

# Virtuix

NASDAQ: VTIx



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

Investor Presentation  
July 2026

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# Investment Highlights

## Pioneering Movement in AI-Generated Worlds



### Next Generation Omni One

Continuing to scale with 18% 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

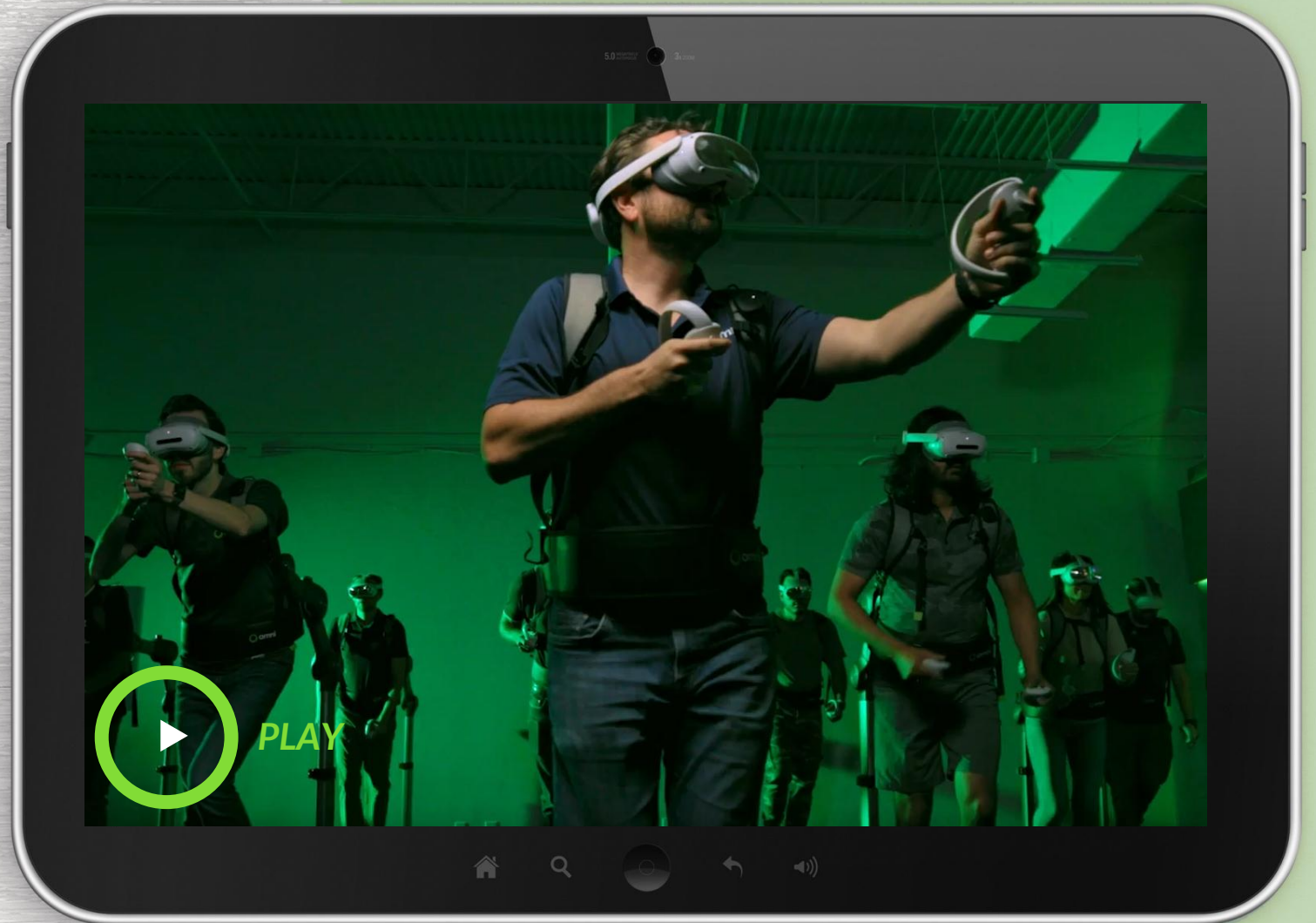
### Strong IP Portfolio

25 issued patents (5 more pending)



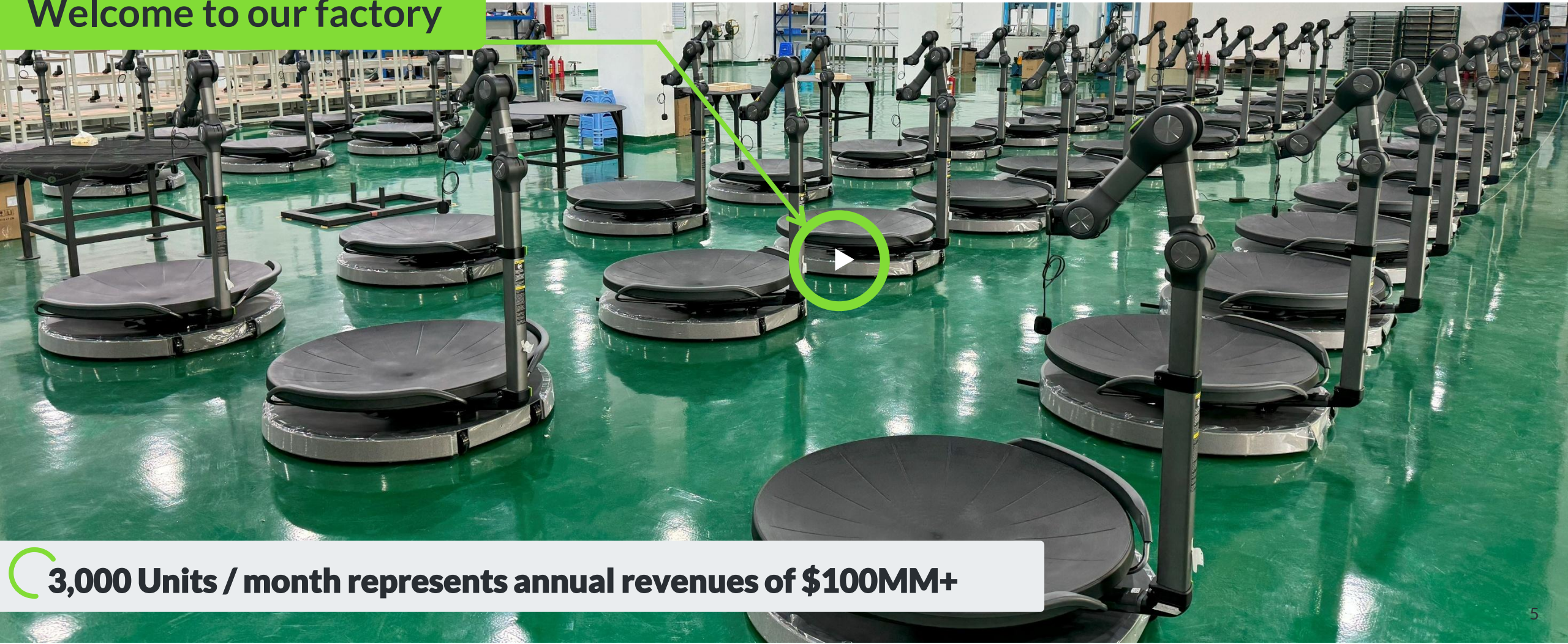
# STEP INTO THE GAME!

Click here to watch  
overview video



# 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

## Ready to Scale

*Three key focus areas:*

### CONSUMER

- U.S. market first
- Expanded to EU, UK, and Canada in Q2'26
- “Made for Meta”  
Omni One for Quest launch with META

### ENTERPRISE

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

### DEFENSE

- 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

# Launched “Made for Meta” Omni One for Quest

In Collaboration with Meta

- ✓ 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 Compatible Titles

Including Top-Tier VR Games And IP



We're announcing 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

Omni One Core

Omni One for Quest



Target gross margin:

40%

\$2,495 - \$2,995

\$90 - \$120 / month  
(optional monthly payment plan)



#### 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 & AI Applications

## Bring in High-Value Revenues



**Industrial &  
Safety Training**

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

Pioneering AI-driven 3D reconstruction of real-world environments within hours

Industry: safety training

Embodied AI: robot teleoperation & data

Medical: Neuro-divergent therapies

**Selling price: \$4,995**

**Target gross margin:**

**70%**



**Education**



**Medical**



**Robotics**

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

U.S.: Secondary market sales only

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

# 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 m<sup>2</sup>)



# Accelerating 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

## Experienced Scaling Businesses



Virtuix's China team in Zhuhai, China

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)

We are hardware experts and have a track record of success



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

# Financial Performance

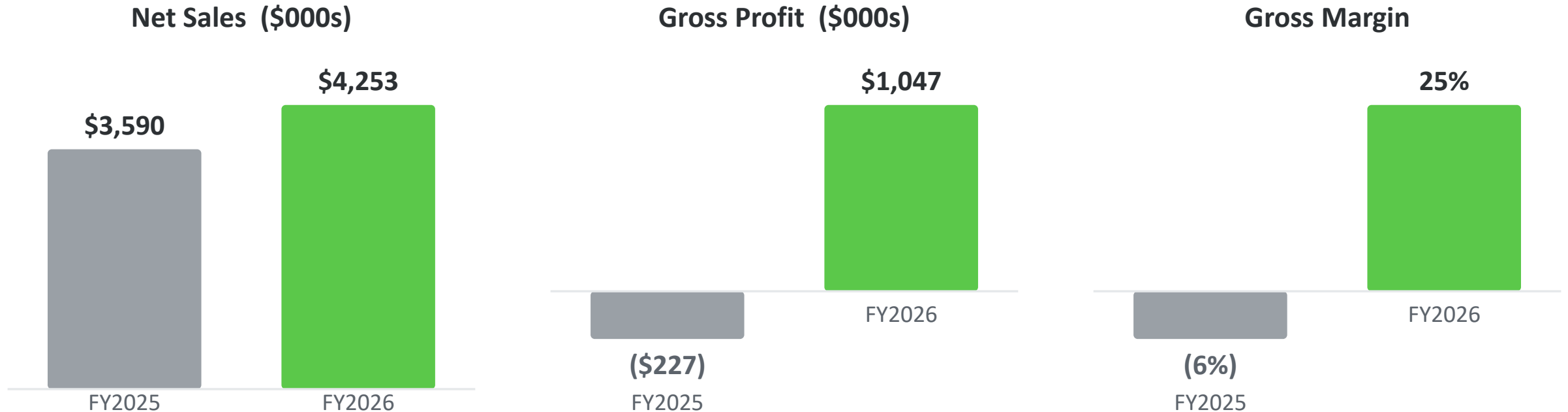
## Growing Revenues, Narrowing Operating Losses

*(expressed in \$000's)*

|                              | Fiscal Year<br>Ended March 31, |                   |
|------------------------------|--------------------------------|-------------------|
|                              | 2026                           | 2025              |
| Revenues                     | \$4,253                        | \$3,590           |
| Cost of Revenues             | 3,206                          | 3,818             |
| <b>Gross Profit</b>          | <b>\$1,047</b>                 | <b>\$(227)</b>    |
| Selling Expenses             | 2,580                          | 1,645             |
| General & Administrative     | 7,940                          | 10,129            |
| Research & Development       | 846                            | 2,185             |
| <b>Loss from Operations</b>  | <b>\$(10,319)</b>              | <b>\$(14,187)</b> |
| Total Other Income (Expense) | (6,355)                        | (368)             |
| Provision for Income Taxes   | 125                            | 79                |
| <b>Net Loss</b>              | <b>\$(16,799)</b>              | <b>\$(14,649)</b> |

# 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.

# Financial Results — 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

## Loss from Operations (\$000s)

(\$14,187)



FY2025

(\$10,319)



FY2026

R&D ▼ \$1.3M

Selling ▲ \$0.9M

**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.

# 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**

Subscribe to our press releases and updates:

<https://invest.virtuix.com>



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THANK  
YOU



# APPENDIX

# 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



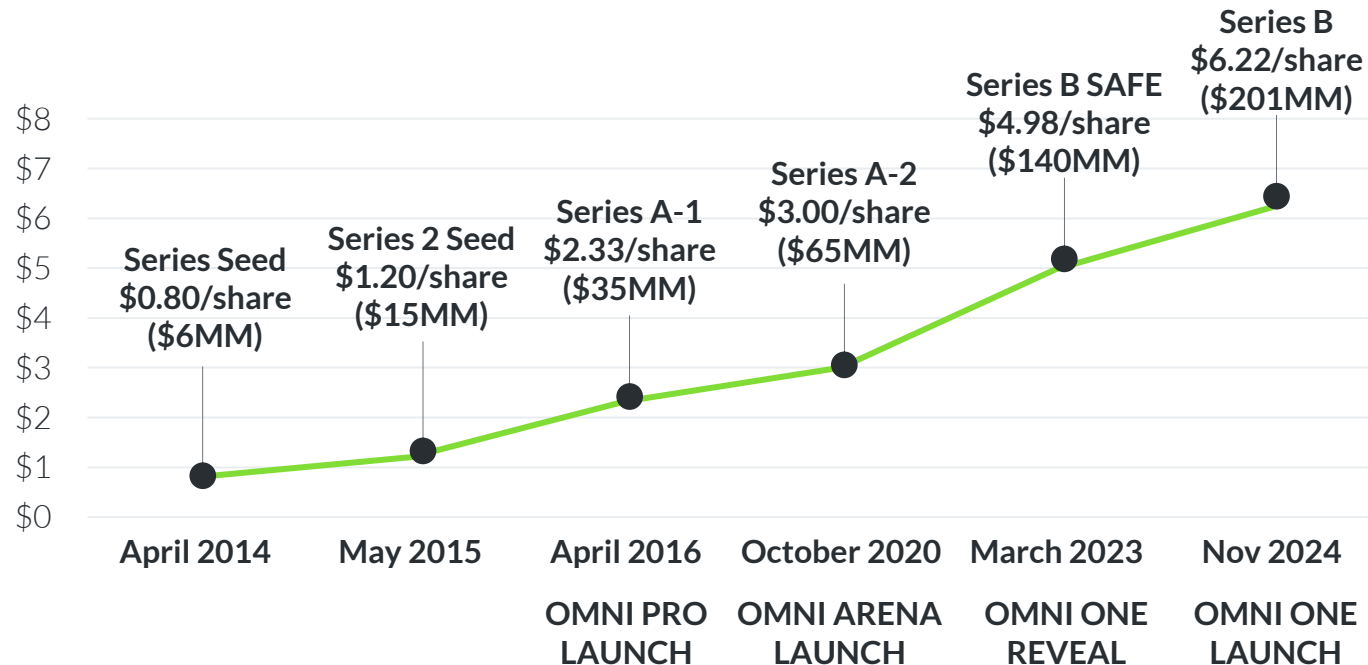
Google launched Android XR in 2025



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

# \$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 3<sup>rd</sup>-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