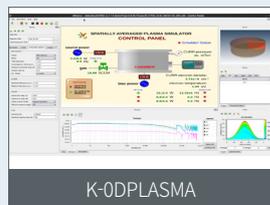


Kyungwon Tech Co., Ltd

CEO	Seo Kwang won	Phone	+82 31-706-2886
E-mail	software@kw-tech.co.kr		
Address	Rm 505, Amigo Tower, 10, Yatap ro 81 beon gil, Bundang gu, Seongnam si, Gyeonggi do, Korea		
major business	Development&selling of commercial S/W and research consulting		

Since Kyungwon Tech was established in 1998, we have been providing comprehensive consulting services in the fields of computational fluid analysis and plasma processing. We have developed our engineering software K-SPEED(a 3D feature profile simulator for plasma processes) and FanDAS(a simulator for the design of optimal fan shapes). We are also providing consulting services as a domestic distributor of SimericsMP, Barracuda and CFturbo products.

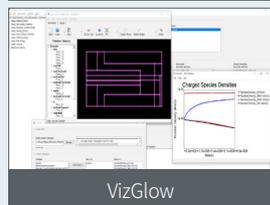
Products



K-0DPLASMA

Use Prediction of plasma tendency according to plasma processing equipment conditions

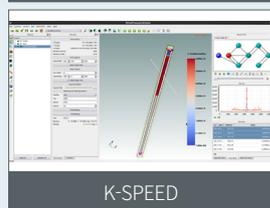
Description K-0DPLASMA is a bulk plasma simulator which serves to predict the essential properties of TCP/ICP/CCP plasma using a spatially averaged zero dimensional approach



VizGlow

Use 1/2/3 Dimensional plasma equipment simulation software

Description VizGlow is a type of plasma software used for the high-fidelity multi-dimensional modeling of industrial plasma(TCP/ICP/CCP/hybrid-type devices) to predict plasma density distributions and time variations of the plasma parameters. The high performance of CPU parallelization by VizGlow leads to drastic reductions in computation times



K-SPEED

Use Plasma etching/deposition process simulation software

Description K-SPEED is a feature profile simulator to to predict phenomena such as voids, etch stops, and polymer passivation effects, all of which can arise during under etching and eposition processes

Technical Capacity

» Particle-In-Cell Monte Carlo Collision

Particle-based plasma simulation
 Charged particle MCC

» Neutral&Ion transfer module

Particle distribution calculation based on energy of charged particles
 Neutral species transfer(Viewfactor) calculation

» GUI(Graphical User Interface)

Pre-Post-Processor development technique.
 Techniques for determining various results, such as animation, contour, etc

» GPU parallel programming

Parallel processing technique using CUDA
 Multi-GPU parallel processing technique