

Virtuix

NASDAQ: VTIX



A Leader in Full-Body Virtual Reality
for Gaming, Enterprise, and Defense

Investor Presentation
April 2026

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This presentation may contain forward-looking statements and information relating to, among other things, the company, its business plan and strategy, and its industry. These statements reflect management's current views with respect to future events based on information currently available and are subject to risks and uncertainties that could cause the company's actual results to differ materially. Investors are cautioned not to place undue reliance on these forward-looking statements as they contain hypothetical illustrations of mathematical principles, are meant for illustrative purposes, and they do not represent guarantees of future results, levels of activity, performance, or achievements, all of which cannot be made. Moreover, no person nor any other person or entity assumes responsibility for the accuracy and completeness of forward-looking statements, and is under no duty to update any such statements to conform them to actual results.

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Investment Highlights

Pioneering Movement in AI-Generated Worlds



Large and Growing TAM

Gaming and VR markets are growing rapidly on massive investment from market makers

Next Generation Omni One

Launched and ready to scale with recurring revenues from software & games

Production Facility

Ready to ship 3,000 units/month (\$100MM annual revenue potential)

Diversified Revenue Streams from Hardware & Software

Consumer: US & International expansion

Enterprise: Leader in AI-powered 3D reconstruction

Defense: Developing Virtual Terrain Walk (“VTW”)

AI-Driven Edge

Turning 360-degree camera footage into photorealistic, walkable 3D environments in just hours

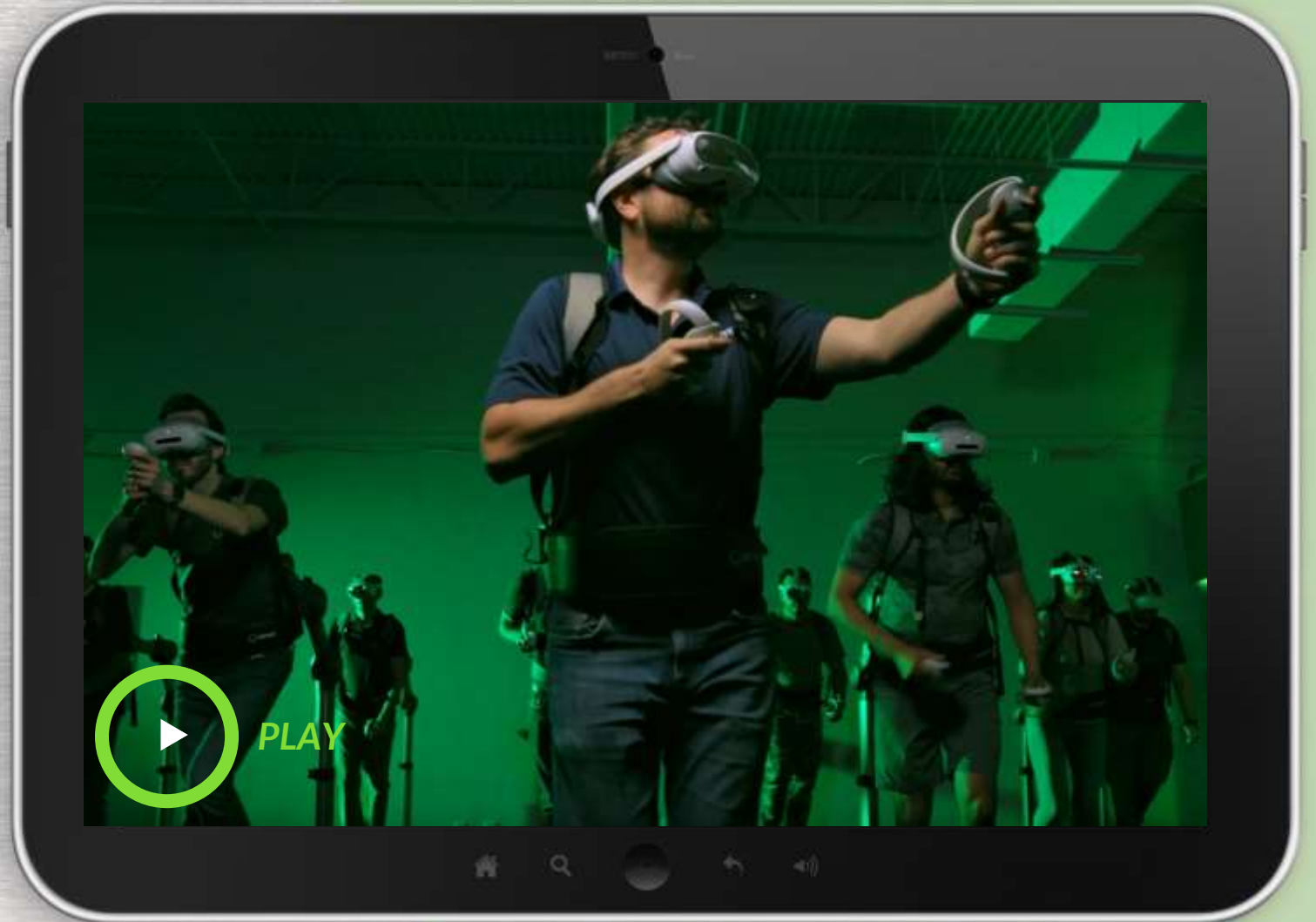
Strong IP Portfolio

25 issued patents (5 more pending)



STEP INTO THE GAME!

Click here to watch
overview video



Virtuix is Well Positioned

Within Positive Market Trends

The Video Game Market is Large and Growing

\$275B market

\$722B est. by 2034

10.2% CAGR

The VR Market is Growing Rapidly

\$10B market

\$52B est. by 2034

19.7% CAGR

Massive Investment in VR from Market-Makers



\$80B+

Meta has invested est. **\$80B** in VR/AR



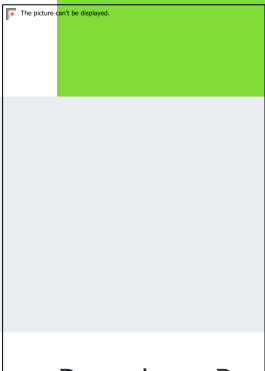
\$20B+

Apple has invested est. **\$20B** in Vision Pro and spatial computing



Google launched Android XR in 2025

Omni One also benefits from the broad trend of “more active, more healthy lifestyles”



3 Products | 25 Patents | \$20MM Sales

And We are Ready to Scale

OMNI PRO

Commercial version for enterprise use



OMNI ARENA

Multiplayer esports attraction for commercial entertainment venues



OMNI ONE

Next-gen version with full freedom of movement



INFLECTION POINT

2016

4,000+ Units shipped
\$6MM+ Revenue (discontinued)
50% Target gross margin

2019

75+ Systems installed
\$12MM+ Revenue to date
40% Target gross margin

2025

1,800+ Units shipped
\$4MM+ Revenue to date
40% Target gross margin

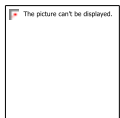
Omni One's Production Facility is Ready To Ship up to 3,000 Units per Month

Welcome to our factory



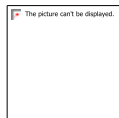
3,000 Units / month represents annual revenues of \$100MM+

Early Customers & Media Are Loving the Product



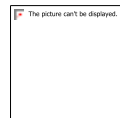
“Virtuix is on track to turn the Omni One into the best consumer treadmill the XR space has seen so far, being the most promising and seemingly effective locomotion option to date.”

Nathie
Content Creator



“I love how it gets our son off the couch. It’s an incredibly fun and active experience.”

Dan Cabannis
Omni One Customer



“It’s an extremely cool product that could be an awesome thing to have.”

Ben Lang
VR Journalist



“The Omni One is INSANE. This is technology destined to revolutionize the VR experience.”

Zulushi
Content Creator



Best VR Interaction Product

Omni One Joins “Made for Meta” Meta’s Certified Partnership Program

  **Compatibility with Meta Quest headsets and games**

  **20MM+ Quest headsets sold**

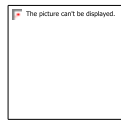
  **Certified integration with Meta ecosystem**

  **Expands addressable market to est. 6MM Active Users**



Gaming Meets Fitness

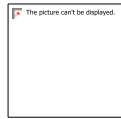
Play Games, Stay Fit.



“I burned 1,700 calories playing video games with friends. I love this thing.”

JmFLAK815

Omni One Customer



“Omni One has allowed me to break through my weight loss plateau and lose an additional 40 pounds in just four short months.”

VR4HLTH

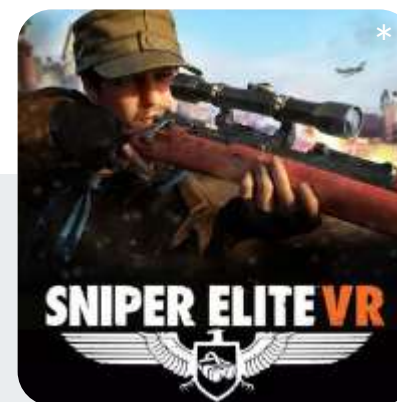
Omni One Customer



 Omni One as the “Peloton For Gamers”

Large Library of Omni One Titles

Including Top-Tier VR Games And IP



We're releasing new games each month

Diversified Revenue Streams

Beyond Consumer Sales

Three key focus areas:

CONSUMER

- U.S. market first
- European shipments starting in Q2 2026
- “Made for Meta” compatibility with Meta Quest

ENTERPRISE

- U.S., EU, Asia
- Pioneering AI-driven 3D reconstruction
- Embodied AI: robot teleoperation and training data

DEFENSE

- Developing Virtual Terrain Walk (“VTW”)
- Units sold to U.S. Army, Air Force, and Marine Corps

Diversifying product offering adds high-value revenue streams alongside consumer sales

Consumer Sales

Revenues From Both Hardware and Software

THE BUSINESS MODEL



Direct-to-consumer



Upfront equipment purchase



Recurring revenues from monthly subscriptions and game sales
(see next slide)

UPFRONT EQUIPMENT PURCHASE

Omni One

Complete system including optimized standalone VR headset

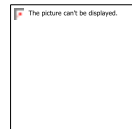


Omni One: \$3,495 or \$120 / month
(optional monthly payment plan)

Target gross margin:

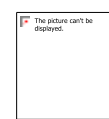
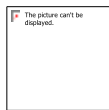
40%

Omni One Core (treadmill-only):
\$2,595 (\$90 / month)



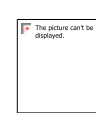
Price comparables

High-end gaming PC,
connected exercise equipment



Target audience

Gamers tend to have
discretionary income



Desire to stay fit

Adds to purchase
justification

Monthly Subscriptions & Game Sales

Deliver Recurring Revenue Upside

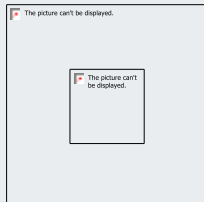
RECURRING REVENUES



Monthly subscription for online gameplay, leaderboards, esports contests, free games, and more



Game purchases from Omni One store



Games for sale
\$19.99 - \$39.99

\$14

“Omni Online” monthly subscription (*nearly 100% margin*)

\$30

Average game purchase (*minimum 30% margin*)

Comparables:



PlayStation®Plus

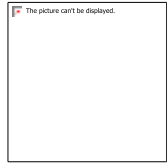
WHEN BUYING OMNI ONE:

~50% of customers add annual subscription (\$140)

~40% of customers add 2 games on average (~\$60)

Enterprise Sales

Bring in High-Value Revenues



**Corporate
training and
simulation**

ENTERPRISE OMNI ONE *(US, EU, Asia)*

Treadmill only without VR headset

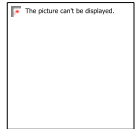
Pioneering AI-driven 3D reconstruction of real-world environments for industrial training and other applications

Integrating Omni One with Embodied AI for robot teleoperation and training data capture

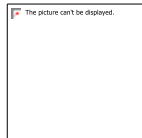
Selling price: \$4,995

Target gross margin:

70%



Education



Medical



**Real estate &
design**

OMNI ARENA *(US only)*

Secondary market sales

Recurring revenues:



Game credits



Replacement parts



Omni Care fees

Target gross margin:

70%

AI-Driven 3D Reconstruction

Creating Photorealistic 3D Worlds Within Hours

AI-driven 3D reconstruction techniques like Gaussian Splatting transform real-world environments captured with 360° cameras into high-fidelity, photorealistic, and navigable 3D worlds

Scan. Reconstruct. Walk Through It.



Rapid Terrain Creation

Scan real-world locations with 360° cameras or drones and quickly generate photorealistic virtual replicas for defense, enterprise, and entertainment applications.



Walk Without Boundaries

Walk the virtual terrain in 360 degrees without physical boundaries with Omni One and gain a sense of distance and spatial awareness.

Click here to watch
overview video






Embodied AI

Humanoid robot teleoperation and training data capture



Click here to watch
overview video



Humanoid Robot Teleoperation

-  Collaborated with University of Central Florida to demonstrate real-time humanoid robot control using Omni One Enterprise
-  Translated natural 360-degree walking into intuitive robot teleoperation
-  Showcased Omni One's role in embodied AI for both robot teleoperation and movement data collection to help train robots

Partnership with 1HMX to Develop Nexus NX1

-  NX1 combines Omni One Enterprise with HaptX gloves G1 to deliver lifelike tactile and force feedback
-  Enables real-time operator control with immersive sensory feedback for intuitive humanoid robot teleoperation and physical AI training

VIRTUAL TERRAIN WALK “VTW”



Virtual Terrain Walk

“VTW” Summary

VTW enables commanders and units to walk through geo-specific terrain for immersive mission planning, terrain reconnaissance, and leader rehearsals.



Walk The Terrain Before You Fight On It

Immersive Mission Planning

Physically walk high-fidelity, geo-specific virtual terrain in 360 degrees to familiarize yourself with the battlespace.

Modern Decision-Support





Identify key terrain, NAIs for intelligence collection, determine kill zones, place weapons, and mark routes.

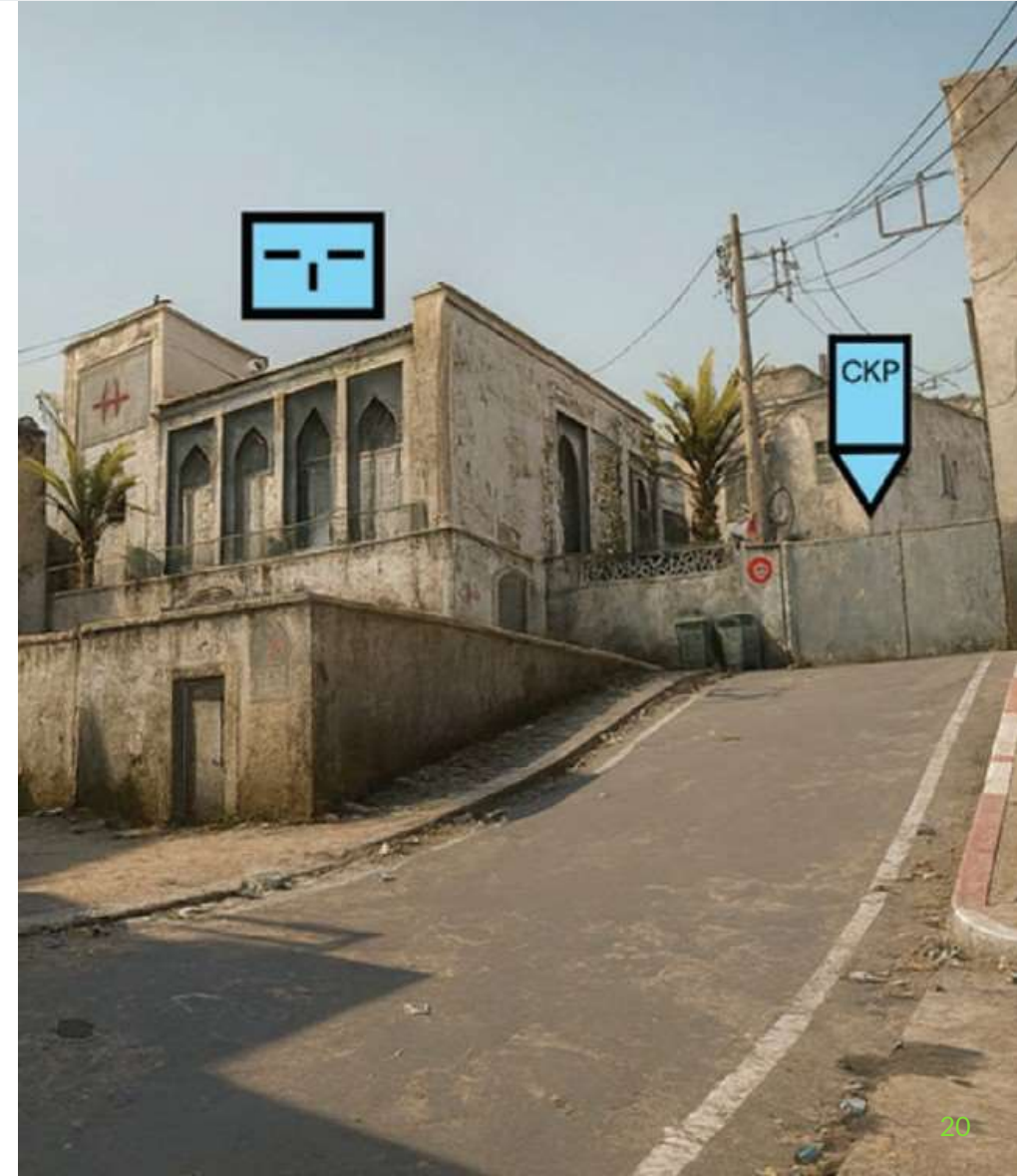
Distributed Leader Rehearsals

Eliminate assembly risk with 12+ geographically distributed stations for multi-user planning and rehearsals.

Know Your Terrain, Own Your Mission

Tactical Planning at the Point of Need

-  **Setup Within Minutes**
Stations are compact and easily deployed.
-  **High-Fidelity, Geo-Specific Locations**
Load realistic, geo-specific environments using the latest terrain generation and 3D reconstruction technologies.
-  **Planning Tools**
Toggle between top-down 2D views and immersive 3D views, and layer in enemy forces to simulate realistic combat situations.
-  **Mission Command Exports**
Add annotations using MIL STD 2525 symbology and export them to Mission Command Systems.



Major Benefits

To Existing Simulation Products

VTW overcomes the weaknesses of both traditional simulation systems and newer, room-scale VR systems:

Traditional projection systems

- 📄 Highly expensive
- 📄 Limited to a few users
- 📄 Don't permit moving around
- 📄 Don't deliver full immersion in 360 degrees



Room-scale VR systems

- 📄 Offer affordable cost
- 📄 Limited to a few users (typically 4 or 6)
- 📄 Limited to small mission area (typically about 200 m²)
- 📄 Don't offer 3D reconstruction capabilities



VTW is Revolutionary

And is Only Possible Thanks to Omni



12+ soldiers



Full freedom of movement in 360 degrees without physical boundaries



Test units sold and collaborations with the U.S. Military Academy at West Point, U.S. Air Force Academy, Yokota Air Force Base, U.S. Navy, and U.S. Marine Corps



*"Virtual Terrain Walk fuses real world terrain with VR and locomotion, revolutionizing the Leader's Recon. You and your key leaders can now **walk the battlefield before you fight on it.** This is a game changer."*

- Joseph Nolan, Colonel (Infantry), U.S. Army Retired

Successful Team

Ready to Scale

Management team and board bring over 100 years of gaming, defense, and hardware industry experience at notable organizations including:



Core team has worked together for **8+ years** and has achieved major technical accomplishments

- Awarded 25 patents for mechanical design and motion tracking
- Sold over \$20 million worth of hardware products
- Built Omniverse content platform (more than 3 million plays)
- Shipped 4,000 Omni Pro units
- Installed 75+ Omni Arenas
- Developed 10 VR games in house
- Published 50+ VR games (incl. third-party)



Virtuix's China team in Zhuhai, China

We are hardware experts and have a track record of success



Virtuix's U.S. team in Austin, TX

Top-Tier Executives with Experience

Scaling a Hardware Business



JAN GOETGELUK

Founder, Chief Executive Officer & Chairman

Started Omni R&D in 2011

Founded Virtuix in April 2013

Previously J.P. Morgan Investment Banking



DAVID ALLAN

President, Chief Operating Officer & Director

Extensive Asian manufacturing experience; speaks fluent Mandarin

Regional Manager of \$350MM Flex Asia manufacturing operation

Scaled ERP from \$0 to \$20MM operation with 200 employees



THOMAS MCGINNIS

Chief Financial Officer

Previously Controller of Ammo, leading all aspects of financial reporting

Former auditor with Durbin & Company, focused on financial statement audits

Certified Public Accountant



LAUREN PREMO

Chief Marketing Officer

Former Director of Marketing at Corsair

Grew marketing budget from \$500K to \$20MM annually

Scaled marketing team from 2 to 30 team members



CAMERON SLAYTER

Chief Product Officer

Chief Product Officer with 12 years experience at the company

Led the game development team and directed creation of multiple titles for the Company's content platforms

Seasoned Non-Management Directors

With Experience in Entertainment and Defense



RANDOLPH READ

Director & Chairman of the Audit Committee

President & CEO of Nevada Strategic Credit Investments

President & CEO of International Capital Markets Group

Former Chairman of the Board of New York REIT



JOHN CUNNINGHAM

Director

Founder & CEO of Spatial Synergy, overseen the establishment of U.S. operations for Virtualware (USA)

Former Head of Government and Aerospace at Unity Technologies

Former Chief Revenue Officer of The DiSTI Corporation



UGO DE CHARETTE

Director

Managing diverse portfolio of media, technology, and real estate investments

Previously General Manager at Tous Contes Fees



PARTH JANI

Director

CEO & Founder of JC Team Capital, a venture fund with investments in the entertainment, hospitality, and real estate industries

Expertise in managing diverse investment portfolios and strategic growth across multiple sectors



BRETT MOYER

Director

CFO of Datavault AI (NASDAQ: DVLT)

Former CEO of WiSa Technologies, Summit Semiconductor, and Focus Enhancements

Led or participated in \$500M+ of capital raising

Financial Performance

Growing Revenues, Narrowing Losses

| <i>(expressed in \$000's)</i> | Fiscal Year Ended March 31, | | Nine Months Ended December 31, | |
|-------------------------------|--------------------------------|-------------------|-----------------------------------|-------------------|
| | 2025 | 2024 | 2025 | 2024 |
| Revenues | \$3,590 | 2,409 | \$2,981 | \$2,111 |
| Cost of Revenues | 3,818 | 1,528 | 2,108 | 2,466 |
| Gross Profit | \$(227) | \$881 | \$873 | \$(356) |
| Selling Expenses | 1,645 | 2,034 | 2,129 | 1,152 |
| General & Administrative | 10,129 | 8,421 | 3,539 | 8,199 |
| Research & Development | 2,185 | 2,622 | 625 | 2,007 |
| Loss from Operations | \$(14,187) | \$(12,195) | \$(5,420) | \$(11,713) |
| Total Other Income (Expense) | (368) | (124) | (1,426) | (239) |
| Provision for Income Taxes | 79 | 62 | 47 | 52 |
| Net Loss | \$(14,649) | \$(12,401) | \$(6,892) | \$(12,024) |

Investment Highlights

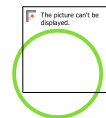
“Dual Use” Growth Opportunity



Targeting **high volume** Omni One + **high value** VTW



Omni One revenues scale rapidly with shipping volumes (\$100MM annual revenue at 3,000 units / month)



Enterprise and Defense systems add high-value sales and recurring revenues from software licensing

WE'RE READY TO SCALE

WE BELIEVE OMNI ONE IS A MAJOR INFLECTION POINT FOR VIRTUIX, POSITIONING US FOR STEADY GROWTH





THANK
YOU

Investor Relations:

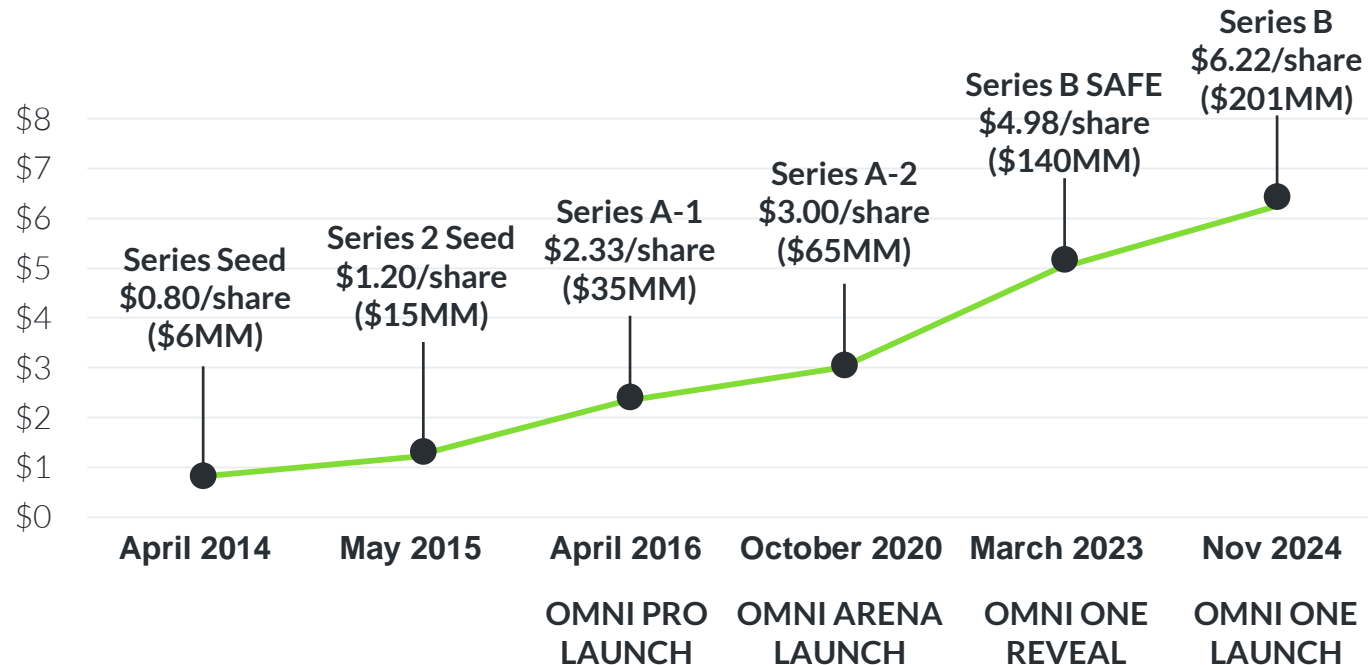
Chris Tyson
Executive Vice President
MZ Group - MZ North America
949-491-8235
VTIX@mzgroup.us



APPENDIX

\$50MM Raised from VCs, Family Offices, And 10,000+ Retail Investors

Virtuix's share price and pre-money valuation:



LAST PRIVATE ROUND: SERIES B

Valuation: \$6.22/share (\$201MM pre-money)

Total Raised: \$18MM (JC Team Capital, Ugo de Charette)

Status: Closed

DIRECT LISTING (NASDAQ: VTIK)

Financial Advisor: Maxim

Securities Counsel: Winston & Strawn

Financing with Streeterville: \$11MM

Use of Proceeds: Scale revenues, pay back debt

Virtuix's IP & Core Competencies

Deter Copycats

PATENT PROTECTION

25 U.S. and international patents issued:

| | |
|---------------|---------------|
| US 9,329,681 | US 10,286,313 |
| US 9,785,230 | US 10,635,162 |
| US 10,065,114 | USD879,417 |
| USD766,239 | USD887,684 |
| USD789,368 | USD878,012 |
| USD787,516 | US 10,751,622 |
| USD863,737 | US 11,247,126 |
| USD863,738 | USD948,076 |
| US 11,301,032 | US 11,557,094 |
| US 10,933,320 | US 11,648,473 |
| US 11,823,334 | RE 49,772 |
| US 12,086,942 | US 12,147,658 |
| US 12,475,653 | |

5 additional patents pending

REQUIRED COMPETENCIES

The Omni One system requires an unusual mix of core skills:



Electromechanical design

covering plastic & metal parts, fabrics & footwear, precision electronics



Motion sensor design

involving embedded processing of proprietary algorithms and customized wireless interfacing



Software development

including user-facing apps and cloud-based content distribution system



Game development

covering VR game design, optimization of motion mechanics, integration of 3rd-party games (SDK)



Volume manufacturing

with a low-cost, flexible supply chain



Copycats in China, Korea, U.S., and Europe have pursued the Omni for years – *but failed*

Omni One Buyers

Extend Far Beyond
VR Enthusiasts

IN A SURVEY OF OVER
1,600 INVESTOR CUSTOMERS:

55% don't own a VR headset

40% seldom play videogames

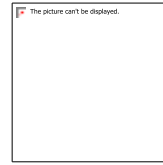
 **< 2HRS PER WEEK**



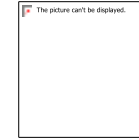
 The ability to burn calories while gaming appeals to a wide audience

Omni Applications

Extend Beyond
Entertainment



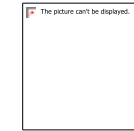
**Military & corporate
training and
simulation**



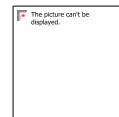
**Virtual
tourism**



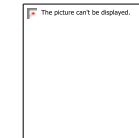
**Exercise
and fitness**



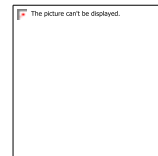
**Architectural design
and walkthroughs**



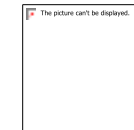
**Virtual
museums**



**Physical
therapy**



**Virtual tradeshow
and events**



Education