



- **VECTION FULL YEAR  
INVESTOR PRESENTATION  
2020**

(ASX:VR1)

- August 31, 2020

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**Real-time technologies**  
for industrial companies'  
digital transformation.

**1**      **FY20 Highlights & Achievements**

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**2**      **FY20 Financial Performance & Metrics**

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**3**      **Business Overview**

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**4**      **Corporate Overview**

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**5**      **Company Overview & Market Opportunity**

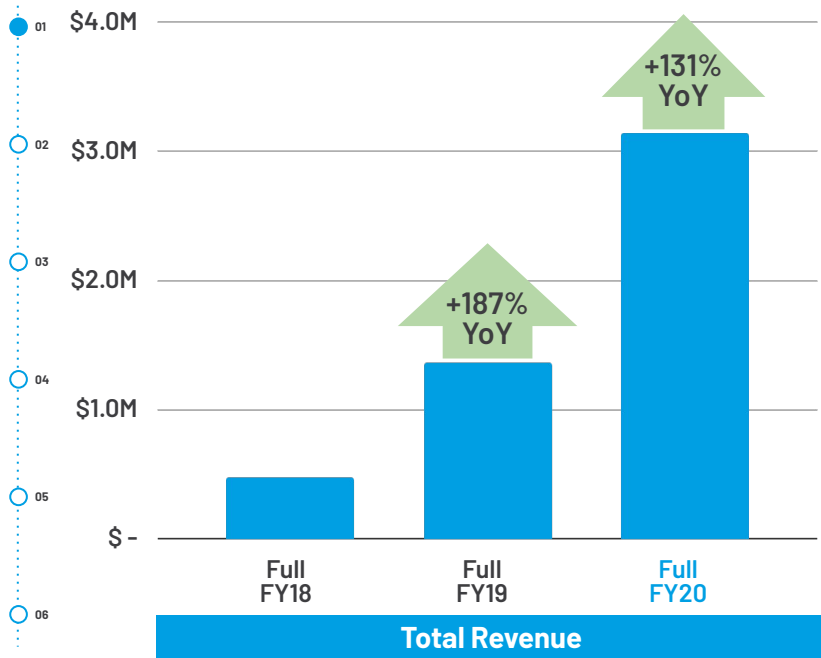
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**6**      **Company Highlights**

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FY20 HIGHLIGHTS & ACHIEVEMENTS

VECTION FULL YEAR FINANCIAL HIGHLIGHTS  
CONTINUED STRONG GROWTH AMID A GLOBAL PANDEMIC



- Continued **triple digit revenue growth of +131%** compared to FY19, **despite COVID-19 lockdowns commenced in Q3 FY20.**
- FY20 total revenue was a **record \$3.1M.**
- FY20/FY18 **CAGR of +157%.**
- FY20 **Underlying EBITDA increased by 120%**, compared to FY19, to \$173,078.
- **Strong balance sheet**, ending the year with a **cash balance of ~\$1.6M.**
- **Net Assets** at 30 June 2020 **increased by 52% to ~\$6.1M.**
- **Strong 101% increase of Net Cash Inflow from Operating Activities, now positive.**
- The Company is now focused on recurring revenue generation for **stronger ARR metrics.**

**FY20 HIGHLIGHTS & ACHIEVEMENTS**

**BUILDING MARKET DOMINANCE THROUGH STRONG FOUNDATIONS**

01	<b>+131%</b> FY20/FY19 Revenue Increase	<b>+120%</b> Underlying EBITDA Increase	<b>+157%</b> FY20/FY18 CAGR Increase	<b>5</b> Global Offices
02	<b>\$3.1M</b> FY20 Revenue	<b>\$173K</b> Underlying EBITDA	<b>2,300+</b> Unique Mindesk Accounts	<b>50+</b> Vection Professionals
03	<b>+101%</b> Net Cash Inflow from Operating Activities Increase		<b>\$13.7M</b> Total Assets	<b>46+</b> Global Partners
04	<b>\$6.1M</b> Net Assets	<b>\$48.6M<sup>1</sup></b> Market Cap <sup>1</sup>	<b>15.8%</b> Institutional Shareholders	
05				
06				

<sup>1</sup> At 28 August 2020

## FY20 SIGNIFICANT ACHIEVEMENTS OVERVIEW

- 01  **Triple digit revenue growth despite European lockdowns in 2H FY20.**
- 02  **Acquisition of Mindesk Inc to accelerate real-time 3D Computer Aided Design (CAD) offerings.**
- 03  **Expansion in the United States and exponential growth of partner distribution network, from 2 in June 2019, to 46 in June 2020.**
- 04  **Strategic partnerships with Siemens, Bi-Rex Excellence Center and MUNER (Motorvehicle University of Emilia-Romagna).**
- 05  **Released Trainer Creator AR software, Mindesk Suite 2020.1, and FrameS new modules, whilst moving initial customers to Vection's 360° SaaS real-time software suite for Industry 4.0.**
- 06  **Entry into the Healthcare sector with eHealth leader, Compugroup Medical SE (ETR:COP).**

**FY20 HIGHLIGHTS & ACHIEVEMENTS**

**OUR BUILDING BLOCKS FOR MARKET DOMINANCE**

- 01
- 02
- 03
- 04
- 05
- 06



**TECHNOLOGY**

- Continued strong focus on proprietary real-time technologies
- Commitment on building a 360° SaaS product suite for Industry 4.0



**PARTNERSHIPS**

- Acceleration of development, OEM and distribution agreements with existing technology and industrial partners
- Acceleration of new strategic partnerships with key technology and industrial partners across Tier-1 regions












**GROWTH**

- Strong focus on leveraging the existing distribution, online and direct sales network
- Geographical and market expansion via an enlarged distribution footprint
- Global marketing and sales initiatives to establish Vection Technologies as the B2B real-time software leader
- Achieve market dominance across Vection Technologies' 360° SaaS product suite for Industry 4.0



## NEXT 6 MONTHS OVERVIEW

- 01  **Strong focus on advancing the Company's solutions across the healthcare, education and automotive sectors and entry into new verticals including the defence industry.**
- 02  **Accelerating the North American and Australian market development and continued growth in the European market segment.**
- 03  **Executing commercial partnerships with existing and new Tier-1 global technology companies.**
- 03  **Focus on development of the existing technology suite, with renewed emphasis on cloud and LAN collaboration.**
- 03  **Integration of Mindesk suite with leading CAD and BIM software.**
- 04  **Launching new products and third-parties software integrations towards the stated objective of building a 360° product suite.**
- 04  **Further expanding and consolidating the global sales infrastructure and footprint to further advance the global client outreach.**
- 05  **Strong acceleration of recurring revenue sales initiatives aligned with the Company's goal to achieve 50% Annualised Recurring Revenue (ARR) by June 2022.**
- 06  **Finalisation of smart capital initiatives and pursue of continued growth from a position of financial strength.**



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## FY20 FINANCIAL PERFORMANCE &amp; METRICS

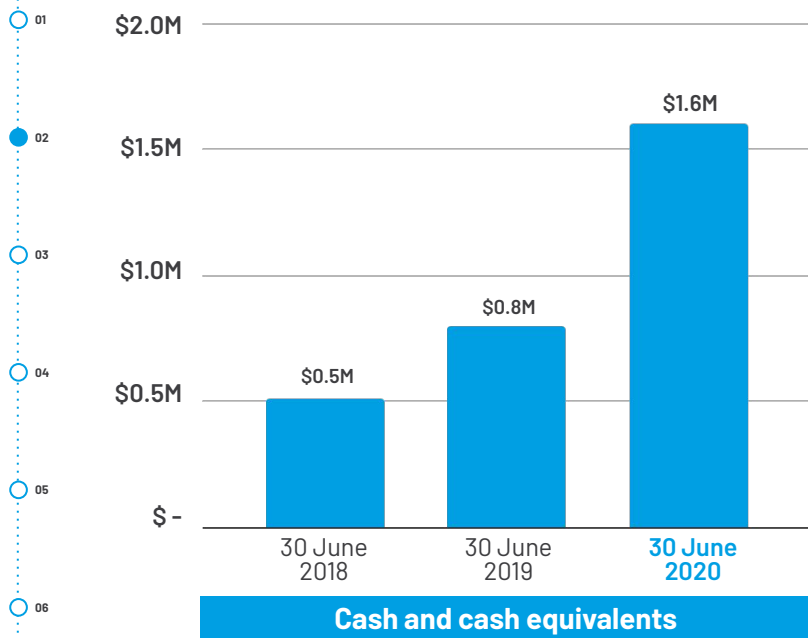
## FY20 RESULTS KEY METRICS

	FY20	Change	FY19	FY18
	\$	+/-	\$	\$
<b>Revenue</b>	<b>3,147,111</b>	<b>131%</b>	<b>1,362,124</b>	<b>475,324</b>
Expenses (excluding add-backs)	(2,974,033)		(2,238,840)	(3,326,044)
<b>Underlying EBITDA<sup>1</sup></b>	<b>173,078</b>	<b>120%</b>	<b>(876,715)</b>	<b>(2,850,720)</b>
Interest and financing related costs	(94,385)		(38,217)	(196,566)
Depreciation and amortisation	(507,851)		(146,249)	(118,734)
One-off transaction Costs	(513,294)		(321,548)	(255,105)
Non-cash accounting charges	(219,522)		(3,119,883)	-
Income tax	(1,663)		-	-
<b>Profit (Loss) after income Tax</b>	<b>(1,163,637)</b>	<b>74%</b>	<b>(4,502,612)</b>	<b>(3,421,124)</b>

<sup>1</sup> Underlying EBITDA is an unaudited, non-AIFRS financial measure which is not prescribed by Australian Accounting Standards ('AAS'). Please refer to the Preliminary Appendix 4E dated 31 August 2020 for additional information.

## FY20 FINANCIAL PERFORMANCE &amp; METRICS

## BALANCE SHEET



	30 June 20	30 June 19	30 June 18
	\$	\$	\$
Cash and cash equivalents	1,584,715	796,569	513,754
Receivables	2,129,666	1,457,990	1,054,876
<b>Total Current Assets</b>	<b>3,714,381</b>	<b>2,254,559</b>	<b>1,568,630</b>
Property, plant & equipment	76,859	90,075	161,306
Intangible assets	9,841,178	3,589,171	-
Intangible assets	52,130	-	-
<b>Total Non-Current Assets</b>	<b>9,970,167</b>	<b>3,679,246</b>	<b>161,306</b>
<b>Total Assets</b>	<b>13,684,548</b>	<b>5,933,805</b>	<b>1,729,936</b>
Trade and other payables	2,728,770	967,959	834,414
Provisions	865,353	246,085	177,870
Interest bearing liabilities	393,420	-	1,140,078
<b>Total Current Liabilities</b>	<b>3,987,543</b>	<b>1,214,044</b>	<b>2,152,362</b>
Deferred tax liability	604,233	-	-
Provisions	3,006,682	705,321	138,760
<b>Total Non-Current Liabilities</b>	<b>3,610,915</b>	<b>705,321</b>	<b>138,760</b>
<b>Total Liabilities</b>	<b>7,598,458</b>	<b>1,919,365</b>	<b>2,291,122</b>
<b>Net Assets/(Liabilities)</b>	<b>6,086,090</b>	<b>4,014,440</b>	<b>(561,186)</b>

## FY20 FINANCIAL PERFORMANCE &amp; METRICS

## CASHFLOWS

01

02

03

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- **101% increase of net cash inflow from operating activities, turning positive in FY20**
- **Increased net cash inflow from investing activities represents the validity of the Mindesk acquisition**
- **Decreased net cash inflow from financing activities is a result of the Company's smart capital initiatives**

	30 June 20	30 June 19
	\$	\$
Receipts from customers	2,348,403	1,450,452
Payments to suppliers and employees	(2,266,860)	(2,914,459)
Interest received	517	440
Interest paid / Finance costs	(57,846)	(39,710)
Tax incentives/ (Tax paid)	(8,952)	(15,646)
<b>Net cash inflow (outflow) from operating activities</b>	<b>15,263</b>	<b>(1,518,923)</b>
Purchase of plant and equipment	(79,446)	(49,729)
Purchase of subsidiary (net cash acquired)	1,137,866	(324,412)
Proceeds from sale of/ (Payments for) intangible assets	(693,593)	56,154
Proceeds (Payments) for disposal of discontinued operations	-	245,599
Proceeds from sale of investment	1,251	-
<b>Net cash inflow (outflow) from investing activities</b>	<b>366,078</b>	<b>(72,388)</b>
Proceeds from issues of fully paid shares	-	2,000,000
Payment of transaction costs	-	(128,037)
Proceeds from borrowings	486,819	-
Prepayment of borrowings	(93,400)	-
<b>Net cash inflow (outflow) from financing activities</b>	<b>393,420</b>	<b>1,871,963</b>
<b>Net increase / (decrease) in cash and cash equivalents</b>	<b>774,760</b>	<b>280,652</b>
Cash and cash equivalents at the beginning of the financial year	796,569	513,754
Effect of movement in exchange rates on cash held	13,386	2,163
<b>Cash and cash equivalents at the end of the financial year</b>	<b>1,594,715</b>	<b>796,569</b>

## FY20 FINANCIAL PERFORMANCE &amp; METRICS

## FINANCIAL STRATEGY - SMART CAPITAL INITIATIVES

The Company has advanced initiatives to access smart capital to secure a stronger cash position across each of the Company's international subsidiaries to ensure a robust framework for future growth during and following this uncertain time, for value creation for all of its stakeholders:

Smart Capital Initiative	Status	Value	Key Terms and Conditions
<b>Research &amp; Development grant:</b>	Completed	~\$0.6M <sup>1</sup>	Vection Technologies is entitled to claim up to ~\$300k in fiscal credits to be offset against a multitude of periodical fiscal obligations.
<b>European Commission Grant:</b>	Completed	~\$0.5M <sup>2</sup>	The non-refundable grant will be disbursed as follows: <ul style="list-style-type: none"> <li>~80% of the total Grant value by the <u>end of October 2020</u>; and</li> <li>The remainder disbursed on a working-progress basis over a period of 24 months <u>from 1 November 2020</u>.</li> </ul>
<b>Commercial Loans:</b>	Completed	~\$0.6M	Commercial loans with ~44 months weighted average repayment period and ~4.4% weighted average interest rate per annum.
<b>Italian Government Loan:</b>	Pending	up to ~\$2.0M	30% non-repayable and 70% repayable after 10 years at nil interest. The Company has received in-principal acceptance and is now finalising documentation.
<b>Invoices Financing Facility:</b>	Ongoing	up to ~\$0.4M	Strategic unsecured rolling facility, proposed to be expanded as the Company progresses its commercial strategy and platform adoption. The facility advances funds to the Company upon the issue of invoices to clients, based on requirements.

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**BUSINESS OVERVIEW**

**TECHNOLOGY**

**BUILDING A 360° SUITE FOR INDUSTRY 4.0**

01

**MAINTENANCE**

- Launch of the Trainer Creator AR software in June 2020.

02

**MARKETING & SALES**

- Launch of the FrameS VR Events module.
- Continued development of the eHealth application to be integrated in CompuGroup Medical SE (CGM) complete line of pharmacy specific management software.

04

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**DESIGN & ENGINEERING**

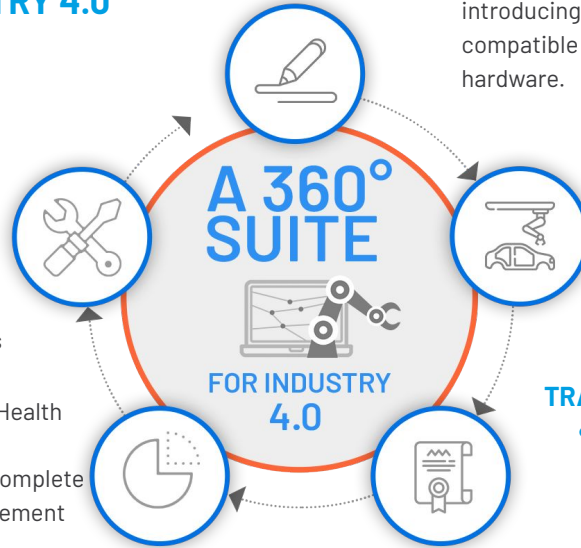
- Launch of the Mindesk Suite 2020.1, introducing the 3D pen markup tool, compatible with the Logitech VR INK hardware.

**MANUFACTURING**

- Focus on continued development of the FrameS 1.7 version (FrameS 20) which will bring to market the highly anticipated Augmented Reality (AR) feature, further expanding the platform's market penetration.

**TRAINING**

- Strong focus on the development of the FrameS Training safety modules addressing the agricultural sector for the Italian General Confederation of Independent Trade Unions.



**Selection of Vection's 360° SaaS software suite early customers:**

GIORGIO ARMANI



Heatherwick studio



Zaha Hadid Architects

## BUSINESS OVERVIEW PARTNERSHIPS

<p>01</p> <p><b>OEM Segment:</b></p>	
<p>02</p> <p><b>CAD/CAM/CAE/PLM Software Segment:</b></p>	
<p>03</p> <p><b>Software Segment:</b></p>	
<p>04</p> <p><b>Network Segment:</b></p>	
<p>05</p> <p><b>Industrial Segment:</b></p>	



## GROWTH

- 01 • **Strengthened global distribution network** with a **total of 44 global distribution partners and 6 global sales consultants added during FY2020.**
- 02 • **Strategic initiatives within target sectors** including the participation at the exclusive “Future Technology for Car Design” April 2020 event organised by T-Systems for the **Volkswagen Group.**
- 03 • Adoption of FrameS software by global fashion house **Giorgio Armani S.p.A.** for its worldwide retail store planning division.
- 04 • Acceleration of Australian commercial roll-out with first two Australian based distributors and **first Australian subscriber** specialising in design and manufacturing.
- 05 • Identification of **key market opportunities within critical sectors, including healthcare, education, tourism and defence, leading to strong potential growth in 2H FY21 and into FY22.**
- 06 • **Strong focus on SaaS and subscription revenue** aided by stronger industry interest by businesses globally.

### PARTNER DISTRIBUTION NETWORK (FY19 vs FY20)

EUROPE, MIDDLE EAST AND AFRICA:	2 + <b>33</b> PARTNERS
ASIA-PACIFIC:	0 + <b>6</b> PARTNERS
AMERICAS:	0 + <b>5</b> PARTNERS
<b>TOTAL 30 JUNE 2020:</b>	<b>46 PARTNERS*</b>

\* Vection Technologies is persistently adding new partners to its global distribution network.

## ORGANISATION & PEOPLE

- 01 • **Completion of all-scrip acquisition of Mindesk**, the developer of the first Software as a Service (**SaaS**) real-time 3D design platform that combines Computer Aided Design (**CAD**) with Virtual Reality (**VR**) and graphic engines.
- 02 • **Integration of the two management teams**, with the addition of:
  - Mr Gabriele Sorrento as Head of Global Partnerships
  - Mr Vittorio Bava as Head of SaaS
  - Mr Sergio Giorgio as CTO of the Mindesk software suite.
- 03 • **Addition of Mr Paolo Mossa as Sales Vice President Europe**, a highly experienced executive with over 16 years of experience as Client Business Partner at the Nielsen Company.
- 04 • Implementation of **tight control systems across the group**.
- 05 • Successful discontinuation of South-East Asian operations and **consolidation and relaunch of Indian subcontinent operations**.
- 06 • **Organisational restructuring** aligned with the **Company's strong focus on recurring revenue generation**.
- **Entry in the U.S. market**, with first sales office in San Francisco.

2  
New Offices  
(U.S. + E.U.)

4  
New Senior Managers

1  
New Country

1  
New Acquisition

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## CORPORATE OVERVIEW

01

- Entry of global **institutional shareholders** including **HTC**, the **Italian Government** (via its innovation fund CDP Ventures), Primomiglio SGR and A11 Ventures SGR.

02

- **Institutional shareholders hold 15.8%** of the issued capital of Vection Technologies.<sup>1</sup>

03

- Completion of **only-scrip acquisition of Mindesk**.

04

- **Addition of Mindesk's CEO, Mr Gabriele Sorrento, to the Board of Directors of Vection Technologies.** Mr Sorrento is a fulbright Alumnus, with an M.Sc. in Architectural Engineering, 13+ years of experience in 3D CAD, and has previously worked with renowned architectural brands including **Renzo Piano Building Workshop and Heller Manus Architects**.

05

06



**HTC Vive:** Global smart mobile devices and technology innovator HTC through its VR focused global accelerator program Vive X. **HTC is listed on the Taiwan Stock Exchange with ticker code TWSE: 2498** ([htc.com](http://htc.com) and [vivex.vive.com](http://vivex.vive.com)).



**CDP Ventures SGR: Italian government's national innovation fund**, created to accelerate the growth of the Italian venture capital ecosystem and to take it to the level of the major European countries. ([cdp.it](http://cdp.it))



**Primomiglio SGR:** A prominent venture capital firm focused on seed and early stage startups. ([primomigliosgr.it](http://primomigliosgr.it))



**A11 Venture:** Leading entrepreneur backed venture capital fund. ([a11venture.it](http://a11venture.it))

<sup>1</sup> At 30 June 2020.

## LEADERSHIP TEAM

01



### Gianmarco Biagi

*Managing Director, Vection Technologies*

Experienced executive and board member of several multinational manufacturing corporations. Mr Biagi has a postgraduate degree in Engineering and a Master's degree in Business and Strategic Management.

02



### Gianmarco Orgnoni

*Director & COO, Vection Technologies*

*VP Vection India*

Experienced executive across European and Australian private and publicly listed companies. Mr Orgnoni holds a bachelor's degree in economics and Business Administration.

03



### Lorenzo Biagi

*Director & CSO, Vection Technologies*

*CEO Vection Italy*

Experienced company manager in the private sector, with extensive knowledge in virtual reality technology, sales and cost control management.

04



### Gabriele Sorrento

*Director & Head of Global Partnerships, Vection Technologies*

*CEO Mindesk Suite*

Fulbright Alumnus, M.Sc. in Architectural Engineering, 13+ years of experience in 3D CAD, previously worked with renowned architectural brands including Renzo Piano Building Workshop and Heller Manus Architects.

05



### Bert Mondello LLB

*Chairman, Vection Technologies*

Experienced executive with over 20 years' experience across both the private and public sectors. Mr Mondello has substantial technology, capital markets experience and knowledge of equity markets.

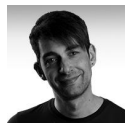
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### Vittorio Bava

*Head of SaaS, Vection Technologies*

Serial founder with experience in startups in food tech and consumer internet, he started his career at Google as a tech analyst. He holds a Msc. in international management from ESADE, Barcelona, and a Bsc. in business administration from Bocconi University, Milan.



### Alessandro Nones

*Head of R&D & Co-CTO, Vection Technologies*

Senior Developer and Manager, creator of multiple software programs published in major computer magazines. He holds the role of team leader in the development of FrameS.



### Dino Russo

*Operations Manager & Co-CTO, Vection Technologies*

Senior Developer and Manager, degree in Computer Science, 15+ years of experience as Software Architect. He is specialist in CAD data exchange, he leads the development operations of custom projects.



### Sergio Giorgio

*CTO, Mindesk suite*

37+ years of experience in the development of automation, gaming, 3D graphics and artificial Intelligence software. Previously worked for Alstom Ferroviaria (10 years) as Senior Architect and Developer.



### Andrea Bortolotti

*CMO, Vection Technologies*

15+ years of experience in the development of Virtual Reality, Augmented Reality and Mixed Reality solutions. Extensive knowledge in technology, game design and history.



### Kavita Goswami

*CEO, Vection India*

10+ years of experience in software development and team management, with over 100 applications developed. He holds a Master of Science and Information Technology from the DAICT in India.

CORPORATE OVERVIEW

CORPORATE SNAPSHOT

01

CORPORATE SNAPSHOT

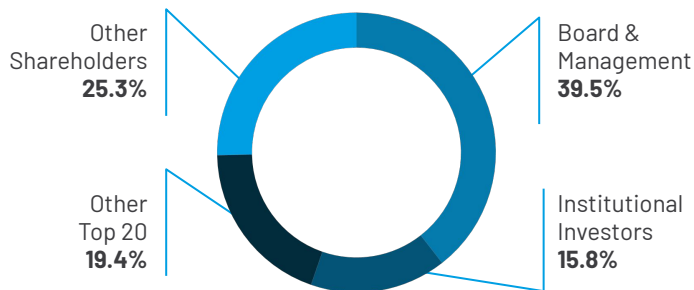
- Share Price<sup>1</sup>: 5.8¢
- Shares on Issue<sup>2,3</sup>: 837.7M
- Market Capitalisation: \$48.6M
- Cash<sup>4</sup>: \$1.6M

02

03

OWNERSHIP BREAKDOWN<sup>4</sup>

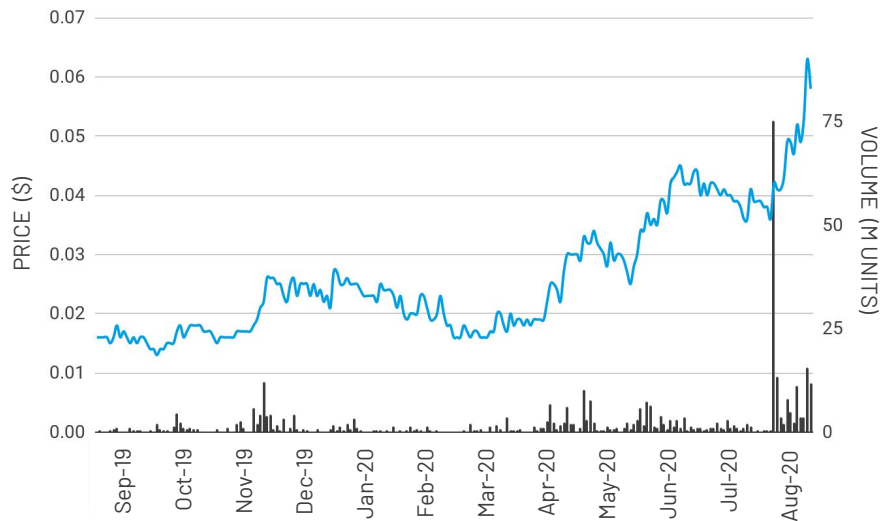
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SHARE PRICE / VOLUME HISTORY



Data sourced from Nabtrade

<sup>1</sup> Share Price at 28 August 2020.

<sup>2</sup> Excludes any Deferred Consideration and/or Performance Rights/Shares.

<sup>3</sup> 165.5M escrowed Shares are included.

<sup>4</sup> At 30 June 2020.

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# VECTION TECHNOLOGIES' MARKET STATEMENT

01

Vection Technologies, the real-time software company, seeks to **innovate key company processes**, from design & engineering, manufacturing and training, to marketing & sales and maintenance, through real-time software that **improves the real world leveraging the virtual world**.

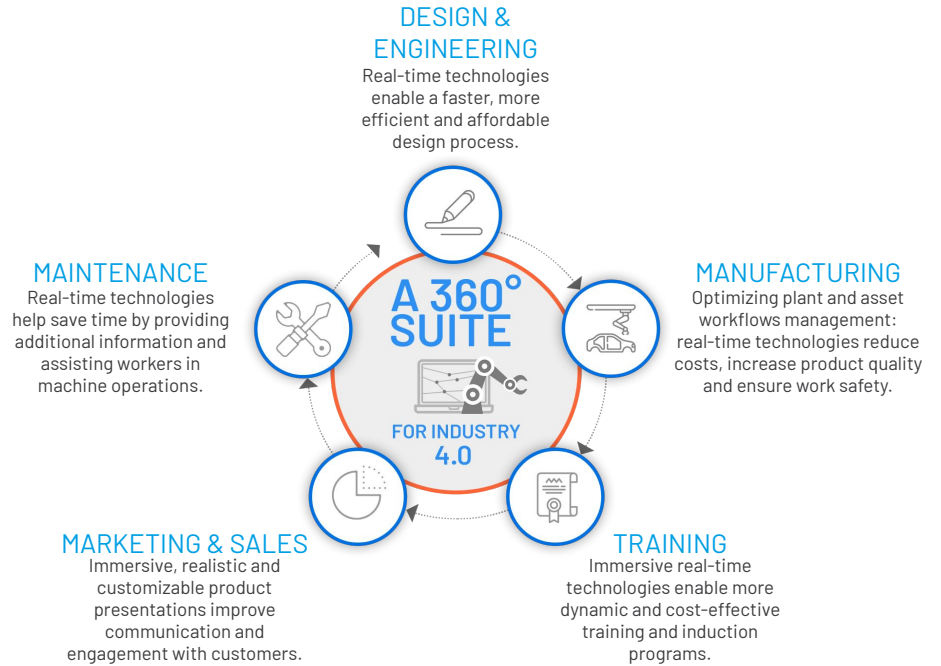
02

We strive to support organisations and their clients via **successful customer experiences**.

04

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01

### MISSION

Vection Technologies delivers real-time software to industrial companies enabling the **digital transformation of workflows**.

02

Through a combination of **3D, Virtual Reality, Augmented Reality** and the convergence with **Industrial IoT and CAD technologies**, Vection Technologies helps companies and organisations to **innovate, collaborate and create value**.

03

04

### VISION

To improve the **efficiency of workflows** within companies globally, radically **empowering workers with real-time technology**, abating distances and enhancing the quality of work-life balances towards a sustainable society.

05

06



## OVERARCHING OBJECTIVES

01

Vection Technologies **seeks to build an interconnected, 360° real-time software product suite for industry 4.0**, covering all aspects of companies' workflows.

02

The Company's overarching objective is to create a real-time software suite **leader in the target markets, covering three levels of value creation: Enterprise, Team and User**, while focusing on:

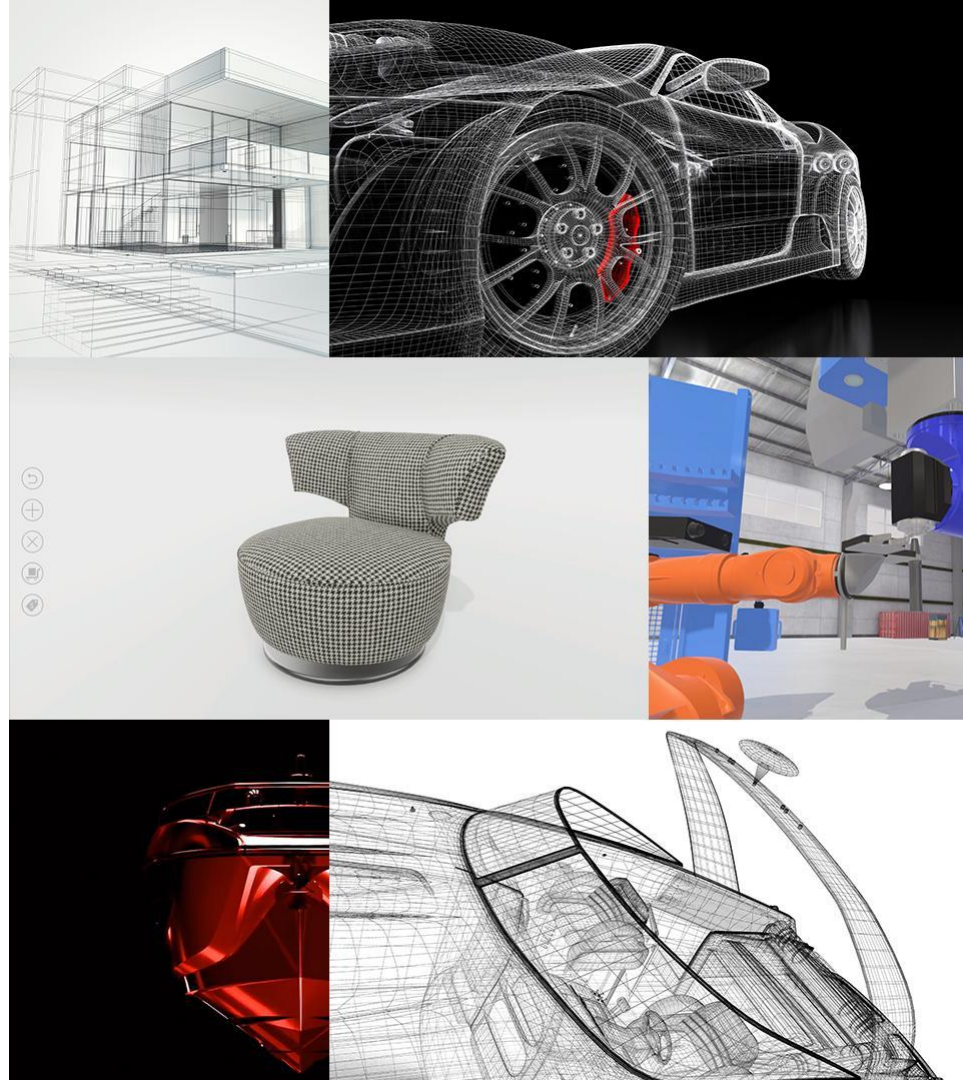
03

04

- A **versatile** real-time software suite capable of addressing the users' needs.
- Providing solutions to **industry-specific needs** through focused implementation of the Company's 360° software suite.
- A **global approach** supported by local representatives.

05

06



## GLOBAL REACH

01

North America  
Headquarters  
San Francisco, U.S.

02

Europe Headquarters  
Bologna, Italy

03

Europe R&D  
Bari, Italy

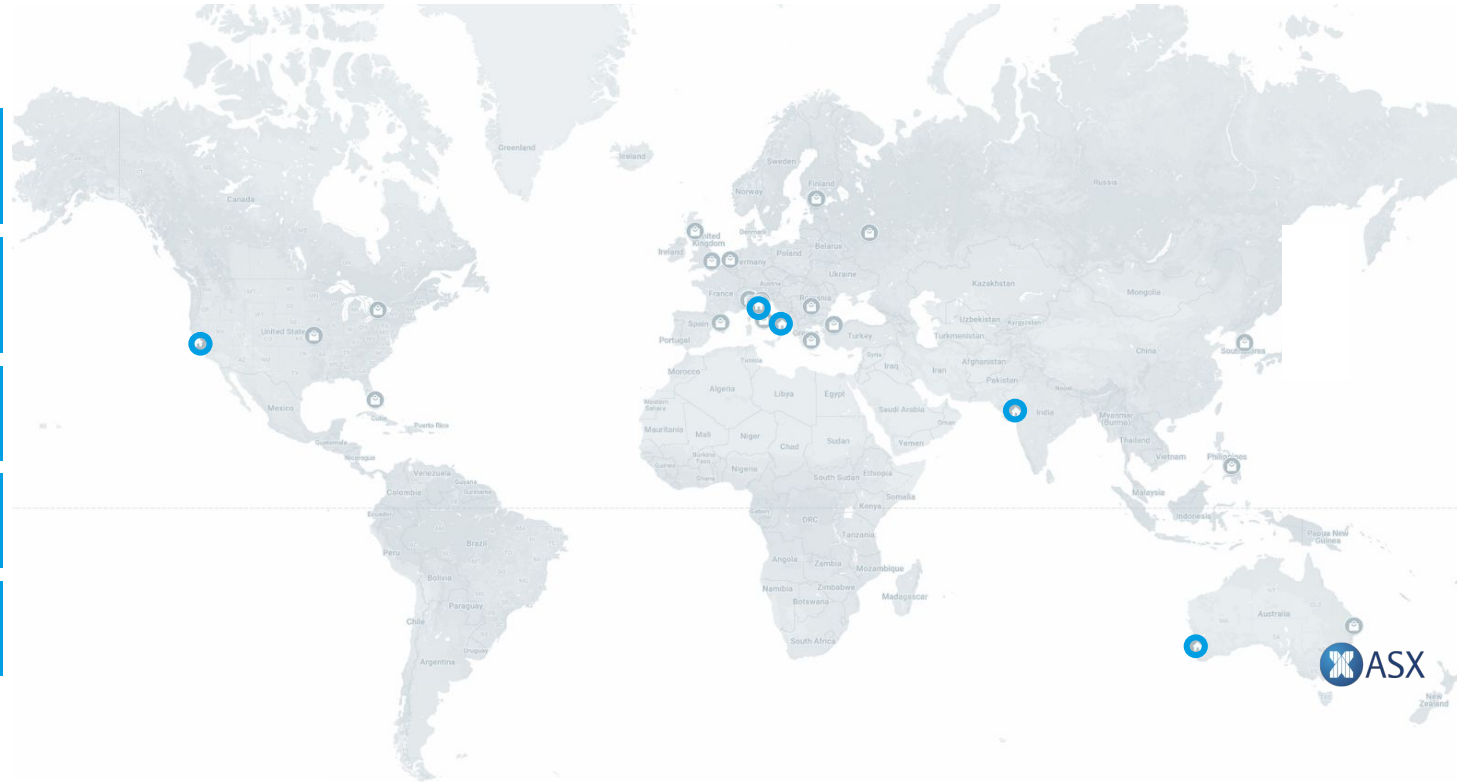
04

India Operations  
Ahmedabad, India

05

Corporate Headquarters  
Perth, Australia

06



Global presence supported by 46+ partners worldwide.

PRODUCT SUITE

01  
02  
03  
04  
05  
06



MINDESK

- REAL-TIME RENDERING
- IMMERSIVE REVIEWS
- COLLABORATIVE DESIGN
- VR 3D MODELLING



FRAMES

- ONLINE SALES
- PRODUCT CUSTOMIZATION
- TRAINING
- REMOTE MEETINGS



TRAINER CREATOR

- EFFECTIVE TRAININGS
- VR/AR MANUALS
- POST-SALE EXPERIENCE
- PRODUCT DEMOS



CONFIGURATORS

- CLIENT INVOLVEMENT
- BETTER MARKETING
- INCREASED SALES
- ERP CONNECTED

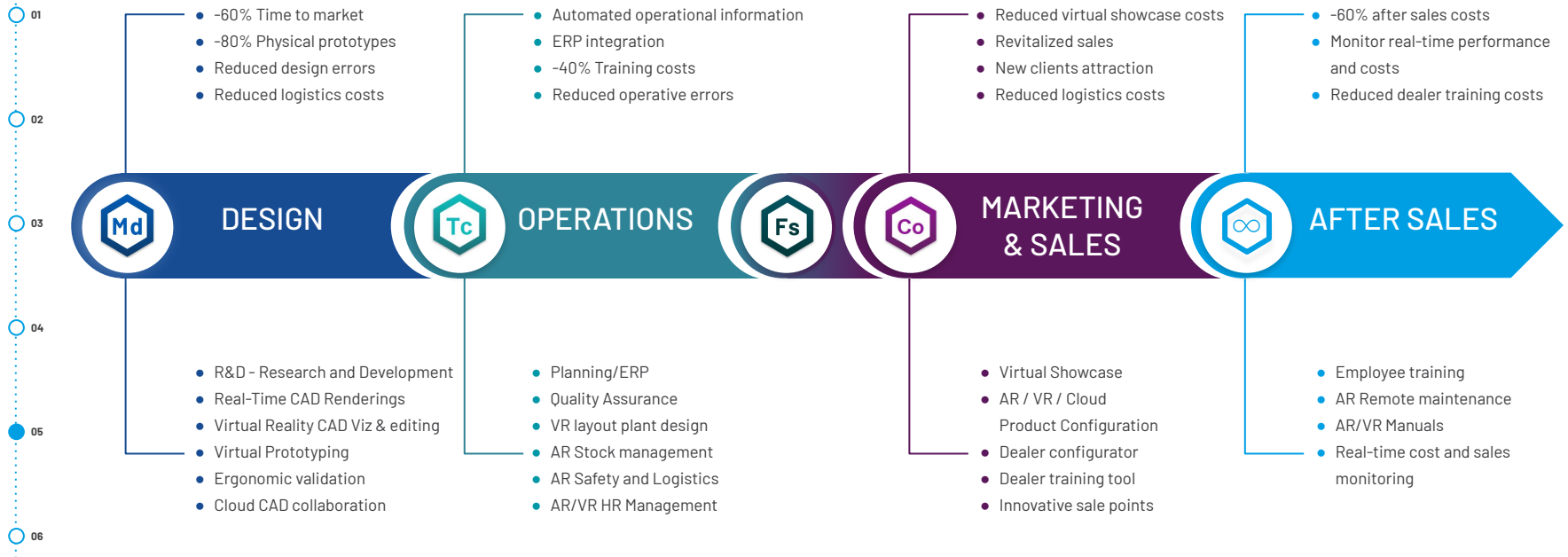


CUSTOM SOLUTIONS

- SOFTWARE DEVELOPMENT
- VR/AR EXPERIENCES
- VIRTUAL BOOTH
- 3D MODELS

COMPANY OVERVIEW & MARKET OPPORTUNITY

STRONG VALUE CHAIN SOLUTIONS



Zaha Hadid



ARCHITECTURE, ENGINEERING &  
CONSTRUCTION (AEC)

COESIA



MACHINERY

*automobili*  
**Lamborghini**



AUTOMOTIVE

  
**FERRETTIGROUP**



NAVAL

**FENDI**  
CASA



FASHION & FURNITURE

  
MOTORVEHICLE  
UNIVERSITY OF  
EMILIA-ROMAGNA



EDUCATION

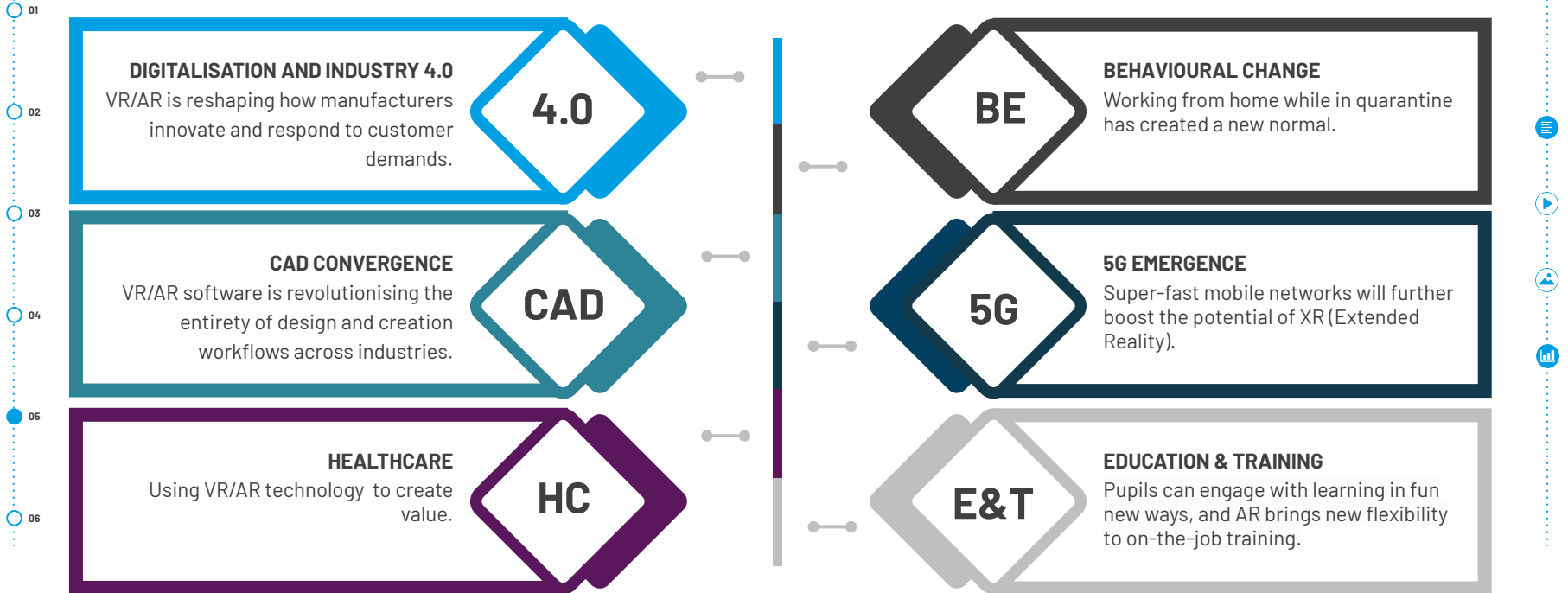
  
CompuGroup  
Medical



HEALTHCARE

01  
02  
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04  
05  
06





01

02

**Digitalization** is enabling a reinvention of manufacturing.

03

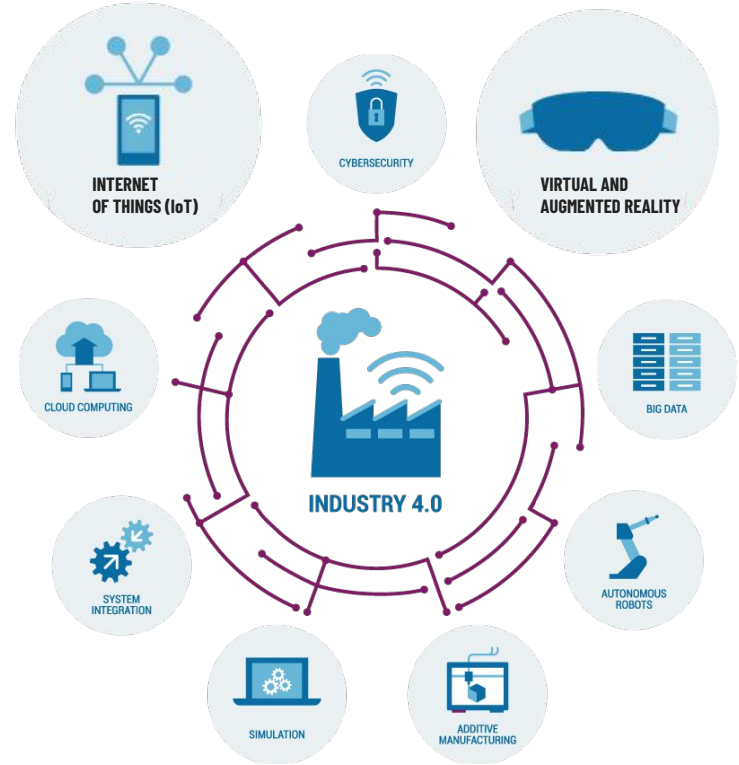
It's a core component of **Industry 4.0**: the merger of automation, the Internet of Things (IoT), virtual and augmented reality, business processes, big data and cloud computing. **It's reshaping how manufacturers innovate and respond to customer demands.**

04

05

McKinsey estimates that **70% of manufacturing companies** still have to grab the full potential of digitalization of key processes.<sup>1</sup>

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01 **Engineers, designers and builders are increasingly looking for solutions** that can quickly turn their Computer Aided Design (CAD) data into real-time experiences, **reducing costs, expensive mistakes and create unique experiences.**

02 The **convergence of augmented reality (AR), virtual reality (VR), and mixed reality (MR) with CAD software is revolutionising** the entirety of design and creation workflows across industries.

03 **CAD SOFTWARE**

**MR & RENDERING**



## CAD SOFTWARE MARKET OVERVIEW

01

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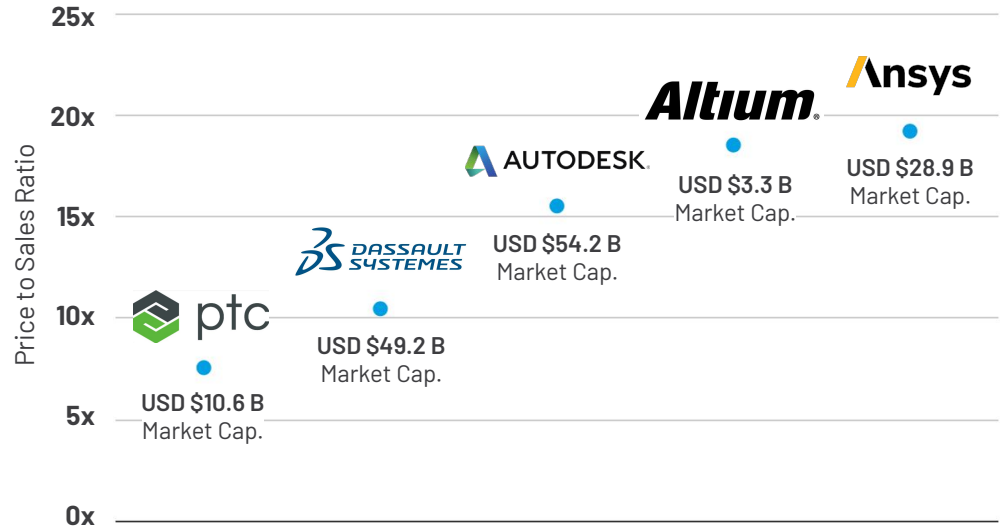
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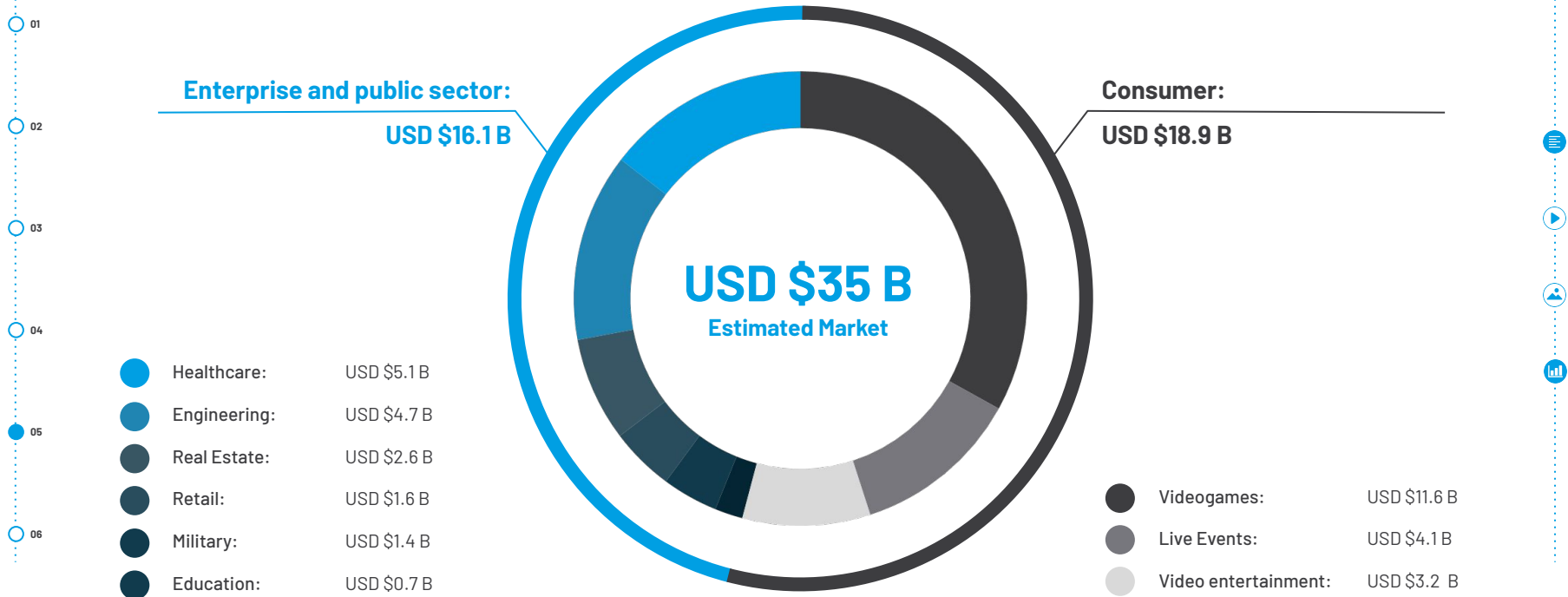
Company	Ticker Code
Altium Limited	ALU:ASX
Ansys, Inc	ANSS:NASDAQ
Autodesk, Inc	ADSK:NASDAQ
Dassault Systèmes SE	DSY:EPA
PTC, Inc	PTC:NASDAQ

## PRICE TO SALES RATIO, CAD SOFTWARE MARKET\*



\* Financial information sourced from ycharts.com at 28 August 2020.  
Dollar values are in USD currency.

**DIVERSE APPLICATIONS FOR AR/VR SOFTWARE IN 2025<sup>1</sup>**



01

The opportunity in manufacturing:

02

**USD \$18 B**

Design TAM by 2023

03

+

**USD \$13 B**

Make TAM by 2023

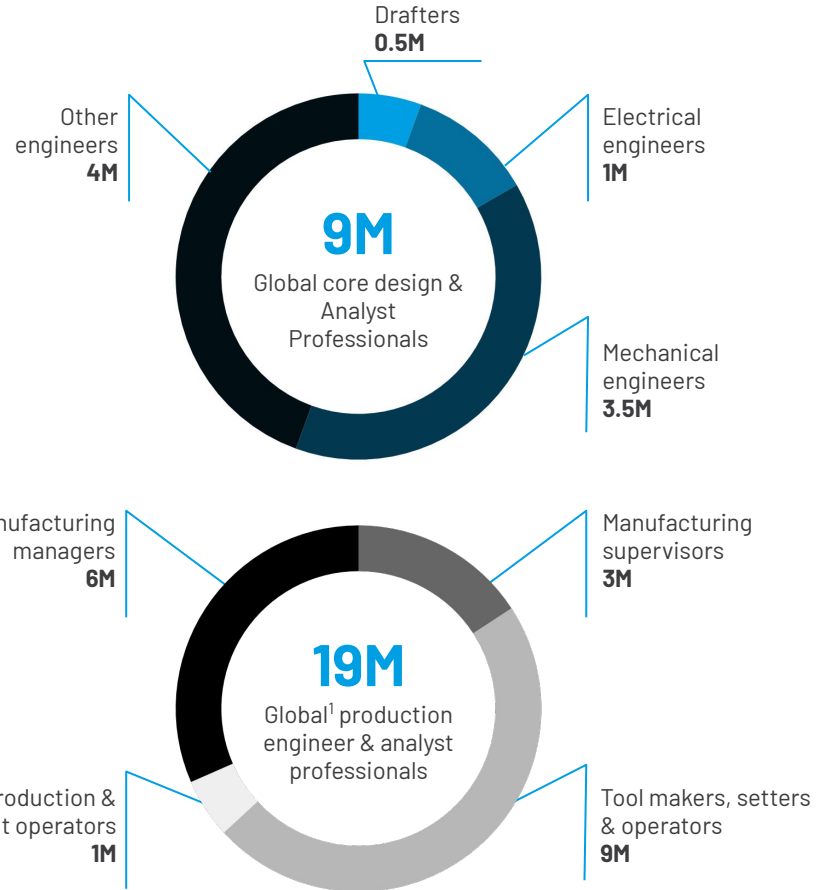
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Source: Cambashi FY20 Application TAM. The TAM numbers presented are estimates & are likely understated given the impact of piracy rates, availability of free software, in-house development & other variables.

<sup>1</sup>Professionals Data, Cambashi – est. for CY2022 (Worldwide excluding China).

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**Real-time technologies**  
for industrial companies'  
digital transformation.

1      **FY20 Highlights & Achievements**

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2      **FY20 Financial Performance & Metrics**

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3      **Business Overview**

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4      **Corporate Overview**

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5      **Company Overview & Market Opportunity**

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6      **Company Highlights**

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## FOCUS ON CONTINUED GROWTH

- 01  **Ability to Execute:** Vection Technologies has continuously delivered on its growth strategy towards the creation of a 360° product suite for Industry 4.0.
- 02  **Market Trends:** the increased adoption of collaborative real-time technologies including 3D, VR and AR will continue to drive growth opportunities for Vection Technologies, globally.
- 03  **Technological Partners:** partners such as Dassault Systèmes, SolidWorks Corporation, McNeel, Siemens, Epic Games, HP, Logitech and Varjo provide for significant visibility and commercial opportunities for Vection Technologies.
- 04  **Financial Partners:** shareholders such as the Italian Government, HTC Vive X, Primoglio SGR and A11 Venture represent an institutional blue chip shareholder base of global appeal.
- 05  **Technology Advantage:** Vection Technologies' proprietary 3D, Virtual Reality, Augmented Reality, Industrial IoT and CAD real-time solutions help companies and organisations to innovate, collaborate and create value.
- 06  **Value Growth:** Vection Technologies remains committed to the achievement of continued incremental growth across its software product suite to ensure compounded value creation for all stakeholders.
- 06  **Partnerships and M&A:** Vection Technologies will continue to pursue partnership and well executed M&A opportunities to support its long-term vision of creating a 360° real-time software product suite for Industry 4.0 towards market dominance.



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