STELLARIS INTERNATIONAL ENTERTAINMENT, INC.

EXECUTIVE SUMMARY

A Vertically Intergrated Global Entertainment & Technology Company

Prepared for Qualified Investors / June 2026

Ten Operating Subsidiaries — One Physical Destination — Two Capital Raises.

Company Overview

Stellaris International Entertainment, Inc. (SIE or "Stellaris") is not a startup. It is a fully structured, vertically integrated entertainment and technology company — organized in a hub-and-spoke architecture around ten wholly owned operating subsidiaries ("Spokes"), each an independent, revenue-generating business operating under its own structure while working in concert toward shared commercial goals.

ARCADIA — Stellaris's eleventh spoke and Crown Jewel — is an 800 to 1,000-acre World's Fair destination in North Texas, where the output of all ten subsidiaries converges into a single physical place. The Engine (the ten subsidiaries) and ARCADIA are capitalized as distinct, parallel growth phases: Raise One funds the Engine now; Raise Two funds ARCADIA, pursued alongside Raise One, not gated behind it.

10	11th	300+	Global
Subsidiary Companies	Spoke ARCADIA	Years Combined Experience	Distribution Reach

The Ten Spokes

COMPANY	VERTICAL	ROLE
Stellaris Pictures	*Film*	Theatrical, streaming, TV, DVD, PPV, and airline feature films
Stellaris EDQ Animation	*Animation*	Proprietary 3D animation platform — feature quality at roughly 1/10th industry cost
FuturTek Gaming	*Gaming*	Family-friendly gaming titles for global markets, led by flagship title Cinetra
OMNI Digital Entertainment	*TV & Media*	TV, streaming, original internet content, radio, and music production
Stellaris Marketing Group	*Marketing & PR*	Full in-house marketing, advertising, and PR for all Stellaris content
Stellaris Finance — Production & Distribution	*Finance*	Funding conduit for Stellaris projects; all funding meets strict commercial criteria
Stellar Publishing House	*Publishing*	Digital publishing — authors, manuscripts, e-books, and copyright services
InterStellar Protocol	*AI & Engineering*	Engineers the proprietary AI and quantum systems powering the AI Horizon philosophy across every spoke
Infinitude Distribution	*Distribution*	Distribution engine managing OTT delivery, linear cable agreements, music licensing, and retail distribution
Stellaris Production Studios	*Production*	The physical production campus — soundstages and infrastructure supporting every subsidiary

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, finance, and distribution — through its Spoke companies, capturing margin that traditional media companies pay to third parties at every stage.

EDQ Animation Technology — Proprietary Cost Advantage

EDQ's animation platform produces feature-quality 3D animated films with 10–12 artists in 14–16 months at $16–20M — versus an industry standard of 150–200 artists, 2–3 years, and $150–200M. A structural cost advantage no known competitor currently replicates, protected as trade secret.

InterStellar Protocol — The Engineering Engine

This subsidiary now engineers the proprietary AI and quantum computing systems that power every other spoke — operating with its own P&L, exactly as every other subsidiary does.

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 45 years in film and television. Former work with Cinergi Pictures, Disney, Fox, and Universal. Founding vision behind Stellaris.

John Grady — COO / 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 matters and serving on the Mayor's Council for Film Industry Expansion.

Victoria Claibourn — Secretary of Corporation / Board Member

Corporate Secretary. Background spanning the legal profession and high-level film production.

How Much We’re Raising

Raise One: $291,405,381

Capital exclusively dedicated to scaling the ten operating “Engine” subsidiaries — maximizing immediate cash-flow generation and infrastructure maturity. Structured as a flat, non-dilutive equity premium in Stellaris's parent entity. Capital is escrow-protected and released on defined milestones, with financial governance designed for immediate third-party audit and institutional transparency.

Raise Two: ARCADIA (~$17.68 Billion)

Structured as a parallel opportunity to Raise One, not gated behind it. ARCADIA is Stellaris's ultimate strategic objective — an 800 to 1,000-acre World's Fair destination where all ten subsidiaries converge into a single physical place. Investors pursuing the complete vision across both raises are positioned for 40% equity and board representation. Full financial modeling and capital structure documentation available to qualified investors.

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 & Publishing: Streaming royalties, sync licensing, e-book and manuscript revenue
- TV & Media: Advertising revenue, content licensing, syndication
- ARCADIA: Admissions, hospitality, retail, licensing, and media/events revenue — generating in perpetuity once operational

THE OPPORTUNITY

Stellaris is seeking select placement partners and institutional investors for a structured private placement across Raise One, Raise Two, or both. Full financial models, capital structure documentation, and legal materials are available to qualified parties upon request.

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.

Email: jrstellaris@protonmail.com
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