

Virtuix

virtuix.com

Investor Relations

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NASDAQ Listed
Under Ticker
Symbol
'VTIX'

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

Virtuix Inc. is the developer of "Omni," the premier brand of omni-directional treadmills that enable players to walk and run in 360 degrees inside video games and other virtual reality applications. With a commitment to innovation, Virtuix continues to push the boundaries of XR and AI, delivering immersive experiences to users worldwide.



Investment Highlights

AI-Driven Edge

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

Production Facility

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

Large and Growing TAM

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

Strong IP Portfolio

25 issued patents
(5 more pending)

Diversified Revenue Streams from Hardware & Software

Consumer

US & International expansion



Enterprise

Leader in AI-powered 3D reconstruction



Defense

Developing Virtual Terrain Walk (VTW)



Massive Investment in VR from Market-Makers



\$80B+

Meta has invested **\$80B+** in VR/AR
Virtuix joined Made for Meta Program



\$20B+

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



Google launched Android XR in 2025

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

(\$ in Thousands)	Nine Months Ended Dec. 31		
	2025	2024	Change
Net Sales	\$2,980	\$2,110	+41%
Gross Margin	29%	(17%)	+46%
Total Operating Expenses	\$6,292	\$11,357	-45%
Net Income (Loss)	(\$6,892)	(\$12,024)	+43%

3 Products | 25 Patents | \$20M Sales - And We are Ready to Scale

OMNI PRO
Commercial version
for enterprise use



2016

4,000+
Units
shipped

\$6MM+
Revenue
(discontinued)

50%
Target gross
margin

OMNI ARENA
Multiplayer esports attraction
for commercial entertainment venues



2019

75+
Systems
installed

\$12MM+
Revenue
to date

40%
Target gross
margin

OMNI ONE
Next-gen version
with full freedom
of movement



INFLECTION POINT

2025

1,800+
Units
shipped

\$4MM+
Revenue to
date

40%
Target gross
margin

Consumer Sales - Revenues From Both Hardware and Software

THE BUSINESS MODEL

- ✓ Direct-to-consumer
- ✓ Upfront equipment purchase
- ✓ 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

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

Enterprise Sales - Bring in High-Margin Revenues

- Industrial Training & Simulation
 - Education
 - Medical
 - Real Estate & Design
- ENTERPRISE OMNI ONE (Asia, US, EU)**
- Treadmill only without VR headset
 - Connects to PC for PC-based VR applications
 - Using “Gaussian Splatting” and other AI-driven techniques for large-scene 3D reconstruction of real-world environments
- Selling price: \$4,995 Target gross margin: 70%**

Defense Sales

- Virtual Terrain Walk (VTW) enables soldiers to walk through geo-specific terrain for immersive mission planning, terrain reconnaissance, and leader rehearsals.
- Setup Within Minutes
 - High-Fidelity, Geo-Specific Locations
 - Planning Tools

Top-Tier Executives with Experience

JAN GOETGELUK

Founder, Chief
Executive Officer

- Started Omni R&D in 2011
- Founded Virtuix in April 2013
- Previously J.P. Morgan Investment Banking

DAVID ALLAN

President, Chief
Operating Officer

- Regional Manager of \$350M 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

LAUREN PREMO

Chief Marketing Officer

- Former Director of Marketing at Corsair
- Grew marketing budget from \$500K to \$20M annually
- Scaled marketing team from 2 to 30 team members

CAMERON SLAYTER

Chief Product Officer

- 12 years of experience at Virtuix
- Led the game development team, directed creation of multiple Virtuix titles