






## EXHIBIT 2 - EUT EXTERNAL PHOTOGRAPHS

<p><b>EUT View 1</b></p>	 A black VR SHINECON controller is shown from a top-down perspective. The controller has a textured grip on the right side and a control panel on the left with a joystick and several buttons. It is placed on a blue textured surface next to a black ruler with white markings. The ruler shows the controller is approximately 100mm long and 40mm wide.
<p><b>EUT View 2</b></p>	 The same black VR SHINECON controller is shown from a different angle, highlighting the textured grip. It is placed on the same blue textured surface next to the same black ruler. The ruler indicates the controller's dimensions are consistent with View 1.

<p><b>EUT View 3</b></p>	 A black, textured, L-shaped component is shown next to a ruler for scale. The ruler is marked in millimeters and centimeters. The component has a textured grip area on the longer arm and a smooth, curved section on the shorter arm. The ruler is placed vertically and horizontally to provide a clear reference for the component's dimensions.
<p><b>EUT View 4</b></p>	 A black, textured, L-shaped component is shown next to a ruler for scale. The ruler is marked in millimeters and centimeters. The component has a textured grip area on the longer arm and a smooth, curved section on the shorter arm. The ruler is placed vertically and horizontally to provide a clear reference for the component's dimensions.

<p><b>EUT View 5</b></p>	
<p><b>EUT View 6</b></p>	