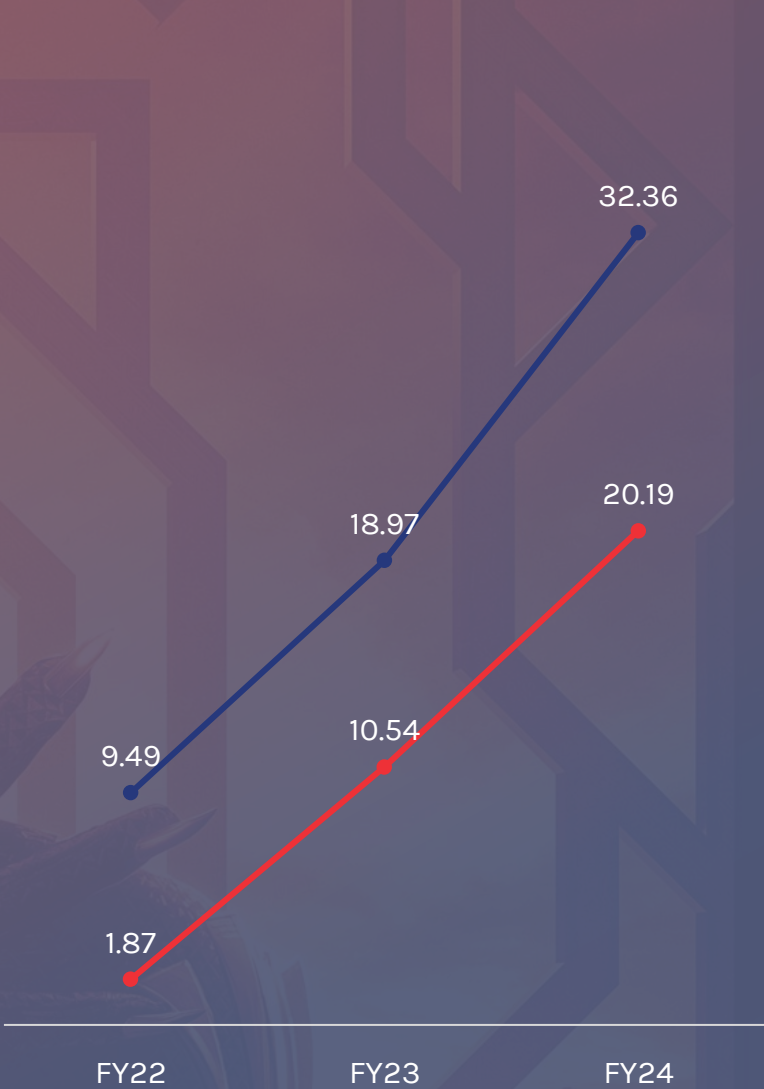
Total Income (In ₹)



EBITDA Net Profit (In ₹)



EBITDA % Net Profit % (In %)





# Profit & Loss Statement

In ₹ Cr

Particulars	FY22	FY23	FY24
Net Sales	24.88	35.81	47.21
Other Income	0.00	1.12	2.21
Total Income	24.88	36.92	49.42
Expenses			
Employee Cost	5.39	11.65	12.01
Other Expenses	17.13	18.27	22.13
Total Expenditure	22.52	29.92	34.14
EBIDTA	2.36	7.00	15.28
EBIDTA Margin (%)	9.49%	18.97%	32.36%
Interest	0.40	0.72	1.32
Depreciation	0.92	1.04	1.18
PBT	1.04	5.25	12.77
TAX Expense (Including Deferred Tax)	0.58	1.35	3.24
PAT	0.47	3.89	9.53
Reported Net Profit	0.47	3.89	9.53
Net Profit Margin (%)	1.87%	10.54%	20.19



In ₹ Cr

Equities & Liabilities	FY22	FY23	FY24
Equity	1.18	1.18	6.33
Reserves	0.35	4.24	35.64
Net Worth	1.53	5.43	41.97
Minority Interest			
Non current Liabilities			
Long Term Borrowing	0.43	1.08	8.03
Deferred Tax Liabilities	0.00	0.00	0.21
Other Long Terms Liabilities	0.00	0.00	0.02
Long Term Provision	0.53	0.43	0.60
Total Non Current Liabilities	0.96	1.51	8.87
Current Liabilities			
Short Term Borrowings	3.07	5.01	0.68
Trade Payables	1.02	3.23	2.70
Other Current Financial Liabilities	0.00	0.00	0.00
Other Current Liabilities	1.33	2.14	0.38
Short term Provision	0.34	2.01	3.03
Total Current Liabilities	5.76	12.39	6.80
Total Liabilities	8.25	19.32	57.64

Assets	FY22	FY23	FY24
Non Current Assets			
Fixed Assets	2.75	4.82	11.39
Non Current Investment	1.44	1.44	5.10
Long Term Loans & Advances	0.36	0.19	0.00
Deferred Tax Assets	0.00	0.33	0.00
Other Non Current Assets	1.11	1.73	4.56
Total Non Current Assets	5.66	8.51	21.05
Current Assets			
Trade receivables	1.39	6.04	24.70
Cash & Bank Balance	0.01	0.15	0.70
Short Term Loans & Advances	1.10	2.67	4.87
Other Current Assets	0.08	1.96	6.32
Total Current Assets	2.59	10.82	36.59
Total Assets	8.25	19.32	57.64



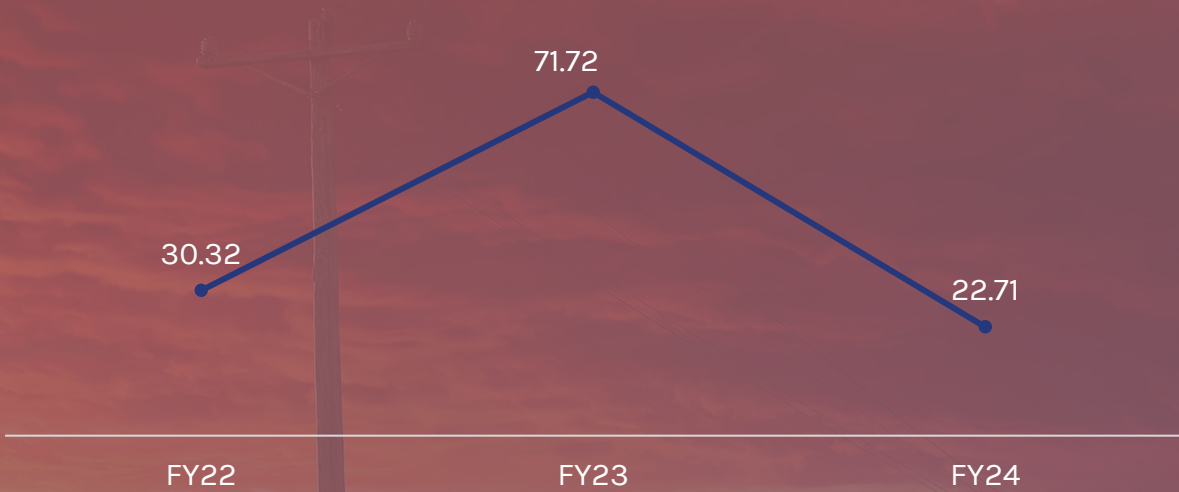
In ₹ Cr

Particulars	FY22	FY23	FY24
Cash From Operation	4.17	1.37	-12.94
Cash From Investments	-2.29	-3.10	-11.33
Cash From Financing	-1.89	1.87	24.96
Net Cash Flow	-0.01	0.14	0.69
Opening Cash Balance	0.03	0.01	0.01
Closing Cash Balance	0.01	0.15	0.70



ROE

(In %)



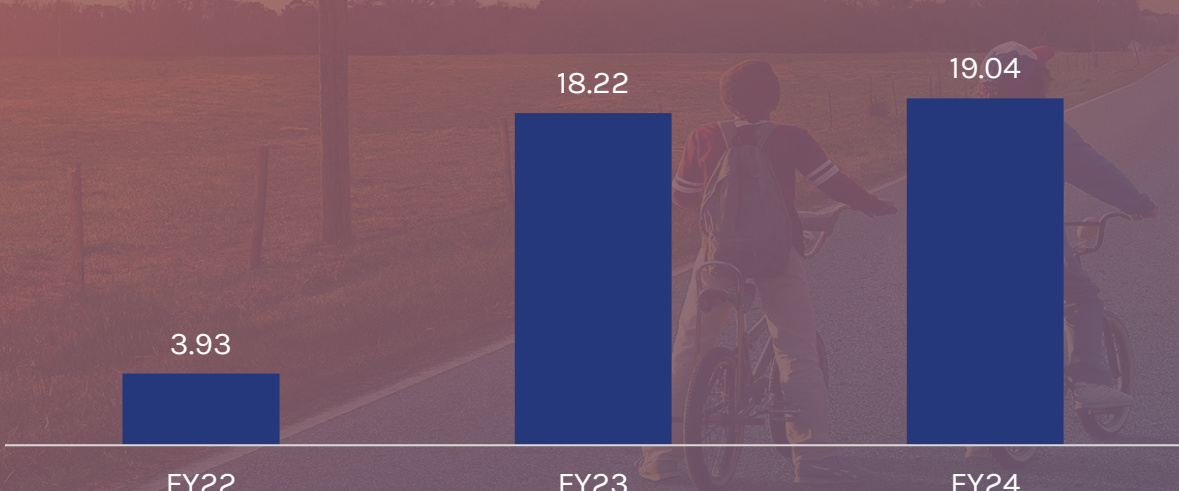
ROCE

(In %)



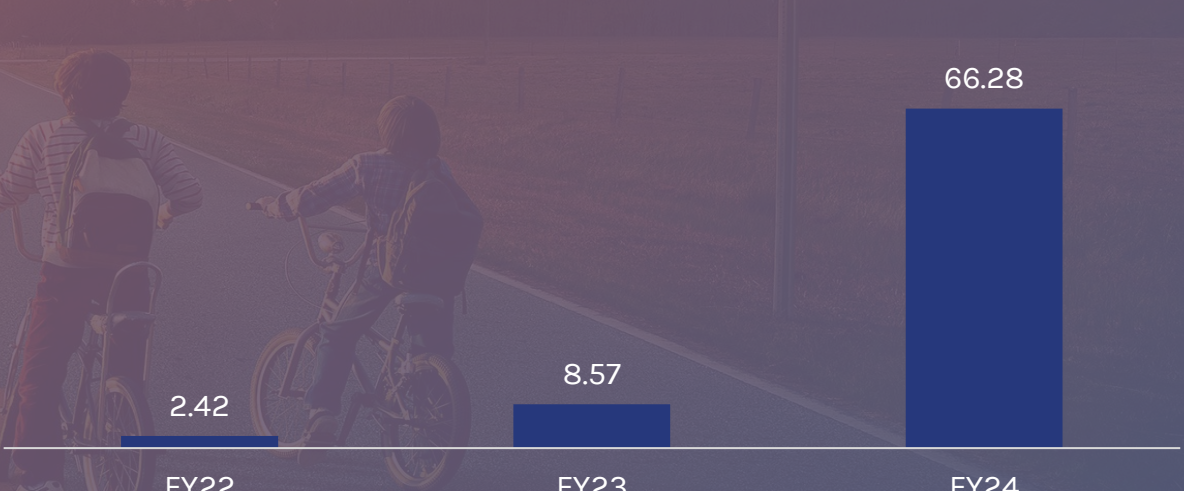
EPS

(In ₹)



Book Value

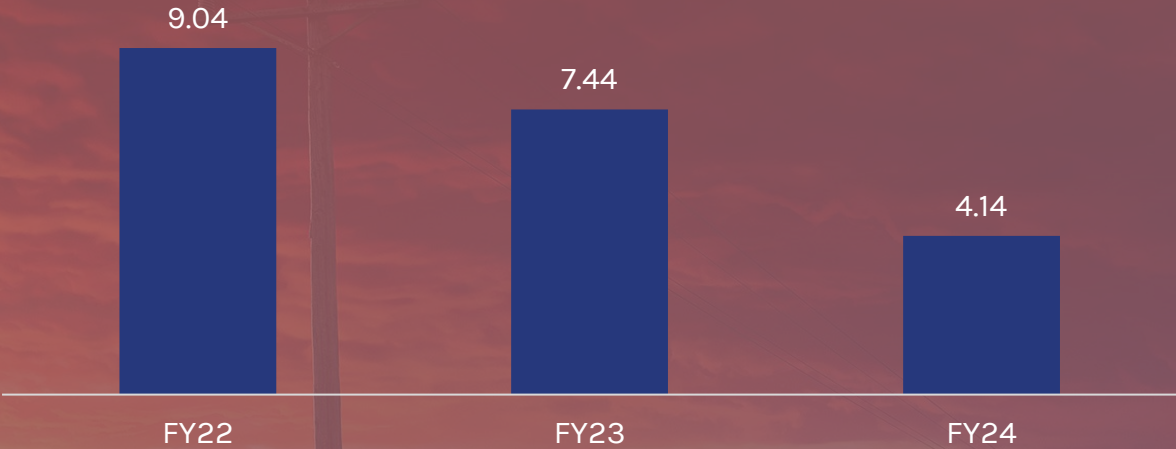
(In ₹)





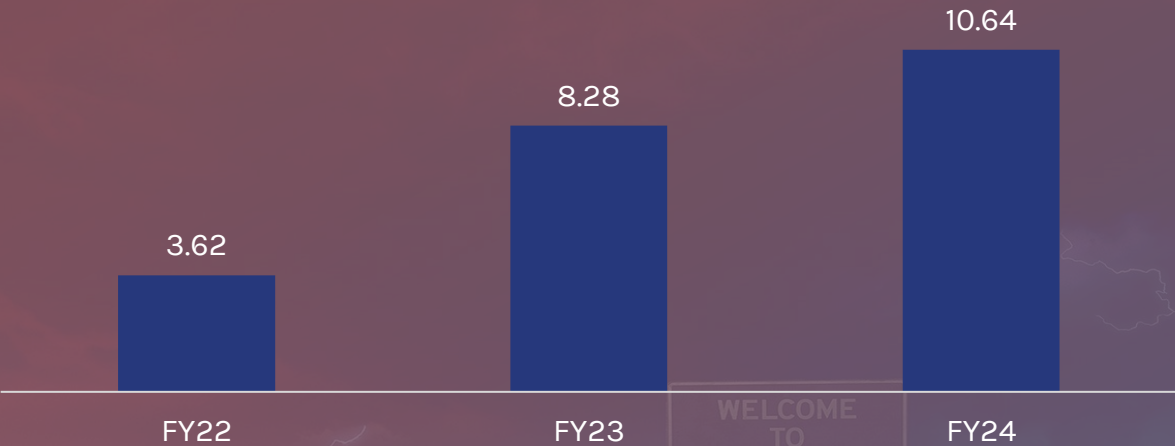
Fixed Asset Turnover Ratio

(In Times)



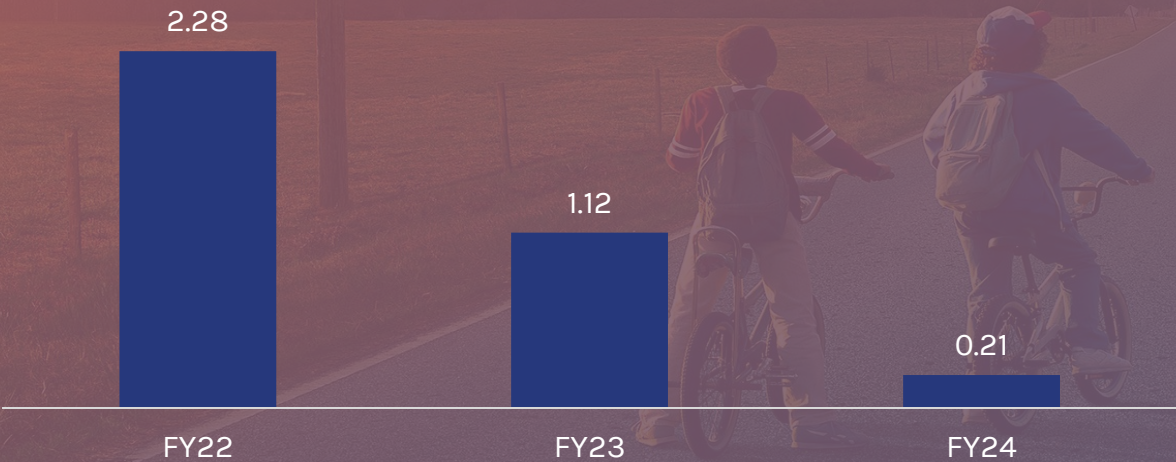
Interest Coverage Ratio

(In Times)



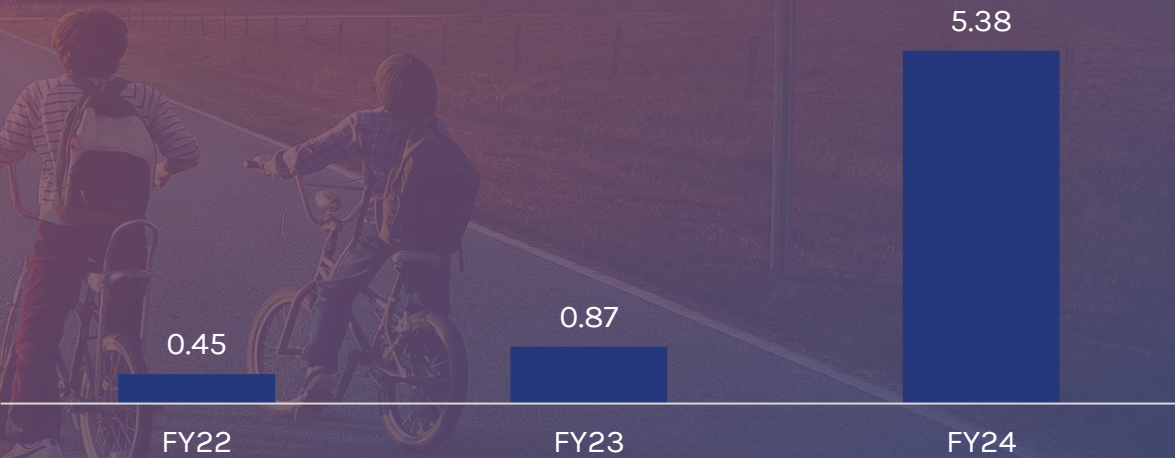
Debt to Equity

(In Times)

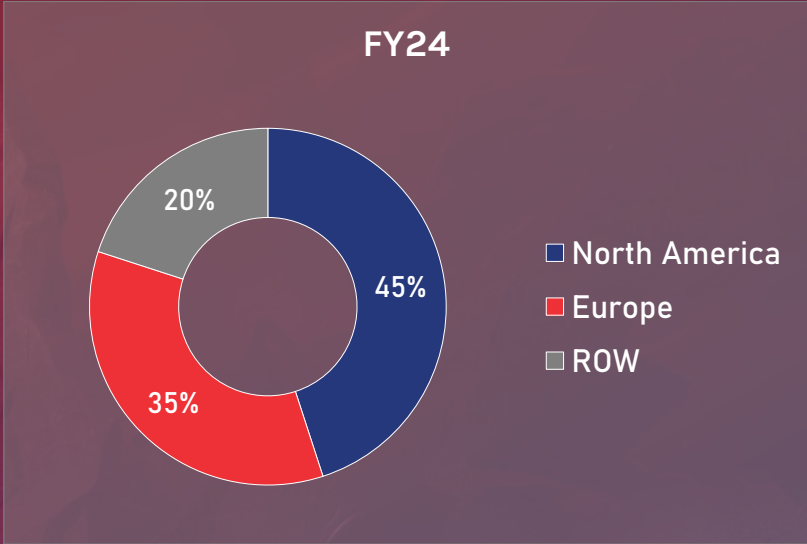
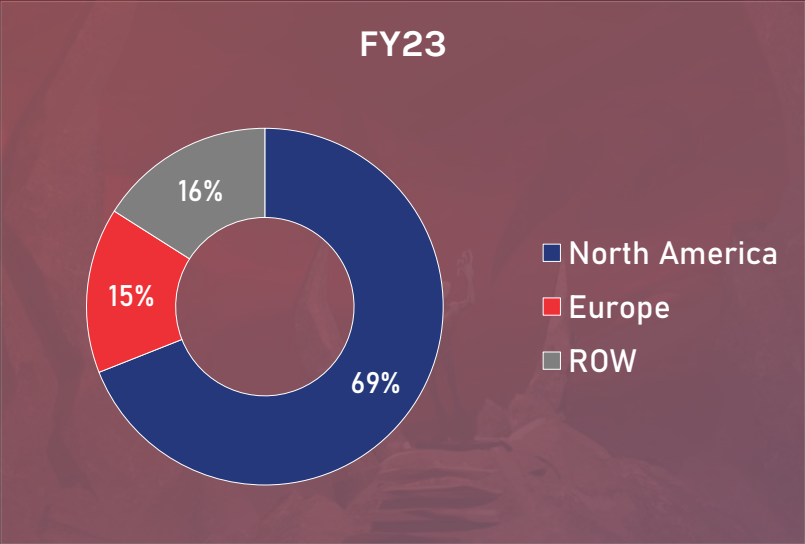
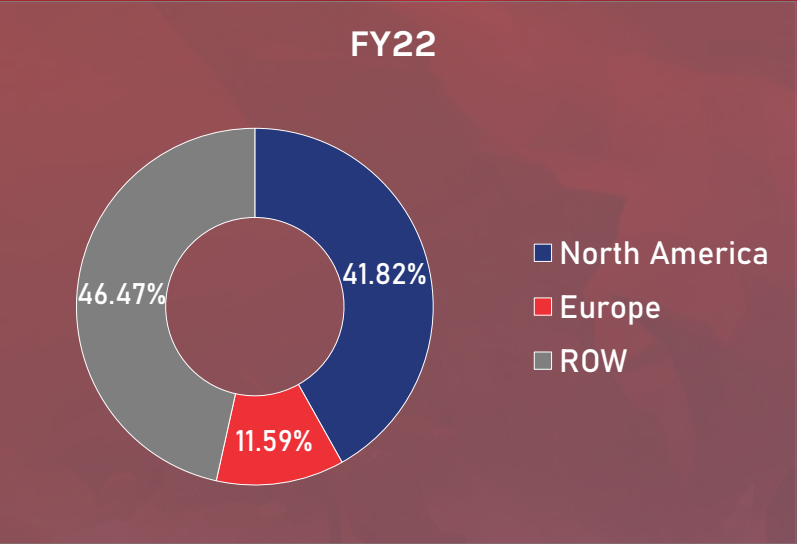


Current Ratio

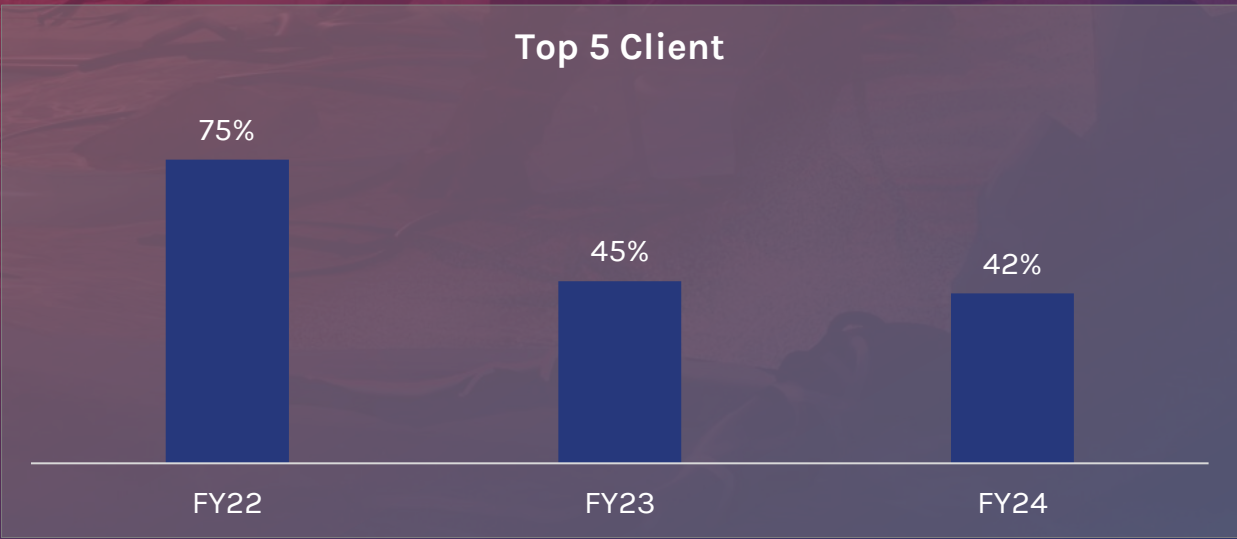
(In Times)







North America      Europe      Australia & New Zealand      ROW





Client Matrix				
For FY24 of Total Client		Repeat Client Compared to Previous Year		
Age of Client	No. of Repeat Client			
		FY22	FY23	FY24
3 Years	16			
2 Years	10			
0-1 Years	85	24	34	26

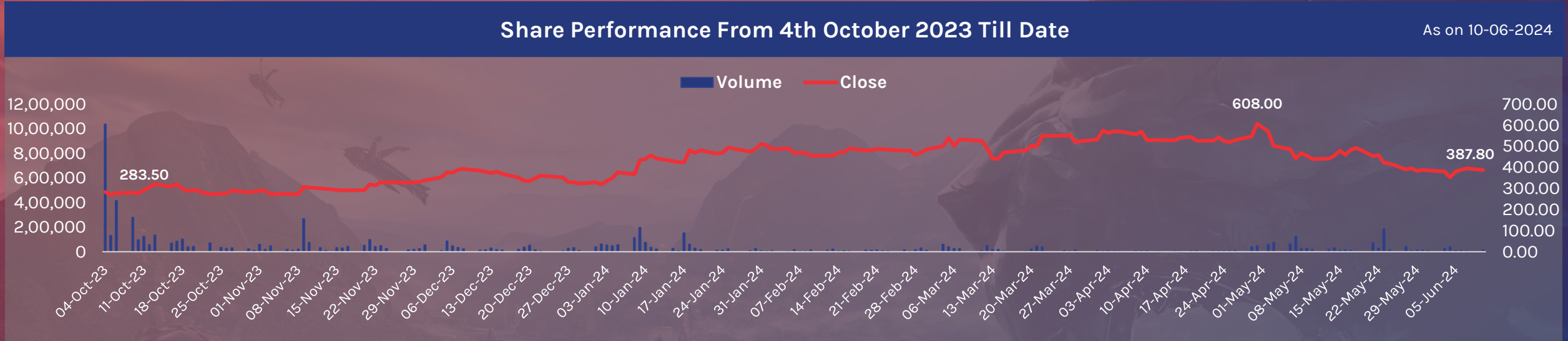
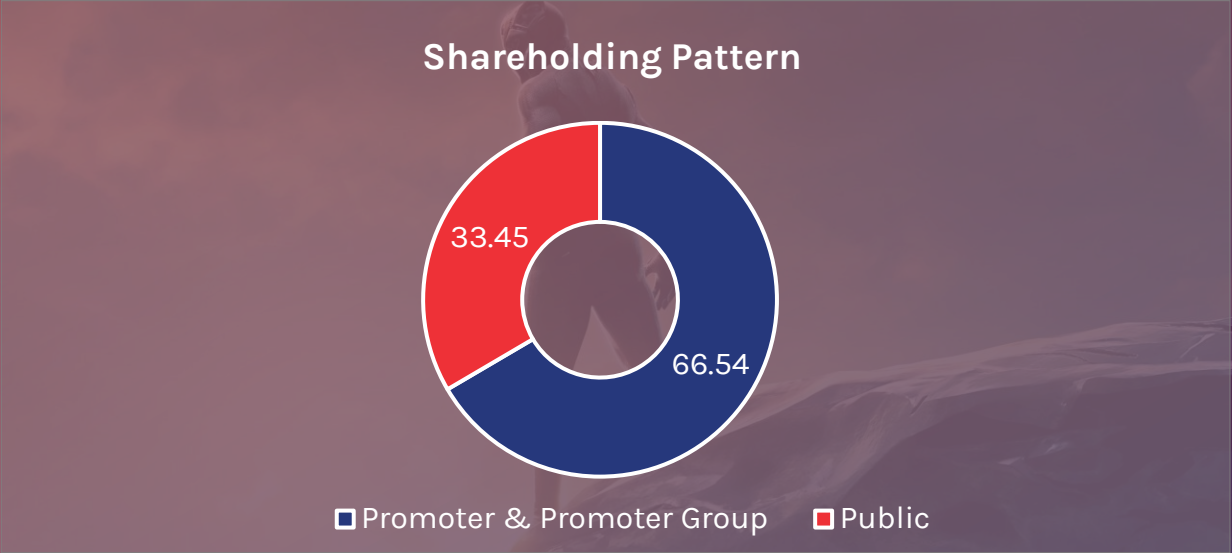
Manpower Matrix			
	FY22	FY23	FY24
Head Count	192	380+	355+
Avg. Revenue Per Head (INR Mn)	1.41	0.86	1.27
Total Man days per Year	31,812	99,484	93,720
Avg. Man Days Per Year	2,651	8,290	7,810



As on 10-06-2024

NSE: DIGIKORE	
Share Price ₹	387.80
Market Capitalization ₹ Cr	245.59
No. of Share Outstanding	63,32,800
Face Value ₹	10.00
52 week High-Low (₹)	666.00 - 255.90

As on 31-03-2024





# The Way Forward







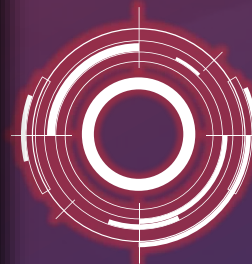
The fund raise will help us setup a VFX production facility in North America which will help us achieve a revenue of over US\$ 25 million in VFX by 2026.



Due to the rising internet penetration, over-the-top (OTT) media services, such as Amazon Prime Video, Netflix, Hulu and YouTube, are gaining popularity around the world.



Digikore Studios ventured into Content Production for Indian and International OTT Networks in 2022.



Aims to produce over 400 episodes every year which will contribute over Rs 120 crore in yearly revenue by 2026.





\$50 billion worth of Television and Streaming content production in 2023 growing at 10% per year



Average Production budget of a 10 episodes series (season) is \$50 million



Approximate number of Series / Seasons estimated to be produced in 2023: 1,000



Average VFX spend on a 10 episode series estimated at \$1 million

## Our Targets by Number of Series we will work on in Canada

	2024-25	2025-26	2026-27	2027-28
Television & Streaming	10	25	40	60
Revenue	\$10m	\$25m	\$40m	\$60m





# Thank You

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