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### **Culturecom releases animate online social platform**

In response to the recent demand for construction of an “Animation Industry Base” in China, Culturecom (342. HK) releases Ucan.com – the first animate social gaming platform to satisfy consumer needs.

Kwan Kin Chung, Managing Director of Culturecom, commented that Ucan.com merges traditional comics with new animation cyber technology, in so doing, not only will promote Hong Kong into a reputable hub with full of diversity, innovation and creativity, but also further nourish Hong Kong to take up the position of the Cyber Animate Cultural Industry’s global base.

Culturecom is known to be the largest 3D comics and animation supplier in Asia for its vast coverage of comic resources and materials. Kwan stated that, despite platforms being open to the public free of charge, cooperation with currently 6 online game developers would bring in licensing revenue. For example, the licensed online game of Culturecom “Chinese Hero”, set a 550 million revenue record in its two-year operation, and it is believed that the comic industry will continue to expand and attract a lot of public attention in the upcoming few years.

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