

Virtuix

NASDAQ: VTIx



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

Investor Presentation
May 2026

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Investment Highlights

Pioneering Movement in AI-Generated Worlds

Next Generation Omni One

Ready to scale with 41% YoY revenue growth

Production Facility

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

Diversified Revenue Streams from Hardware & Software

Consumer: “Peloton for Gamers” with Meta collaboration

Defense: Sales to U.S. Army, Navy, Air Force, and Marine Corps

Enterprise: Industrial training, safety training, medical, robotics

AI-Driven Edge

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

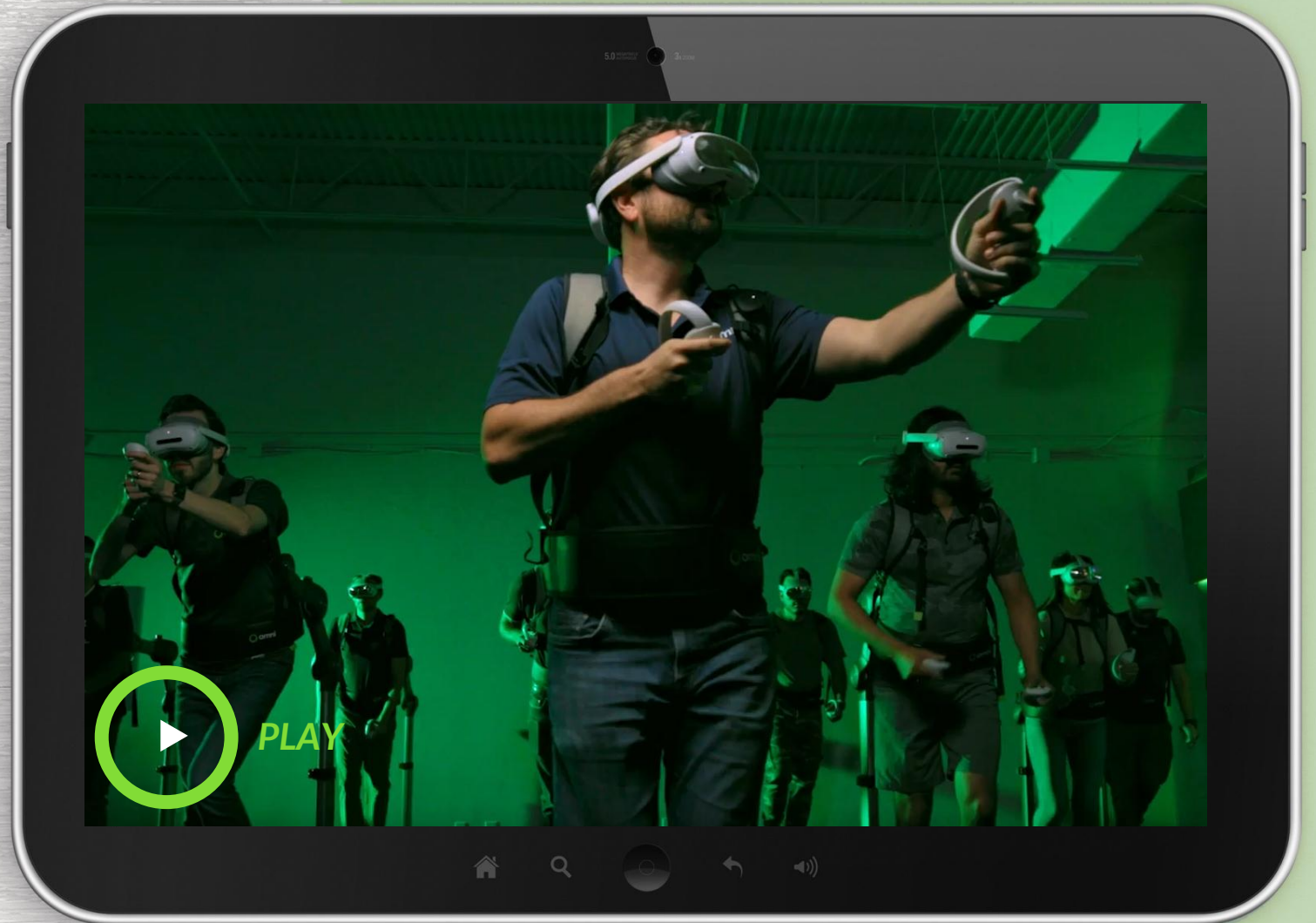
Strong IP Portfolio

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 Continue 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

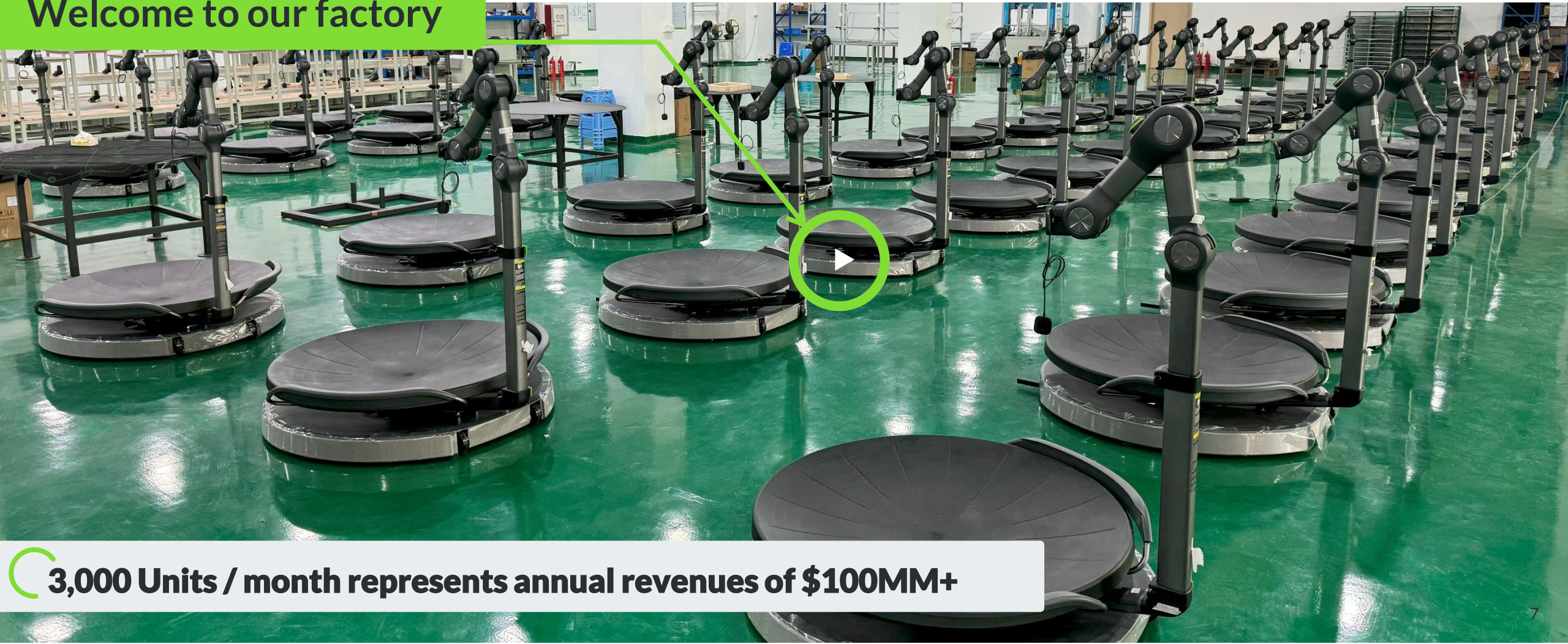
75+ Systems installed
\$12MM+ Revenue to date
40% Target gross margin

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+

Diversified Revenue Streams

Beyond Consumer Sales

Three key focus areas:

CONSUMER

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

ENTERPRISE

- U.S., EU, Asia
- Pioneering AI-driven 3D reconstruction
- Industrial training, safety training, medical, robotics

DEFENSE

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

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

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

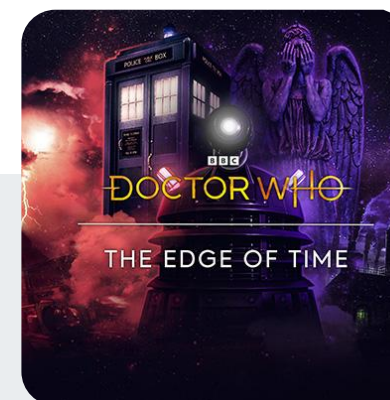
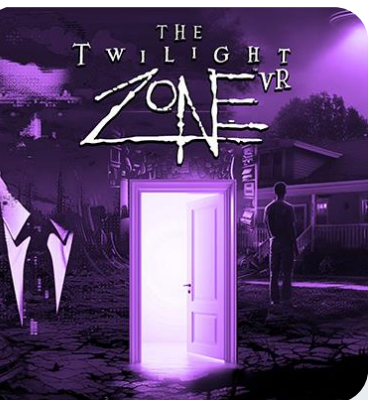
“Omni One has allowed me to break through my weight loss plateau and lose an additional 40 pounds in just four short months.”
VR4HLTH
Omni One Customer



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

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 & Omni One Core

\$2,595 - \$3,495

\$90 - \$120 / month

(optional monthly payment plan)



Target gross margin:

40%



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)

OMNI ONE CONSUMER MARKETING

HAS 3 KEY COMPONENTS

Paid Social Media Advertisements

Mostly Facebook, Instagram, and YouTube

Focus on retargeting

Influencers & Content Creators

Content creators can join the Omni One “Ambassador Program”

Earn 6-8% referral fee per sale

Nathie
Toasty Bros
MrRoflWaffles
Etc.

Affiliates & Customers

Customers and partners can join the Omni One “Affiliate Program”

Earn up to \$150 cash referral fee

Further supplemented by traditional PR and events

Enterprise Sales

Bring in High-Value Revenues



**Industrial &
Safety Training**

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%

OMNI ARENA *(U.S., Asia)*

U.S.: Secondary market sales only

Recurring revenues:

- ✓ Game credits
- ✓ Replacement parts
- ✓ Omni Care fees

Target gross margin:

70%



Education



Medical



Robotics

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

DEFENSE TRAINING & SIMULATION



Major Benefits

To Existing Simulation Products

Omni technology overcomes the weaknesses of traditional simulations and room-scale VR systems:

Traditional projection systems

- ✗ Highly expensive
- ✗ Limited to a few users
- ✗ Don't permit moving around



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)



Expanding Defense Momentum

Across All Four U.S. Military Branches

- ✓ **U.S. Marine Corps.** Selected as lead integrator on infantry training project with USMC Training and Education Command (“TECOM”)
- ✓ **U.S. Navy.** Signed formal Cooperative Research and Development Agreement (“CRADA”)
- ✓ **U.S. Army.** Sales to U.S. Military Academy at West Point
- ✓ **U.S. Air Force:**
 - Selected for Phase 1 SBIR Award
 - Sales to U.S. Air Force Academy and Yokota Air Force Base



Actively pursuing acquisitions to accelerate footprint and access to contract vehicles

USMC Infantry Training Project

Selected as Lead Integrator by TECOM



Selected as lead integrator by to develop a multi-user virtual infantry training system

4 Omni One treadmills to enable a fire team to maneuver together in a shared virtual environment with representative weapons and a trainer workstation for after-action reviews

Q4 2026 delivery expected; if successful, the program can expand to Marine Corps training centers nationwide



“The ability for Marines to physically maneuver together in a virtual environment—walking, communicating, and reacting as a team—represents a major step forward in training capability.”

– Colonel Walt Yates, U.S. Marine Corps (Retired)

Air Force SBIR Award

Virtual Terrain Walk (“VTW”) for Mission Planning



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.

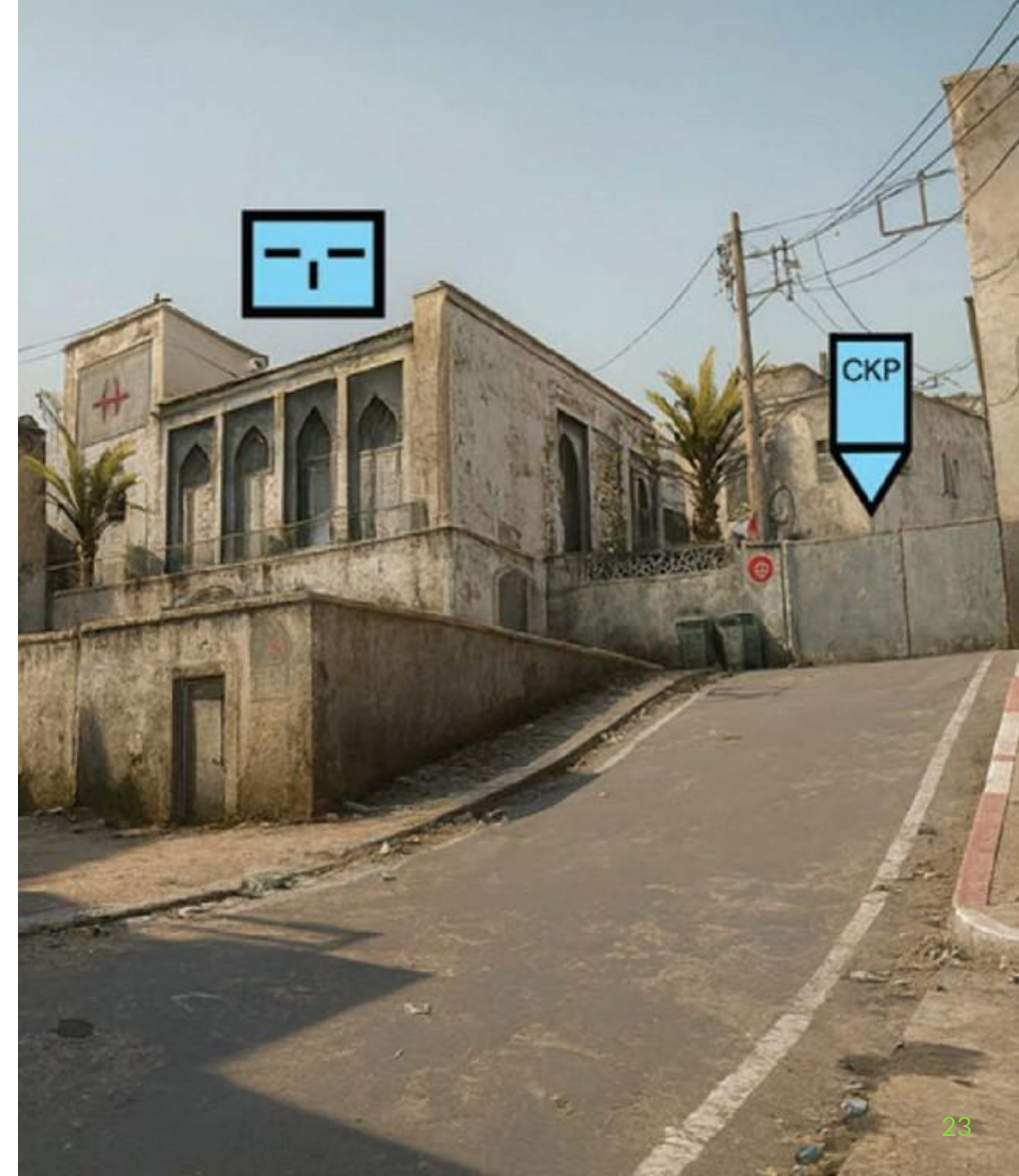
Distributed Leader Rehearsals

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.



VTW is Revolutionary

And is Only Possible Thanks to Omni

- ✓ 12+ soldiers
- ✓ Full freedom of movement in 360 degrees
- ✓ No physical boundaries



*"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

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** Consumer + **high value** Defense
- ✓ Omni One revenues scale rapidly with shipping volumes (\$100MM annual revenue at 3,000 units / month)
- ✓ Defense and Enterprise 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



NASDAQ: VTIIX

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<https://invest.virtuix.com>



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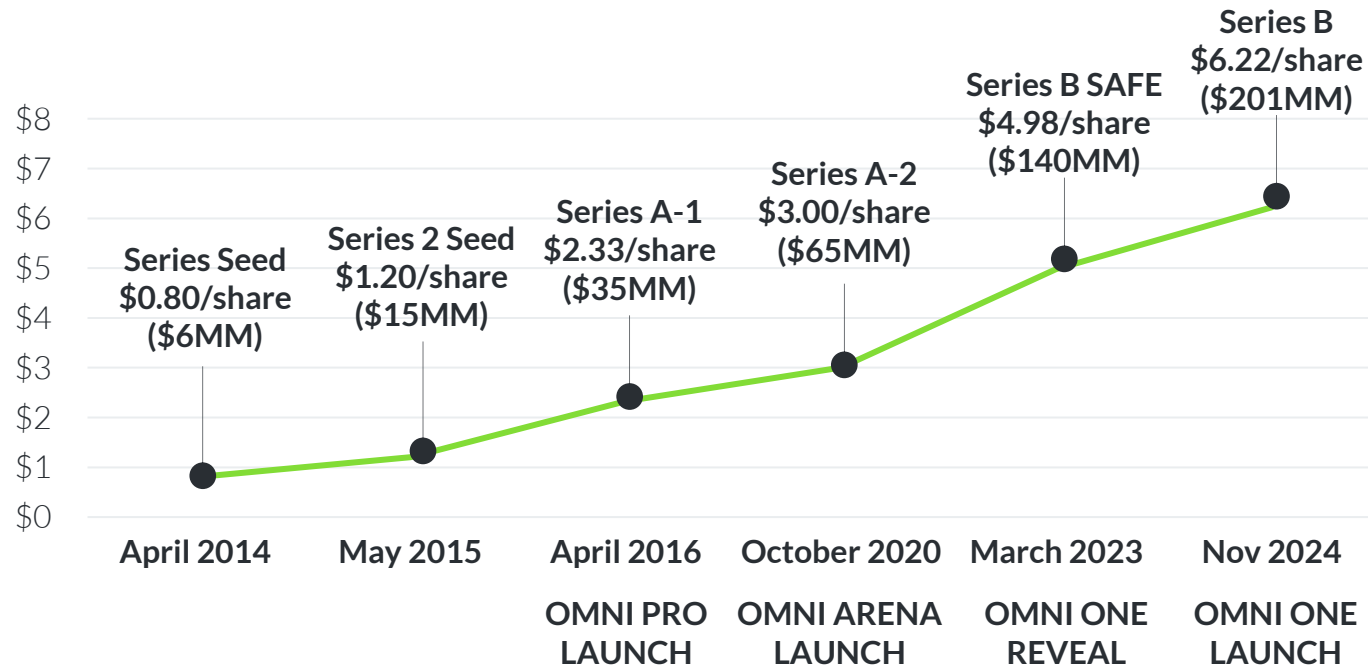
THANK
YOU



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

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

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	US D879,417
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
- ✓ **Game development**
covering VR game design, optimization of motion mechanics, integration of 3rd-party games (SDK)
- ✓ **Motion sensor design**
involving embedded processing of proprietary algorithms and customized wireless interfacing
- ✓ **Volume manufacturing**
with a low-cost, flexible supply chain
- ✓ **Software development**
including user-facing apps and cloud-based content distribution system



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 tradeshows
and events



Education