

STELLARIS INTERNATIONAL ENTERTAINMENT, INC.

EXECUTIVE SUMMARY

A Vertically Integrated Global Digital Media Company

Prepared for Qualified Investors | June 2026

Stellaris is not a startup. It is a fully structured, vertically integrated entertainment company — owning production, marketing, finance, and distribution across film, animation, gaming, music, and television. The company is built to produce content at scale, reach global audiences through every major distribution channel, and generate returns across multiple revenue streams simultaneously.

10+	8	300+	Global
Subsidiary Companies	Industries Covered	Years Combined Experience	Distribution Reach

Company Overview

Stellaris International Entertainment, Inc. (SIE or 'Stellaris') is a Las Vegas-based global digital media company founded by CEO Jeffrey Ross. The company operates through a 'Star Wheel' architecture — a parent hub with ten wholly owned subsidiary companies ('Spokes'), each operating as an independent LLC while working in concert toward shared commercial goals.

This structure provides two key advantages for investors: each Spoke can generate independent revenue, and together they eliminate the costly third-party fees that traditional media companies pay at every stage of production, marketing, and distribution.

The Ten Spokes

Company	Vertical	Role
Stellaris Studios	Production	Flagship hub; oversees all production and ARCADIA World's Fair destination
Stellaris Pictures	Film	Theatrical, streaming, TV, DVD, PPV, and airline feature films
EDQ Animation	Animation	Proprietary 3D animation platform — feature quality at 1/10th industry cost
FuturTek Gaming	Gaming	Family-friendly gaming titles for global markets
Omni Digital Entertainment	TV & Media	TV commercials, streaming, original internet content, radio, music
Stellaris Marketing Group	Marketing & PR	Full in-house marketing, advertising, and PR for all Stellaris content
SEF & Distribution	Finance	Film/TV funding conduit; all projects meet strict commercial criteria
N'Vision	Streaming	OTT streaming platform and content distribution division
Ovation Group	Music	Music production, recording, and distribution
SGN	Journalism	Digital news and journalism division

Structural Competitive Advantages

What separates Stellaris from a typical independent media company is architecture — not just ambition.

Vertical Integration

Stellaris owns every function — production, marketing, PR, finance, and distribution — through its Spoke companies. Most media companies outsource these functions, paying third parties at every stage. Stellaris captures that margin internally, compressing cost structures and accelerating time-to-revenue.

EDQ Animation Technology — Proprietary Cost Advantage

EDQ's animation platform produces Disney/Pixar-quality 3D animated feature films with 10–12 artists in 14–16 months at a budget of \$16–20M. The industry standard is 150–200 artists, 2–3 years, and \$150–200M per film. This represents a 90%+ cost reduction with no sacrifice in quality — a structural advantage that no known competitor currently replicates.

Stellaris Entertainment Finance (SEF)

Every project funded through SEF must meet defined commercial criteria: strong content, proper structure, commercial value, manageable budget, and a clear exit strategy. Capital is not deployed on vision alone — it is deployed against a vetted commercial framework.

Mission-Aligned Content in an Underserved Market

Family-valued, humanitarian-focused content consistently outperforms in international markets where major studios under-serve audiences. Stellaris occupies a deliberate and defensible position — differentiated by both mission and output.

In-House Marketing Eliminates Acquisition Cost

Stellaris Marketing Group (SMG) functions as a full-service marketing, advertising, and PR operation for all Stellaris content. This eliminates the third-party marketing fees that typically consume 20–40% of an independent film's distribution budget.

Global Distribution Architecture

Stellaris is structured for theatrical, TV, streaming (N'Vision), DVD, PPV, airline, and internet distribution from day one. Content does not need to find distribution — distribution is built into the company's architecture.

Active Production Pipeline

Current projects as of June 2026

Stellaris does not ask investors to fund a concept. The following projects are in active development or production, with footage and materials available upon request.

Project	Company	Status	Notes
Huggins	EDQ Animation	In Production	First animated feature; sample footage available for review
Born in June	Stellaris Pictures	In Development	Feature film; video synopsis available
Outwitting the Devil	Stellaris Pictures	In Development	Based on Napoleon Hill; feature video synopsis available
Cinetra	FuturTek Gaming	In Development	Gaming title; introduction footage available
ARCADIA	Stellaris Studios	Planning	World's Fair experiential destination; flagship public-facing venue
N'Vision OTT	Omni Digital	Active	Streaming platform operational for Stellaris content distribution

Revenue Model

- ✓ Film: Theatrical box office, streaming licensing, DVD/Blu-ray, TV syndication, hotel PPV, airline distribution, foreign pre-sales, product placement
- ✓ Animation: Theatrical, streaming, international licensing, merchandise, sequel rights
- ✓ Gaming: Game sales, in-app purchases, licensing, esports
- ✓ Music: Streaming royalties, sync licensing, live performance, merchandise
- ✓ TV & Media: Advertising revenue, content licensing, syndication
- ✓ Marketing: Fee revenue from external clients in addition to internal services

Leadership

Stellaris is led by a team with decades of proven experience across entertainment, finance, insurance, Christian media, music, gaming, and digital distribution.

Jeffrey Ross — CEO / President / Board Member

Extensive background in studio management, feature film finance, production, screenwriting, and directing. Over 40 years in film and television. Has been an actor, feature film screenplay writer, script doctor, pitch coach, and has received the Cherry Picker, Davey Tree, and Ultraverse awards. Executive Producer experience raising capital and confirming distribution for investor returns. Founding vision behind Stellaris.

John Grady — COO / Acting CFO / Board Member

40+ years as a businessman in Las Vegas. 27 years in insurance. Built an Insurance Consulting Agency staffing 46+ employees. Acquired by Wells Fargo Financial Companies. Joined Stellaris as COO advising on business and financial matters and serving on the Mayor's Council for Film Industry Expansion.

Victoria Claibourn — Secretary of Corporation / Board Member

Skill and experience in marketing and quantitative issues with ability to define strategy and lead implementation. Perfect Secretary of Corporation for every production need. Background spans legal profession and high-value film production.

Investment Opportunities

Stellaris accepts investment through multiple structures depending on project and investor profile. All investment activity is facilitated through Stellaris Entertainment Finance (SEF).

- **Project Financing** — Direct investment into a specific film, animation, or gaming title. Each project is structured with defined commercial criteria, milestone-based deployment, and a clear exit strategy (theatrical release, streaming sale, foreign pre-sales).
- **Strategic Partnership** — Co-production, co-distribution, or licensing arrangements. Ideal for studios, streaming platforms, distributors, or brands seeking content integration.
- **Corporate / Portfolio Investment** — Equity participation at the parent company or subsidiary level for investors seeking broad exposure to the full Stellaris portfolio across all verticals and revenue streams.

To Request a Formal Investment Briefing:

Contact CEO Jeffrey Ross directly to receive the full investment overview, current project slate, and arrange an executive briefing.

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