

**Stereo Vision Completes OTCMarkets Filings, Nevada Sec of State Filings, SV's Publicly Traded Stock SVSN is DTCable Cusip Number 85914Q 20 7 is Open and Available for Transactions with Banks and Brokerages.**

HOLLYWOOD, CA.(Globenewswire:4/2/22013) Stereo Vision Entertainment Inc (OTC:SVSN) announced today that they'd completed their OTCMarket's financial filings, Nevada Secretary of State corporate filings, and their publicly traded stock SVSN Cusip number 85914Q 20 7 is DTCable and open and available for transactions with banks and brokerages.“We will continue to follow the proper procedures to as quickly as possible have SVSN fully reporting with the Securities and Exchange Commission, while we continue to prepare the SEC Form 10 filing for taking public our wholly owned subsidiary REZN8” stated Stereo Vision's CEO Jack Honour.

**Stereo Vision Entertainment Inc.** (<http://stereovision.com>) Headquartered in Los Angeles, Ca., Stereo Vision is a publicly traded Nevada corporation focused on the delivery of high-quality, low-cost 3D entertainment content. SVE's business is driven by the acquisition and production of cutting edge 3D media assets. Responding to the incredible demand for 3D content, Stereo Vision is developing a wide variety of 3D Intellectual Properties and technologies for the many new 3D distribution platforms. <http://Facebook.com/TeamS3D>

**REZN8 Inc.** (<http://rezn8.com>) An SVE wholly owned subsidiary. Founded in 1987 the 9 time Emmy Award winning Hollywood based REZN8 is well known throughout the Industry for developing the media vision for a broad spectrum of domestic and international clients across a wide range of platforms including broadcast, film, Internet, wireless, and video games. REZN8 is an acknowledged leader in 3D broadcast graphics and animation, and is a pioneer in the design and development of graphical user interfaces (GUI). REZN8 has developed identity packages for, NBC, ABC, CBS Sports, Entertainment Tonight, Fox, HBO, VH-1, Sci-Fi Channel, and Showtime. REZN8 has also been one of Microsoft's primary outside design sources for graphical user interface (GUI) including GUI design and development for Microsoft XBOX, Microsoft Home Media Center, Microsoft Windows XP, and Microsoft's Home of the Future.

Safe Harbor Statement: Except for historical information, this news release may contain "forward-looking statements" within the meaning of Section 27A of the Securities Act of 1933, and Section 21E of the Securities Exchange Act of 1934, as amended.

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