

CONFIDENTIAL

Graphinica Company Profile



25 May 2024

Corporate History / Company Profile

2009 May	Aquired Gonzo Co. Ltd Digital Division (62 people) - operations started
2010 April	Absortion of an animation company Dekoroko Co. Ltd(Q-tech subsidiary)
2010 May	Relocate office from Nerima ward to Suginami Ward, Narita Higashi
2011 April	Opened an animation production realisation - "HELSING VIII-X" OVA production started
2013 April	Produced "Boku wa Ôsama" - Opened Sapporo Studio (Chuo-ku)
2014 November	Produced "Expelled from Paradise" movie
2015 May	Head office relocated to Shinjuku ward, Kamiochiai
2016 April	Accession of Q-Tech helded Bamboo Moutain Co. Ltd and make it a subsidiary
2017 April	Opened Kyoto studio in Shimogyo Ward
2017 October	Produced anime "Juuni Taisen : Zodiac War"
2017 December	Aquired 100% share of Tyo Animations - make it subsidiary as Yumeta Co. Ltd.
2018 July	FLAGSHIP LINE Co. Ltd. is established as a joint venture with Avex Pictures, Inc.
2019 April	Live 2D business production (Q-Tech) transferred to Graphinica Co.Ltd.
2020 April	Absorbed subsidiary Bambou Montain Co. Ltd. Located in 2-17-30 Kego, Chuo-ku Fukuoka and created Graphinica Fukuoka Bambou studio

ESTABLISHMENT	2009 April 22nd
CAPITAL	22 Millions Yens
REPRESENTATIVE	HIRASAWA Nao (CEO)
SHAREHOLDERS	Memory-tech Holdings Co. Ltd. (100%)
NUMBER OF EMPLOYEES	267 Full-time Employees - 23 outsourced (total 290 as of 2023, may 1st)
OFFICES	Head Office : Shinjuku Studio (Tokyo, Shinjuku Ward, Kamiochiai)Suginami Asagaya Studio (Tokyo, Suginami ward, Narita Higashi) Sapporo Studio (Hokkaido, Sapporo, Chuo ward) Kyoto Studio (Kyoto prefecture, Kyoto, Kamigyo ward) Fukuoka Studio (Fukuoka, Chuo ward)

Various studios inTokyo – Kyoto – Sapporo – Fukuoka



99
Employees

Shinjuku studio (Head Office)

3DCG Dept. / Rights Producing Dept.
Administration Dept. / System Dept.

3-10-8 Kami-Ochiai, Shinjuku-ku, Tokyo
Subway Tozai Line
Ochiai station 3 min. walk



113
Employees

Asagaya studio

VFX Dept. / Production Dept.
Graphic Development Dept.

5-17-13 Narita Higashi, Suginami-ku, Tokyo
Subway Marunouchi Line
Minami Asagaya station 7 min. walk



28
Employees

Sapporo studio

3DCG production / VFX shooting

12-4-69 Odori-Nishi, Chuo-ku, Sapporo,
Hokkaido
Subway Tozai Line
Nishi 11-chome Station 5 min. walk

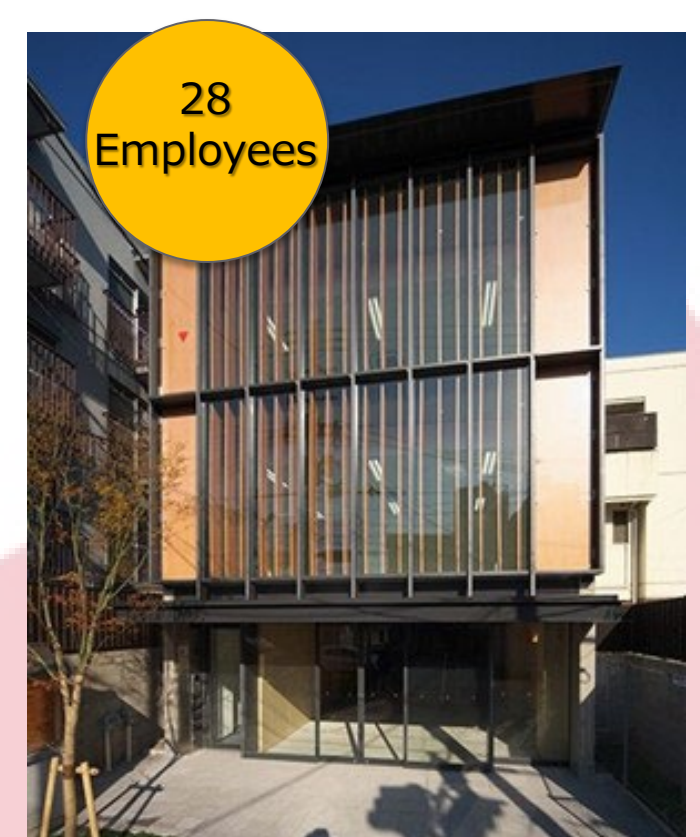


23
Employees

Fukuoka Bambou studio

3DCG Production

2-17-30 Kego, Chuo-ku, Fukuoka City
Fukuoka City Subway Airport Line
7 min. walk from Akasaka Sta.



28
Employees

Kyoto studio

3DCG Production

252 Dezumi-cho, Kawaramachi-Dori
Marutamachi-Agaru, Kamigyo-ku,
Kyoto City
Keihan Kamoto Line
Jingu-marutamachi station 4 min. walk

Graphinica Group Locations

People in Graphinica group

Graphinica : 291 persons
Yumeta Company : 79 persons
Total : 370 persons

SAPPORO Chuo Ward :
Graphinica Sapporo Studio



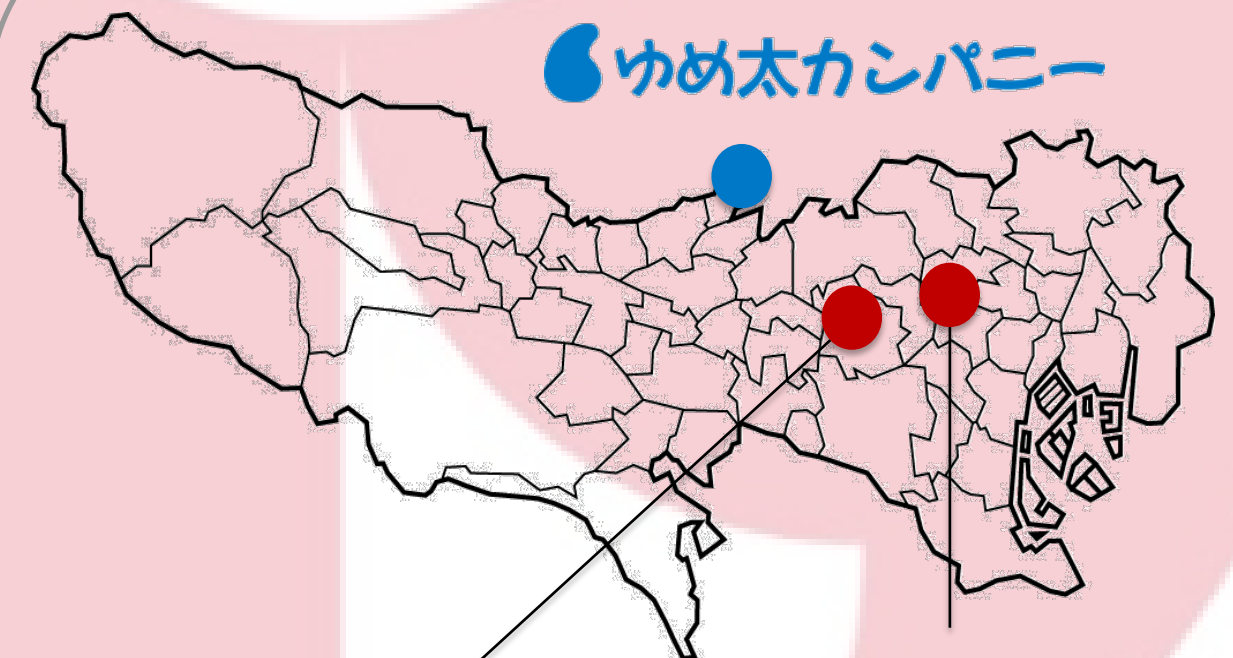
KYOTO Shimogyo ward:
Graphinica Kyoto Studio



FUKUOKA Chuo ward :
Graphinica Fukuoka Bambou Studio



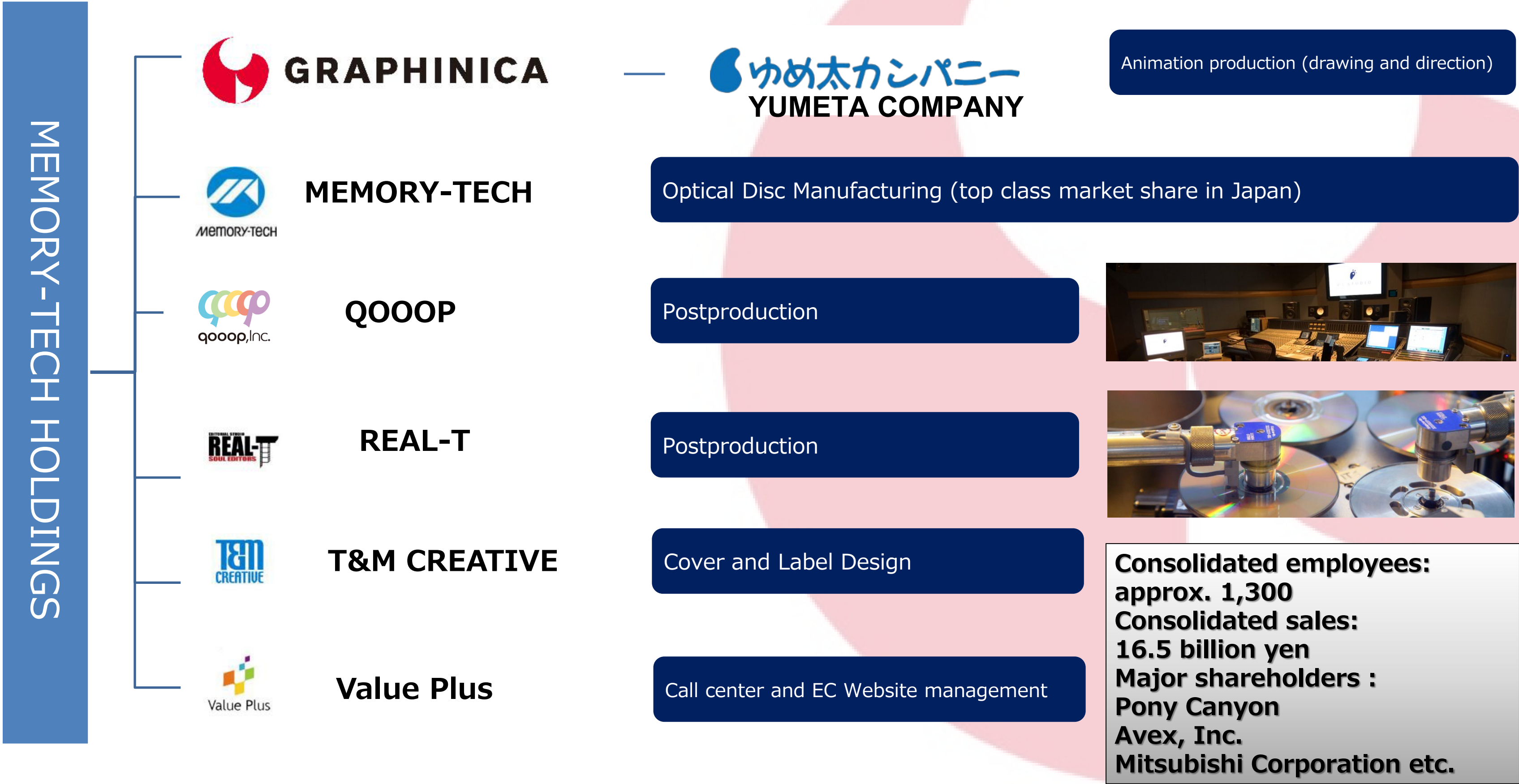
Kiyose, Tokyo :



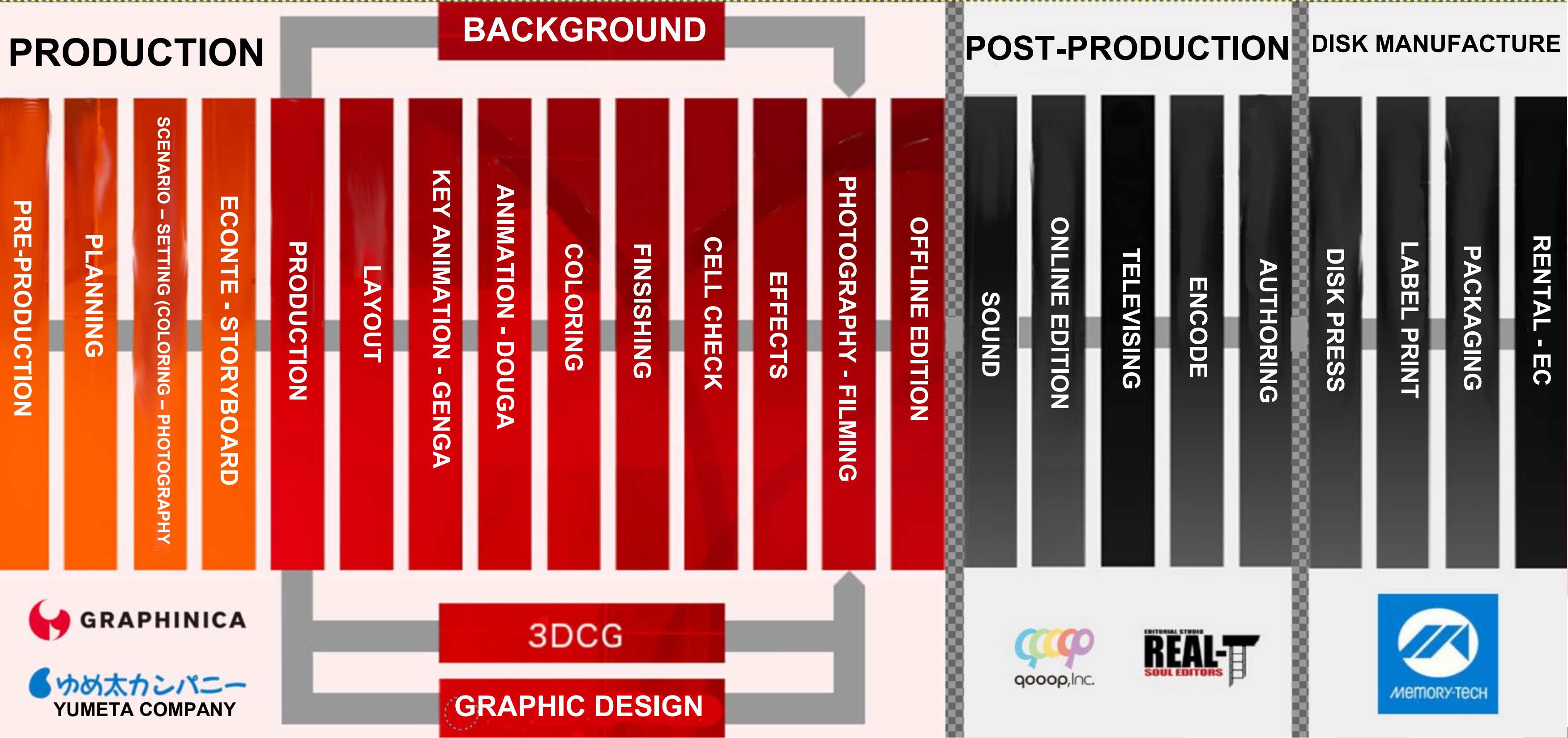
Shinjuku ward, Tokyo:
Graphinica
Headquarters Studio

Suginami ward, Tokyo:
Graphinica Asagaya Studio

Group Organization Chart



Group Business Domains



Production Achievements ①

Prime contractor production



【HELLSING】
(2012)

©Hirano Kôta・Shonengahosha
/WILD GEESE



【Boku wa Ôsama】
(2013)

© Teruo Teramura and Shizuko
Wakayama/
Rironsha・Ôsama Project2013



【Expelled from Paradise】
(2014)

©Toei Animation・Nitroplus/
Rakuen Tsuihou Society



【Jûni Taisen :
Zodiac War】
(2017)

© Ishin Nishio, Hikaru Nakamura/
Shueisha, Jûni Taisen Committee



【HELLO WORLD】
(2019)

©2019「HELLO WORLD」
Committee



【Record Of Ragnarok】
(2021)

©Ajichika, Shinya Umemura, Takumi
Fukui / Coamix, Shûmatsu no Valkure
Committee

Production Achievements ② Anime TV Series

Joint prime contractor & secondary production



Gundam Witch from Mercury
3DCG / Editing



Record of Ragnarok
Animation Production



Record of Ragnarok II
Animation Production
(Co-produced by Yumeta Company)



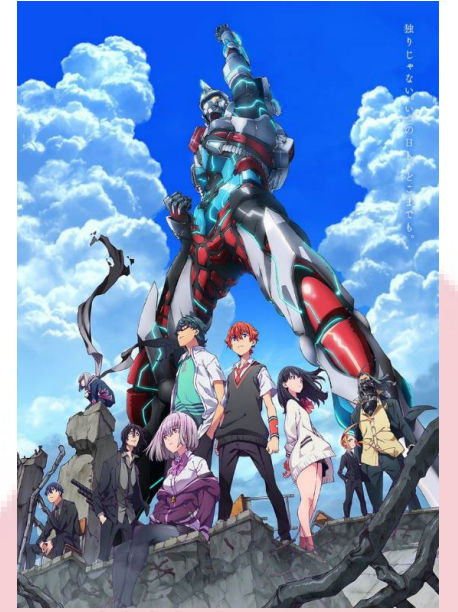
Marble Alternative
Animation Production



Tokyo Mew Mew New
Animation Production



SSSS.DYNAZENON
3DCG / Cinematography / Special Effects / 2D Design & Monitor Works



SSSS.GRIDMAN
3DCG / Shooting / Editing
2D Design
Monitor Works / Special Effects



Legend of Mana
The Teardrop Crystal-
Animation Production
(Co-produced by Yokohama Animation Lab)



Le sanglot des cigales
sortie
Cinematography / Editing / CG compositor / CG compositor / CG compositing production management CG composite production management



CUE!
Co-production / 3DCG



Shadow house
Cinematography / Special Effects / Special Effects Texture / 2D Design



PERSONA5 the Animation
Cinematography / Special Effects / 3DCG / Color Designation Inspection



takt op. Destiny
3DCG animation cooperation / #02 filming cooperation / #Ending filming and editing



Mieruko-chan: Slice of horror
Filming / Editing / 3D (partial cooperation)

Production Achievements ③ Movie and web animation

Joint subcontractor & secondary contractor production



Cyberpunk Edgerunner
Cinematography / Special Effects / 3DCG



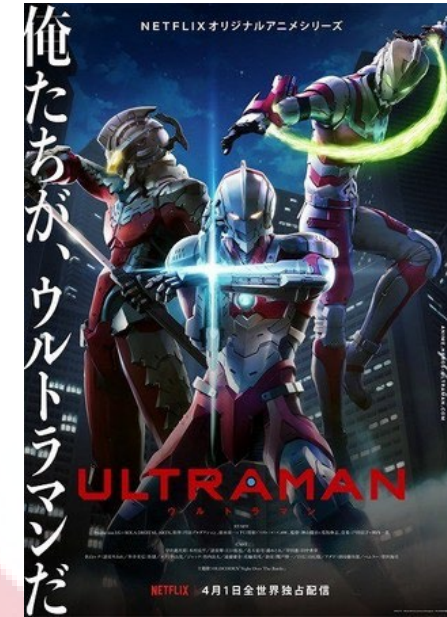
Suzume
3DCG



Le château solitaire dans le miroir
3DCG



Dragon Ball Super Super héros
Part animation production



ULTRAMAN
Editing Cooperation / Cinematography Cooperation (#09) 3DCG production cooperation (#03)



Inu-Oh
Cinematography / Special Effects / Special Cuts/VFX



Mobile Suit Gundam Hathaway
3DCG



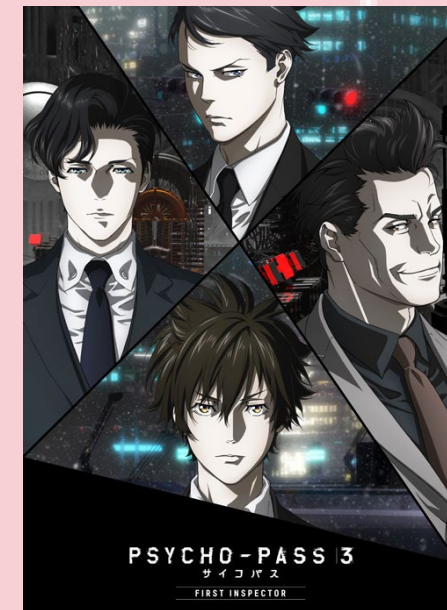
EUREKA SEVEN HI-EVOLUTION
3DCG



Girls&Pantzer Last part eps 2
3DCG / 撮影 / 編集



Words Bubble Up Like Soda Pop
photography



PSYCHO-PASS 3 FIRST INSPECTOR
3DCG



Movie - Neko neko History of Japan ~ Ryoma's mischievous time travel! ~
Animation Cooperation / Directing / Animation / Cinematography / Editing

Main Business ④ In-game video production



【Xenoblade3 ゼノブレイド3】

©Nintendo / MONOLITHSOFT

Event scene production cooperation
(storyboards / direction /
cut scenes)
Released by: Nintendo Co.



【FIRE EMBLEM ENGAGE】

©Nintendo / INTELLIGENTSYSTEMS

Background model production
*Released by: Nintendo Co.

※ Nintendo Switch is a trademark of Nintendo.



【HEAVEN BURNS RED】

©WFS Developed by WRIGHT FLYER STUDIOS

©VISUAK ARTS/Key

Event scene (music video production) / Background model / Cut scene



【SONIC FRONTIERS】

©SEGA

Event scene motion creation / Effects creation

New attempts by utilizing game engines



【HELLO WORLD】
(2019)

©2019「HELLO WORLD」
Committee



【Dragon Ball Super
Superhéros】
(2022)

©Bird Studio/Shueisha
©「2022Dragon Ball Super」Committee

We are focusing on building
a new animation production
using Real-time rendering with
Unity/Unreal Engine!