

Virtuix

Full Year Fiscal 2026 Earnings Results

Year Ended March 31, 2026

June 25, 2026

NASDAQ: VTIx

Presenters: Jan Goetgeluk, CEO | Thomas McGinnis, CFO

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NASDAQ
WELCOMES
VIRTUIX INC.
Virtuix

VTIX NasdaqListed

 Nasdaq

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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.

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Agenda

CORPORATE OVERVIEW

KEY HIGHLIGHTS

STRATEGIC MILESTONES

FINANCIAL RESULTS

PRIORITIES & OUTLOOK

On the Call Today:



Jan Goetgeluk

Founder, CEO & Chairman
Virtuix Holdings Inc.



Thomas McGinnis

Chief Financial Officer
Virtuix Holdings Inc.

Corporate Overview

A Leader in AI-Driven, Full-Body XR for Gaming, Enterprise, and Defense



NASDAQ Listed (VTIX): Began trading January 27, 2026, and rang the Nasdaq opening bell on March 6, validating a decade of full-body XR innovation.



Omni One: Flagship Product: Omni-directional treadmill enabling natural 360° full-body movement inside games and simulations.



5 Products and 25 Patents: Omni One, Omni One for Quest, & Omni One Core (consumer), Omni One Enterprise, and Virtual Terrain Walk (VTW) defense system; 26th U.S. patent allowed.



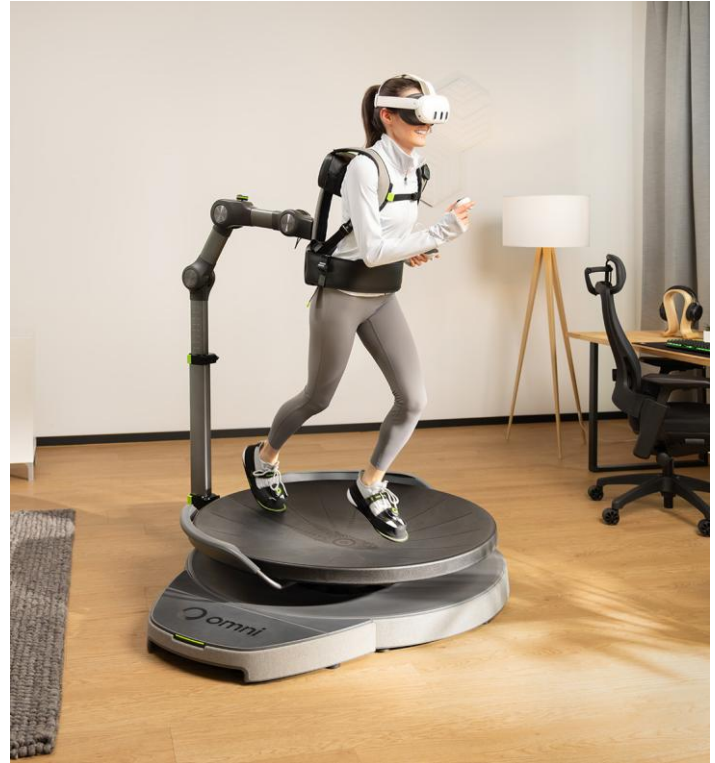
Manufacturing at Scale: Facility ready for up to 3,000 units/month — \$100M+ annual revenue potential at full utilization.



Multi-Use Revenue Strategy: High-volume consumer gaming + high-value defense & enterprise training, with recurring revenues from software.



AI-Driven Gaussian Splatting: Transforms 360° footage into photorealistic, walkable 3D worlds in hours, powering VTW defense training.



Key Highlights

FINANCIAL PERFORMANCE

+18%

Revenue Growth

FY 2026 to \$4.3M

25%

Gross Margin

vs. (6%) prior year

-19%

OpEx Reduction

FY 2026 \$11.4M vs. FY 2025
\$14.0M

\$9.5M

Cash & Equivalents

vs. \$0.5M prior year

STRATEGIC MILESTONES



NASDAQ Listed

VTIX | Jan 27, 2026



Omni One for Quest

Made for Meta



Global Launch

EU, UK & Canada



Air Force SBIR

AFWERX | VTW



USMC / TECOM

Lead Integrator

Omni One for Quest

Bringing Full-Body VR to the Meta Quest Ecosystem



20M+ Quest Headsets

Expands Omni One's addressable market to an estimated 6 million active Quest users.



Made for Meta Certified

Joins Meta's certified partner ecosystem and is featured in the Meta Store.



Natural Full-Body Movement

Walk, run, crouch, strafe, and jump in 360°. Plug-and-play with a growing library of compatible Quest games.



"Peloton for Gamers"

Up to 700 calories/hour, a 4.8 ★ average rating, and a 2025 Auggie Award winner. Priced at \$2,595 or \$90/m.

International Expansion & New Partnerships

Broadening Global Reach Across Consumer and Enterprise Markets



European Market Launch

Omni One for Quest and Core now available across Germany, the UK, France, and additional EU storefronts.



Now Available in Canada

Expanded North American availability through Virtuix's online store — the latest step in the global rollout.



Rutgers University — WINLAB

Deployed Omni One for R&D in AI-assisted neurodivergent therapy and immersive behavioral analytics, including autism therapy for children.



Florida Gulf Coast University

Evaluating Omni One within the Marieb College for physical and occupational therapy, neuro-rehabilitation, fall prevention, and clinical simulation.

Expanding Defense Momentum

Active Programs Across All Four U.S. Military Branches



U.S. Air Force

AFWERX SBIR Phase I award for VTW; sales to the USAF Academy and Yokota Air Force Base.



U.S. Marine Corps

Selected as lead integrator (via KBR) for a TECOM multi-user virtual infantry training system; four Omni One treadmills, Q4 2026 delivery.



U.S. Army

Omni One sold to the U.S. Military Academy at West Point.



U.S. Navy

Signed a Cooperative R&D Agreement (CRADA) with the Naval Postgraduate School.



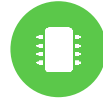
Pursuing Strategic Acquisitions. Formed a special committee evaluating defense training & simulation acquisitions — targeting government contract vehicles and recurring defense revenue in the \$10M–\$50M range.

Virtual Terrain Walk + AI 3D Reconstruction

High-Value Defense Contracts with Recurring Software Revenue



Demonstrated VTW and the FARP trainer at TSIS 2026 and the VRARA's 4th Annual Immersive Technology Summit.



AI Gaussian Splatting

Transforms 360° footage into photorealistic, walkable 3D terrain, cutting build time from weeks to hours.



Immersive Mission Planning

Walk geo-specific terrain in 360° for reconnaissance, decision-support, and leader rehearsals.



12+ Distributed Stations

Supports multi-user planning across geographically distributed sites, eliminating assembly risk.

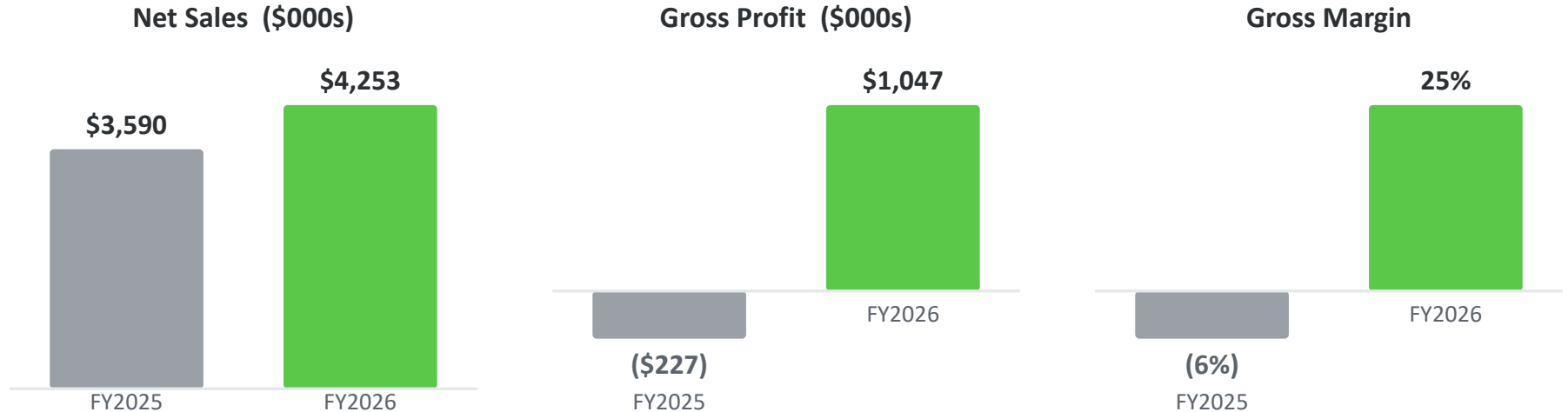


Recurring Software Revenue

High-margin software licensing and customized simulation development.

Financial Results — Revenue, Gross Profit & Gross Margin

Fiscal Year Ended March 31, 2026 vs. Prior Year



Net sales grew 18% YoY — driven by strong Omni One demand and a robust 2025 holiday season.



Gross profit improved \$1.3M YoY — to \$1.0M, up from a \$(0.2)M gross loss a year ago.



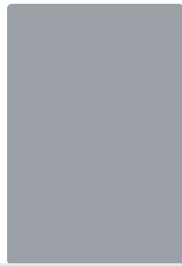
Gross margin turned positive — reflecting a higher ASP, lower per-unit overhead, and completion of discounted crowdfunding units.

Operating Expenses & Operating Loss

Fiscal Year Ended March 31, 2026 vs. Prior Year

Total Operating Expenses (\$000s)

\$13,959



FY2025

\$11,366



FY2026

G&A ▼ \$2.2M

R&D ▼ \$1.3M

Selling ▲ \$0.9M

Loss from Operations (\$000s)

(\$14,187)



FY2025

(\$10,319)



FY2026

Net Loss: FY'26 (\$16.8M) vs. FY'25 (\$14.6M). Operating performance improved materially; the year-over-year increase in Net Loss reflects ~\$6.4M of largely non-cash, non-operating costs, including interest, debt-discount amortization, and a one-time warrant modification tied to capital raised during the year.

Balance Sheet Summary

March 31, 2026 vs. March 31, 2025

(\$ in 000's)	Mar 31, 2026	Mar 31, 2025	Change / Comments
Cash & Equivalents	\$9,471	\$478	+ \$8,993
Total Assets	\$14,761	\$5,775	+ \$8,986
Total Liabilities	\$11,713	\$6,569	+ \$5,144
Notes Payable (current + LT)	\$8,516	\$2,590	Current + long-term notes payable; primarily convertible notes that convert to equity
Stockholders' Equity (Deficit)	\$3,048	(\$794)	+ \$3,842
Accumulated Deficit	(\$79,292)	(\$62,493)	- \$16,799

Priorities & Outlook



Scale Consumer Revenue

Grow Omni One sales primarily via the Omni One for Quest rollout — 20M+ headsets, ~6M active users — while expanding internationally.



Grow Defense Pipeline

Advance adoption across all four branches and pursue Phase II/III opportunities and high-value contracts with recurring software revenue.



Complete Defense M&A

Complete acquisitions in defense training & simulation, targeting government contract vehicles and recurring defense revenue of \$10M–\$50M.



Advance Enterprise & AI

Expand Omni One Enterprise into the medical vertical and AI applications, building on recent university collaborations.



Improve Gross Margins

Target 40%+ consumer and 70%+ enterprise gross margins through volume pricing leverage and cost optimization.



Drive Toward Profitability

Continue to grow revenue and operating discipline, and supplement with high-value defense and enterprise contracts to drive toward profitability.



THANK YOU

QUESTIONS & ANSWERS

NASDAQ: VTIx

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