



nextech AR solutions

Your Global AR Solutions Provider



NEO: NTAR
OTC: NEXCF

Disclaimer

This communication may contain statements, other than statements of current or historical fact, that constitute “forward-looking statements”. In some cases, you can identify forward-looking statements by terminology such as “anticipate,” “believe,” “expect,” “intend,” “estimate,” “project,” “forecast,” “plan,” “predict,” “seek,” “goal,” “will,” “may,” “likely,” “should,” “could,” and similar expressions or expressions of the negative of these terms. This presentation contains forward-looking statements that are based on our management’s current estimates, beliefs and assumptions, which are based on management’s perception of historic trends, current conditions and expected future developments, as well as other factors management believes are appropriate in the circumstances. Although we believe that the plans, intentions, expectations, assumptions and strategies reflected in these forward-looking statements are reasonable, these statements relate to future events or our future financial performance, and involve known and unknown risks, uncertainties and other factors that may cause our actual results to be materially different from any future results expressed or implied by these forward-looking statements. Although the forward-looking statements contained in this presentation are based upon what we believe are reasonable assumptions, investors are cautioned against placing undue reliance on these statements since actual results may vary from the forward-looking statements. Forward-looking statements involve known and unknown risks, uncertainties and other factors, which are, in some cases, beyond our control and which could materially affect our results. These risks are described in further detail our Management’s Discussion and Analysis for the year ended December 31, 2020 and are discussed more fully in Nextech’s filings with the British Columbia Securities Commission (“BCSC”) and found on Sedar.com.

Total Bookings and Backlog are not defined by and does not have a standardized meaning under International Financial Reporting Standards (“IFRS”) as issued by the International Accounting Standards Board. This non-IFRS financial performance measure is defined below. Non-IFRS financial measures are used by management to assess the financial and operational performance of the Company. The Company believes that this non-IFRS financial measure, in addition to conventional measures prepared in accordance with IFRS, enables investors to evaluate the Company’s operating results, underlying performance and prospects in a similar manner to the Company’s management. As there are no standardized methods of calculating these non-IFRS measures, the Company’s approaches may differ from those used by others, and accordingly, the use of these measures may not be directly comparable. Accordingly, this non-IFRS measure is intended to provide additional information and should not be considered in isolation or as a substitute for measures of performance prepared in accordance with IFRS.

Total Bookings: the total dollar value of technology services and license services included in contracts with our customers. ‘Value’ is the total revenue (recognizable or not) associated with each transaction, as opposed to the amount invoiced or recognized as revenue in the period. This information provides the user with information on the performance of our sales efforts in the period as there is a timing difference between when we close a deal and when it is ultimately ‘earned’ as defined in IFRS for revenue due to the term of our contracts and delivery timelines.

Backlog: the estimated unearned portion of technology services and license services in customer contracts that are in process and have not been completed as at the specified date. This includes billed and unbilled amounts within each contract. Since our revenue is recognized as earned, this will translate to total bookings to date less earned revenue recognized on the financial statements. This information provides the user with an estimate of the work expected to be completed and earned in the future at a given point in and is used by management to allocate resources to our revenue delivery team.

Total Bookings and Backlog should not be considered a substitute for or in isolation from measures prepared in accordance with IFRS. These non-IFRS measures should be read in conjunction with our annual audited consolidated financial statements for the year ended December 31, 2020. Readers should not place undue reliance on non-IFRS measures and should instead view them in conjunction with the most comparable IFRS financial measures. See the reconciliations to these IFRS measures in the “Reconciliation of Non-IFRS Measures” section of the recent MD&A dated April 15, 2021 found on Sedar.com.

Agenda

01

Who We Are

- Overview – Bringing Augmented Reality to Market at Scale
- Our market
- Our approach
- Our Business
 - AR Ecommerce
 - MapX
 - LiveX

02

Our Products

- Threedy.ai
- Holo-X (Human Holograms)
- ARitize
- Education
- Training/Sales
- Keynote speakers
- Social Media

03

Results

- Q1 Results
- Revenue & Bookings
- CAGR

04

Future Outlook

- Why AR matters
- Pandemic changed consumer behavior
- Customers
- Partnerships

05

Leadership Team

Big Tech Is Investing In AR And Acquiring 100's Of AR Startups

1 Billion Apple Devices Use AR

“AR is the next big thing. Whether it's health, education, gaming or retail, I'm already seeing AR take off in some of these areas with use of the phone. And I think the promise is even greater in the future.”

Tim Cook, CEO Apple



\$15 Billion Invested

“Our goal is to make AR technology more affordable and accessible, including bringing some of these technical advancements into our suite of communication products”

Sundar Pichai, Google



\$6 Billion Invested

“Think about how many things that are in your life don't actually need to be physical and could be easily replaced by a digital hologram in a world where you had glasses.”

Mark Zuckerberg, CEO Facebook



\$20 Billion Invested

“We'll probably see a range of AR devices and platforms in the coming years. Obviously with Microsoft and the HoloLens, it's more of a 'full-field glasses' scenario. But I think the world is ready.”

Satya Nadella, CEO Microsoft



Why Invest

First Mover With AR At Scale

Diversified
Small Cap

Management
is aligned with **25%**

Recent insider buys with CEO
buying Purchased Stock 7 Times in
the past 18 months Purchasing
1,542,629 Common Shares

Growth
rate of **100-200%**

\$15 million
in cash

Significant
Partnerships
with



Blue Chip
customers
include



HARVARD
UNIVERSITY

Executive
team from
big tech



Current Solution

The Current AR Content Creation Journey Is Costly And Time Consuming



Hire a Unity
Expert with 3D
capability



Shoot dozens of
photos of every
angle and each
product



Send complete
measurements of
each part of each
product



Approve/QC the
quality of custom
model

Introducing Breakthrough AI Powered 3D Model Creation At Scale!

Walmart has 75M SKU's, Amazon 350 Million

Problem-Human 3D model creation



48 hrs

\$200

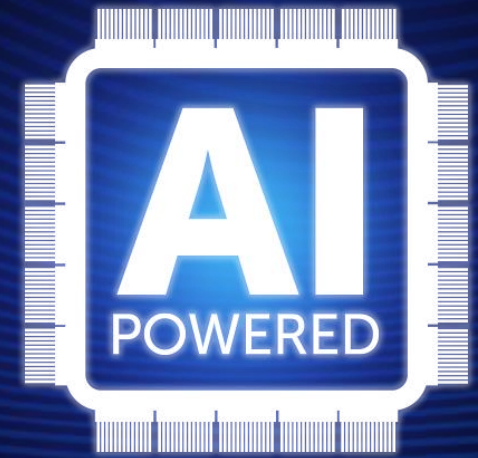


*Average production of one 3D asset

Solution-AI Powered

Instant

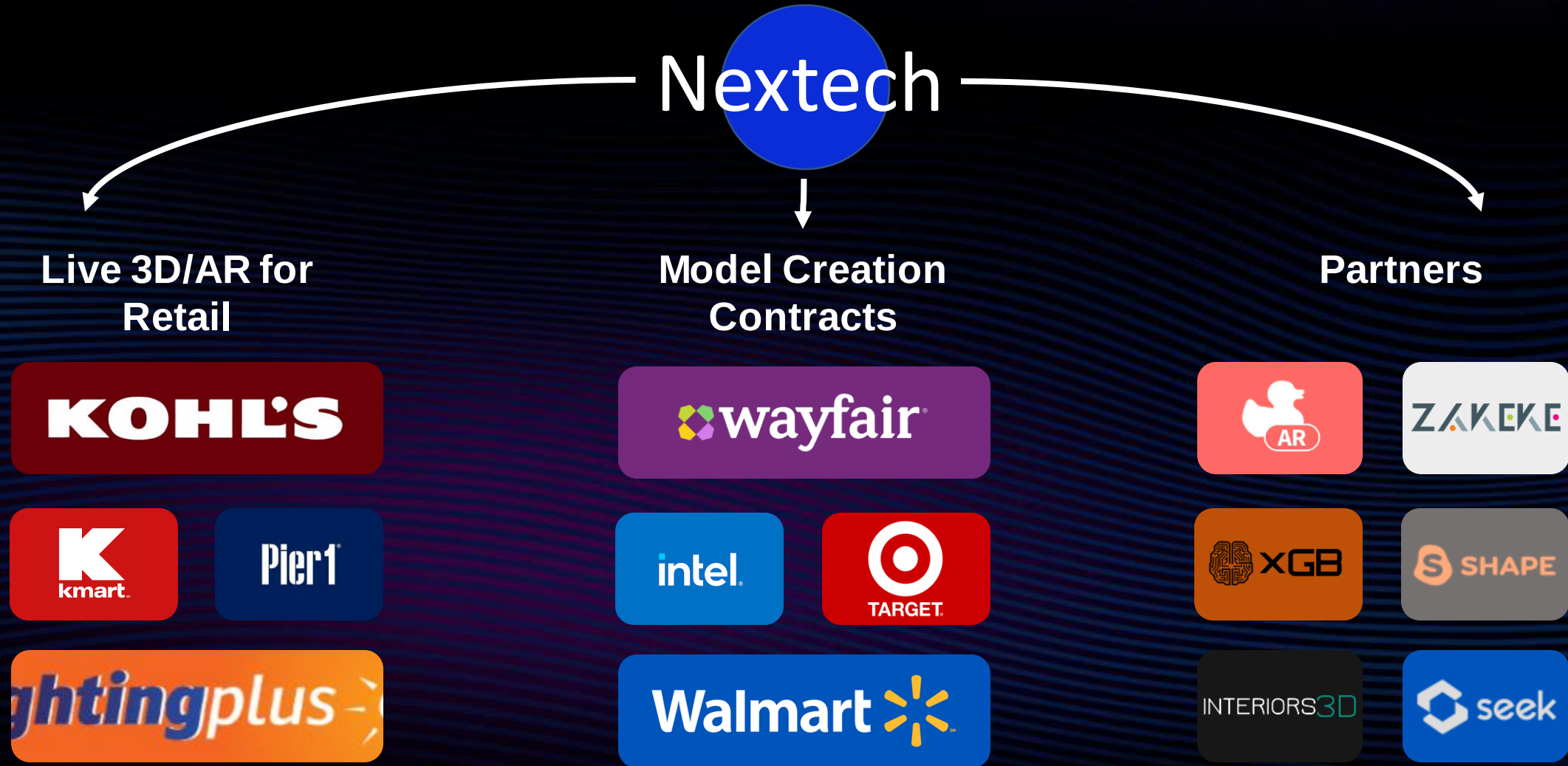
\$2



*Average production of one 3D asset

We have the **ONLY** scalable solution

Nextech's AR Ecommerce Customers/Partners



Product And Solution Overview

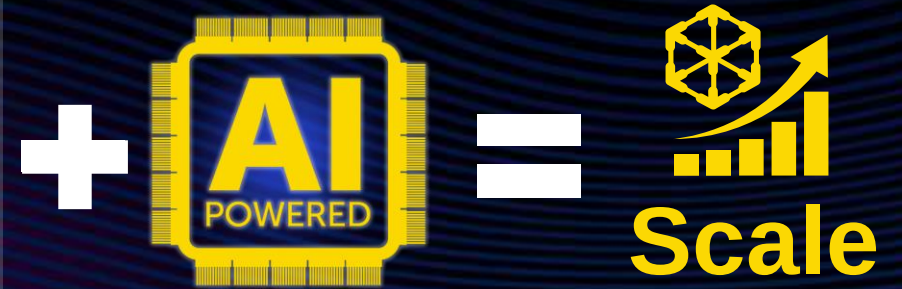
Products



AR Ecosystem



Our Competitive Edge



Bringing
Augmented Reality
To Market **Scale**

Four AR Solutions

TAM = USD \$9.58 Trillion

Education Technology

Problem:

Online education delivery is 2-D with v. poor UX. Remote & disengaged students

Solution:

AR gives immersive, interactive learning at home & for remote "in-class" collaboration, delivering high-quality studies

Demo



[VIDEO](#)

Source: [Click here](#)

Advertising/Media & Entertainment

Problem:

User attention fatigue. CTRs lower than ever. Regulation & compliance demands

Solution:

AR and 3D holograms have galvanised the interactive ads and media experience, driving engagement & response rates

Demo



[VIDEO](#)

Source: [Click here](#)

Retail & E-commerce

Problem:

E-commerce exploded but users still want to "try before they buy". UX is 2-D and unexciting

Solution:

AR allows users to visualize items in home & on body pre-purchase. Increases purchase intent & drives sales

Demo



[VIDEO](#)

Source: [Click here](#)

Virtual & Hybrid Events

Problem:

Video-call & online event fatigue. Attendees suffer from "Presenteeism"

Solution:

AR brings "WOW" moments & highly effective intros & networking UX, delivering superior event engagement

Demo



[VIDEO](#)

Source: [Click here](#)

Nextech Owns And Operates A Portfolio Of Four Connected Businesses

AR eCommerce

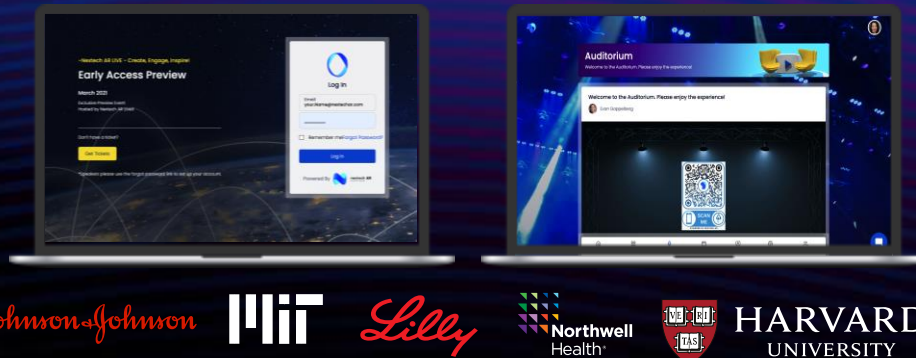


MapX

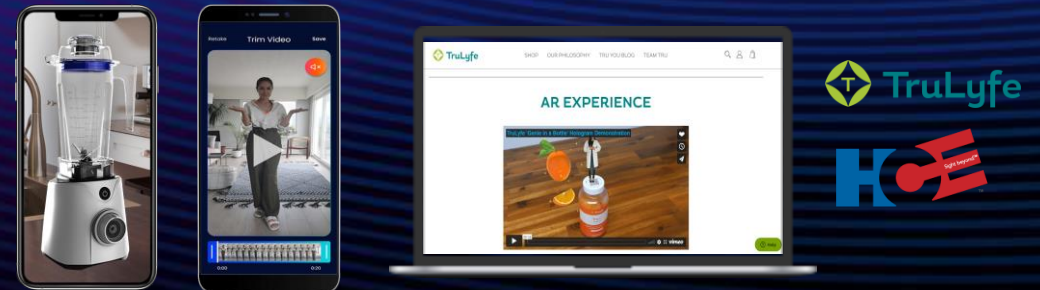


LiveX

(a competitor to On24 ONTF:
billion-dollar market cap)

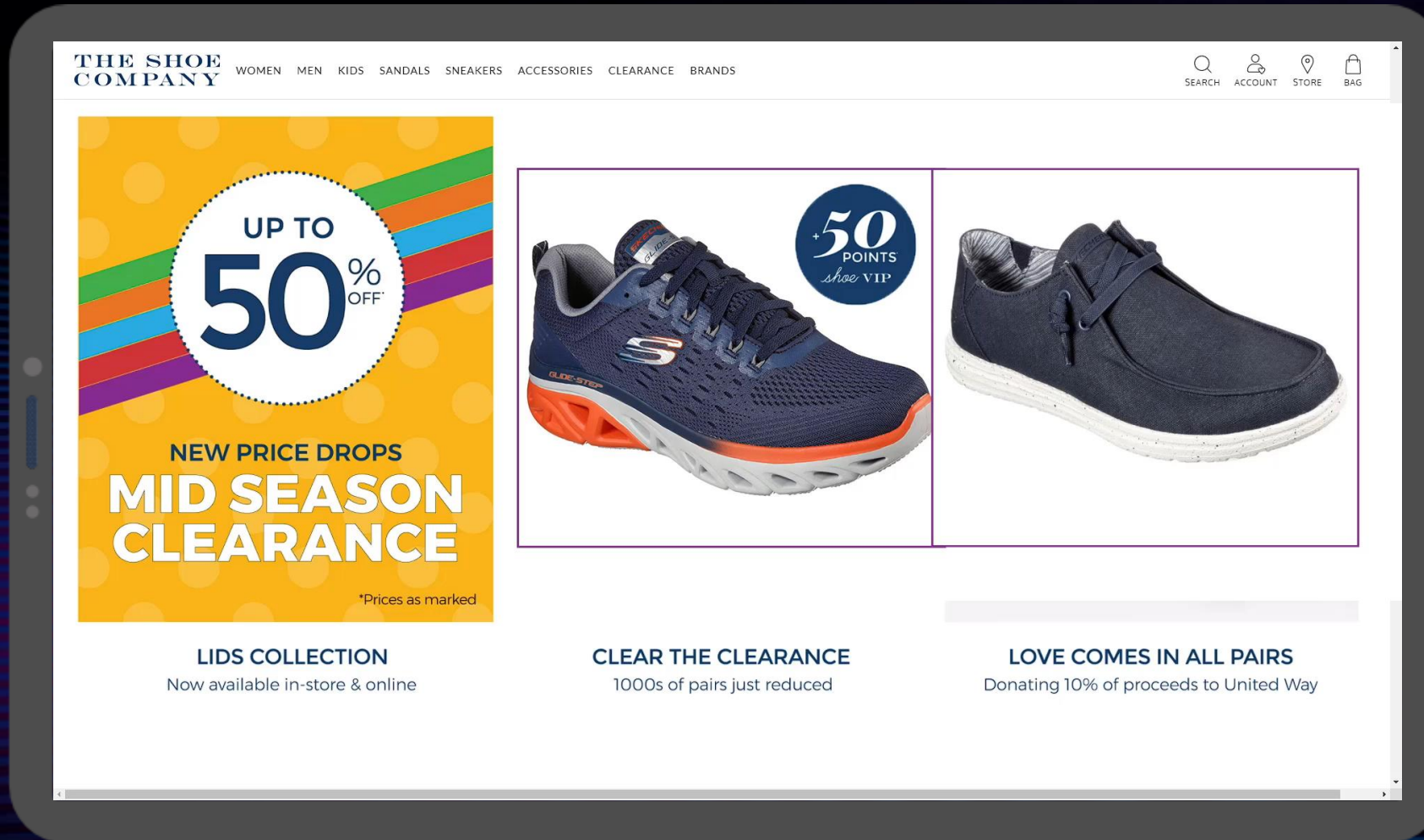


AR Solution



AR ads, AR E-commerce, HoloX ARitize
AR Smart Packaging

Threedy.AI - A Quantum Leap In AR Production At Scale



Click here



Or copy the URL

<https://vimeo.com/570382808/d230037e2f>

Ad Network At Scale Leveraging Theedy.Ai

Problem: Regulatory concerns and low click-through rate (CTR)

Reach
Right Audience
At The Right Time



Revolutionary 3D Ads



=
Optimize
Media Spend
& ROAS

[Click here](#) to view & try the 3D AD!

Solution: High CTR by reaching targeted audiences with engaging, immersive 3D ads

TRY IT YOURSELF – Use Your Smartphone Camera To Scan The QR Codes

Lamp



Take Out Your Camera
to Scan the QR Code

Wall art



Take Out Your Camera
to Scan the QR Code

Furniture



Take Out Your Camera
to Scan the QR Code

Apparel



Take Out Your Camera
to Scan the QR Code

HoloX – Scale Human Hologram Creation



**Complex Studio Environment
& Expensive Equipment**

Nextech Solution



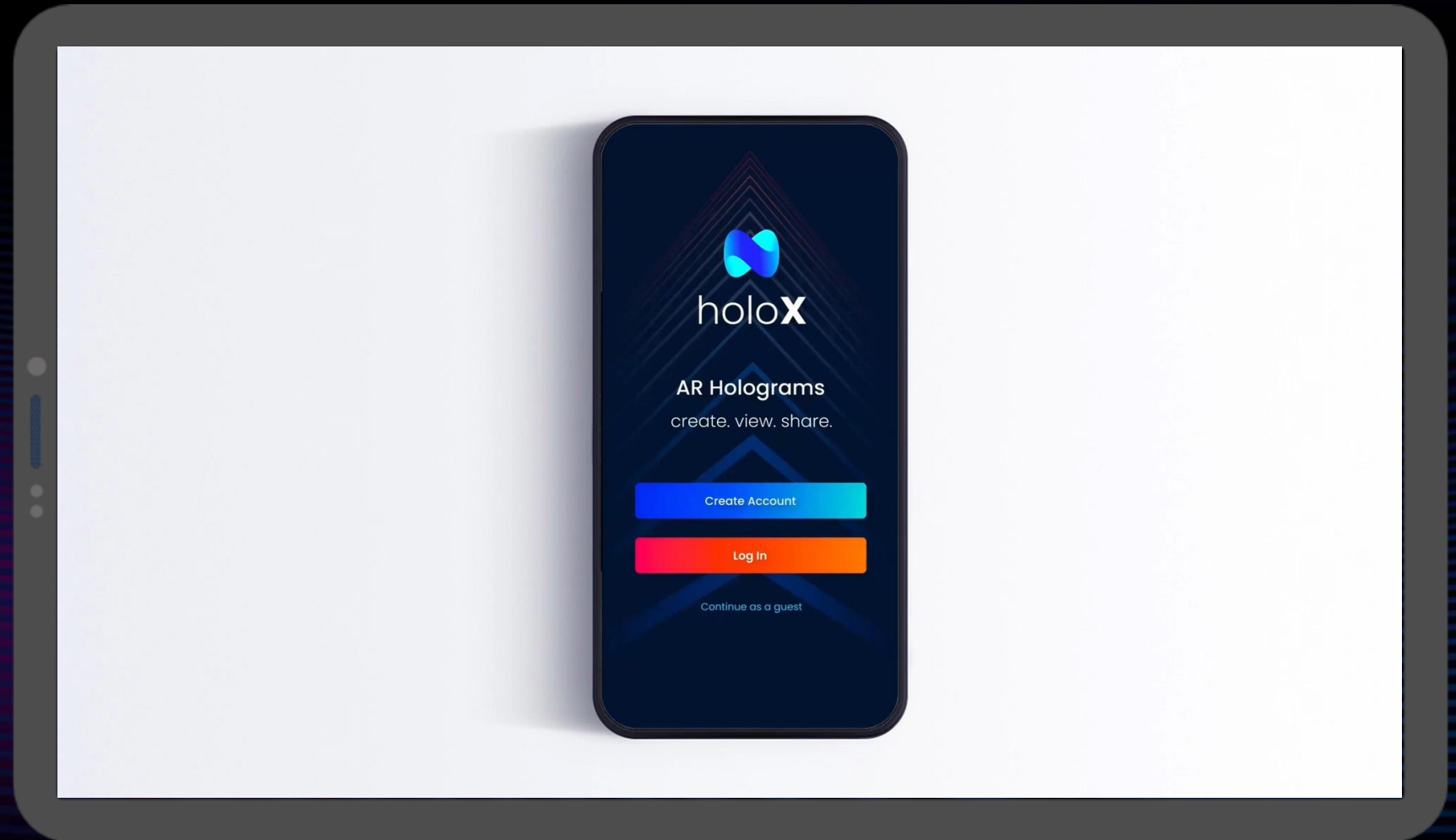
**No
Green Screen
Needed**



**All That's
Needed Is A
Smart Phone**

Breakthrough Technology - Human Hologram Creation For The Masses

Create Your
Own Hologram,
Be Anywhere At
Anytime



Click here

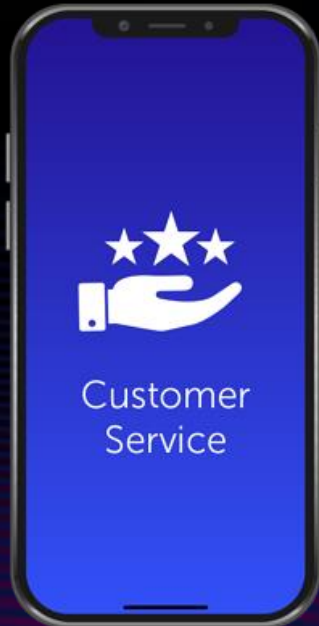


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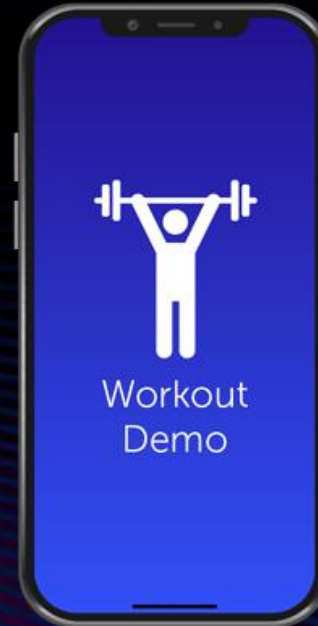
TRY IT YOURSELF – Use Your Smartphone Camera To Scan The QR Codes



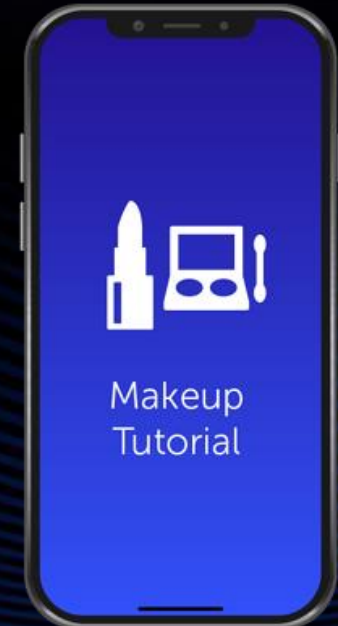
Take Out Your Camera
to Scan the QR Code



Take Out Your Camera
to Scan the QR Code



Take Out Your Camera
to Scan the QR Code



Take Out Your Camera
to Scan the QR Code

ARitize - For Complex Enterprise Solutions

Video

See it for yourself!

Step 1
Download the app

ARitize™
3D Augmented Reality

Download on the App Store | GET IT ON Google Play

Step 2
Open the **ARitize™** app in your mobile and tap on the 'Code' button on the bottom menu bar

Code

Step 3
Scan the QR code in the app

Or manually enter this code on the field: **STAUBLI.QCC**

powered by **nextech AR solutions**



Use Cases
AR Product Demonstrations
For Medical, Retail, Technology

Solution: Creation tools for custom & sophisticated AR experiences & interactions

ARitize - For Complex Enterprise Solutions

Video

See it for yourself!

Step 1
Download the app

 **ARitize™**
3D Augmented Reality

Step 2
Open the ARitize™ app in your mobile and tap on the 'Code' button on the bottom menu bar

 Code

Step 3
Scan the QR code in the app



Or manually enter this code on the field: **FIA.F4**



powered by 

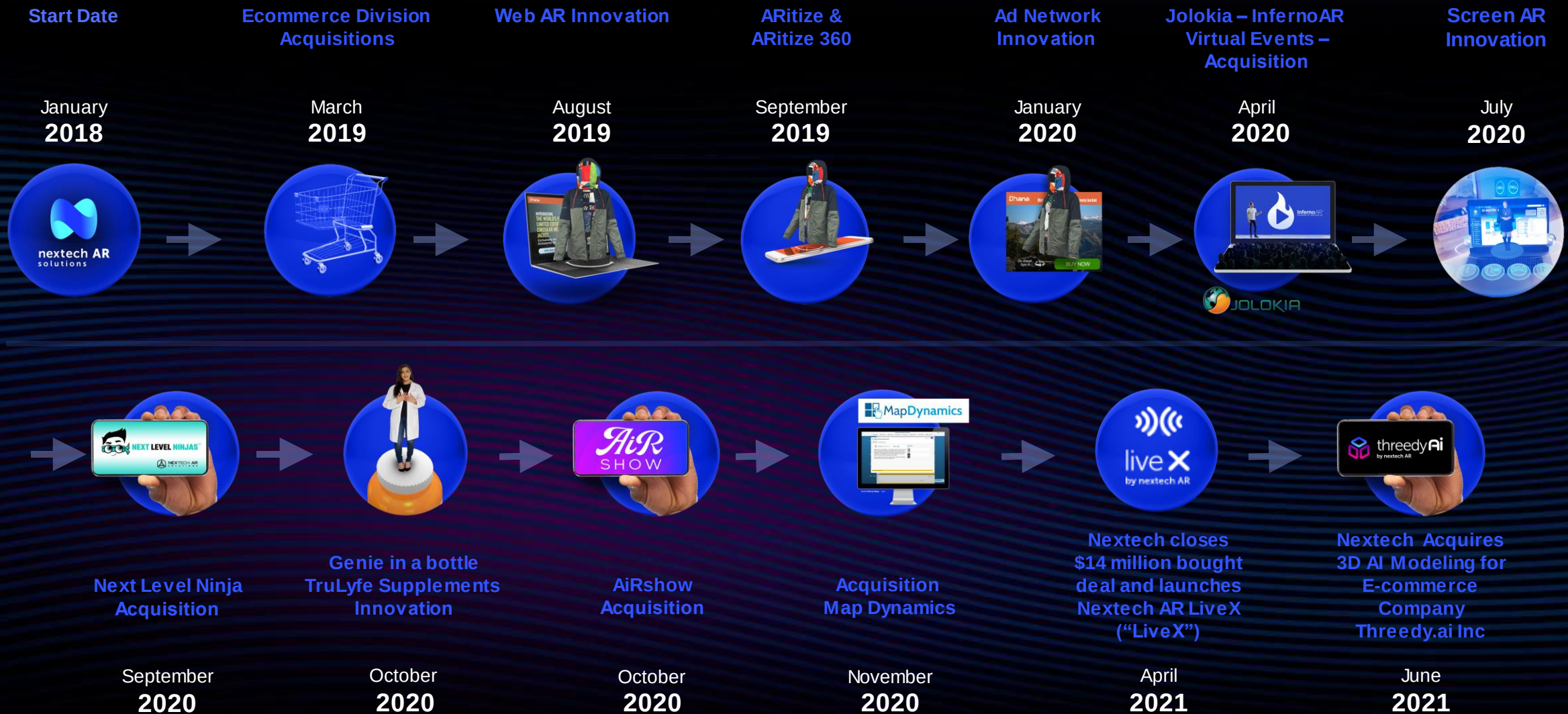
 **iOS** **android** 

Available on all mobile
iOS and Android devices



Solution: Mobile AR viewer application used to experience one or many AR solutions

Nextech Timeline – 3 Years Of Innovation And Acquisitions



Nextech AR Solutions 2021 Accomplishments

Q1 Financial Highlights:

- Revenue of **\$7.7 million**, an increase of over **200%** (compared to the same period in 2020)
- Gross profit of **\$3.3 million**, an increase of over **280%**
- Total Bookings of **\$2.2 million**, an increase of over **4,700%**

Recent Company Highlights 2021:

\$20.01

Million Bookings

January 12

Nextech AR Solutions announces 2020 fiscal year bookings of \$20.01 million, +235% of 2019

liveX

April 6

Nextech AR Solutions launches its new Digital Experience Platform, Nextech AR LiveX



ERICSSON

June 3

Nextech AR Solutions is selected by Ericsson Startup 5G to integrate AR with the power of 5G



Microsoft
Partner

June 8

Nextech AR Solutions announces Microsoft Co-sell Partnership for EdTechX, our AR platform for higher education.



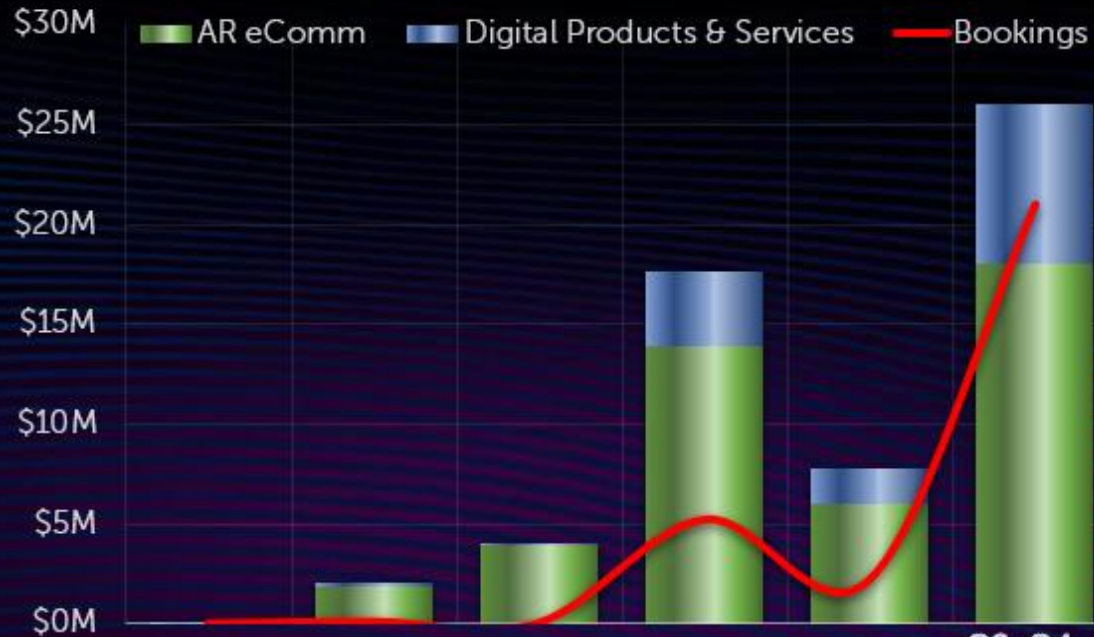
threedy.ai

June 22

Nextech AR Solutions Corp. acquires AI-Powered 3D model creation company Threedy.ai Inc.

Revenue And Bookings Expected Rapid Expansion Of Our Topline Fueled By Innovation

All figures are in CAD\$



+200%

Q1 Revenue

+280%

Q1 Gross Profit

+4,700%

Q1 Total Bookings

Future Revenue Expected To Be Driven By High-margin Digital Products & Services

	2018	2019	2019*	2020	Q1 2021	Q2-Q4 2021 (FC)
Digital Products & Services	\$0.02M	\$0.12M	\$0.05M	\$3.75M	\$1.72M	\$8M
AR eComm	\$0.00M	\$1.88M	\$3.95M	\$13.93M	\$6.01M	\$18M
TOTAL Revenue	\$0.02M	\$2.00M	\$4.00M	\$17.69M	\$7.73M	\$26M
Growth		7926%	100%	342%		91%
Bookings	\$0.02M	\$0.12M	\$0.05M	\$5.23M	\$2.23M	\$21M

FC = Forecast

*7month period ended December 31, 2019

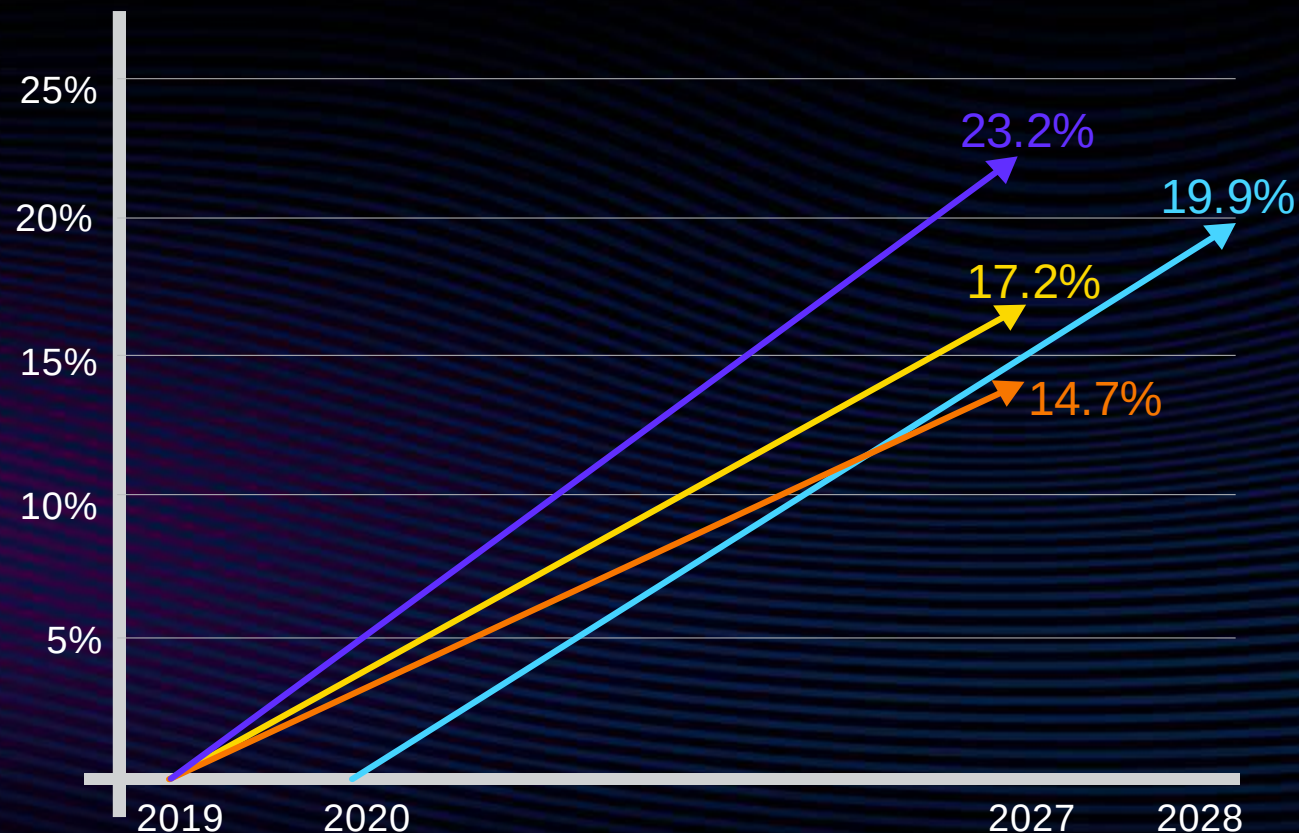
Please refer to the Company's most recent filings regarding Forward-looking Statements and Non-IFRS Financial Measures and reconciliations found on [sedar.com](https://www.sedar.com)

Market Cap And Industry Growth Market Size

Market Data (as of 06-30-21)

Shares Outstanding	81,194,809
52 week (high-low)	\$7.14 - \$1.55
Market Capitalization	\$127 million CAD
Insider Ownership	16%
Cash	~\$18 million

Compound Annual Growth Rate (CAGR)



Many Future Catalysts



**Teleportation, AI
2D-3D AT SCALE,
LiveX, 3D ADS**



**Leverage
Ecosystems
Of Blue-chip
Customers**



**Rapidly Expand
Sales**



**Innovative Solutions
For Industry Wide
Problems**



**AR
NFTS**

**Patent
Portfolio**



**Head Mounted
Displays (Hmds) &
AR Glasses**



**AI + Livestream
AR Holograms**



**Holograms &
Interactivity**

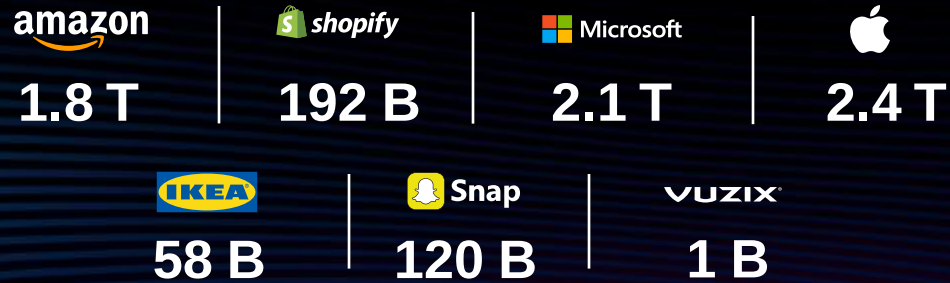


**Mistake Driven
Learning
(Higher Ed)**



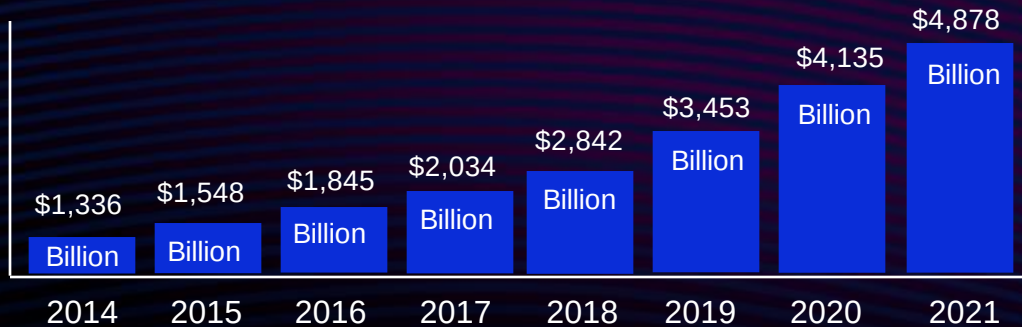
The AR Bull Market Has Begun!

Early Adopters



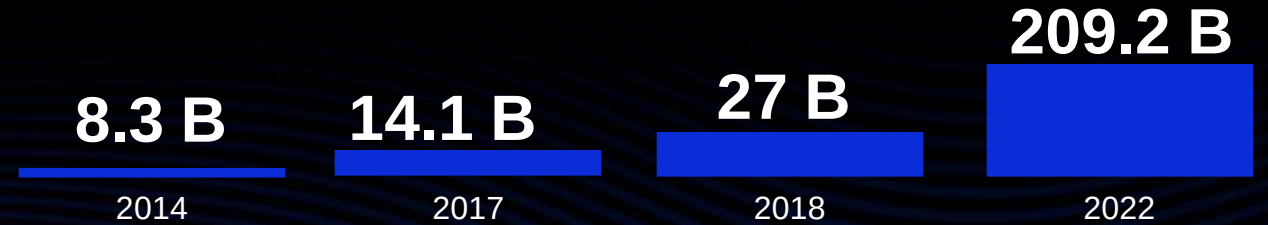
Ecommerce Bull Market

Retail Ecommerce Sales
Worldwide from 2014 - 2021



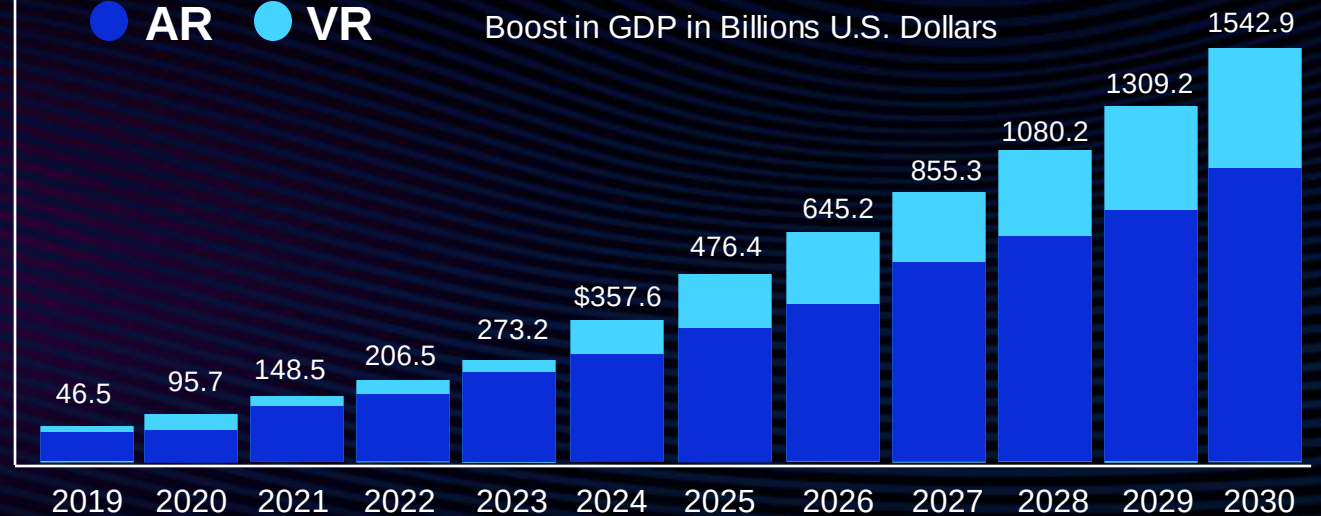
Source: eMarketer ID 379045

Forecast AR Market Size Worldwide in Billions



● AR ● VR

Boost in GDP in Billions U.S. Dollars



Source: Statista 2021

Technology Is Now THE Critical Connector

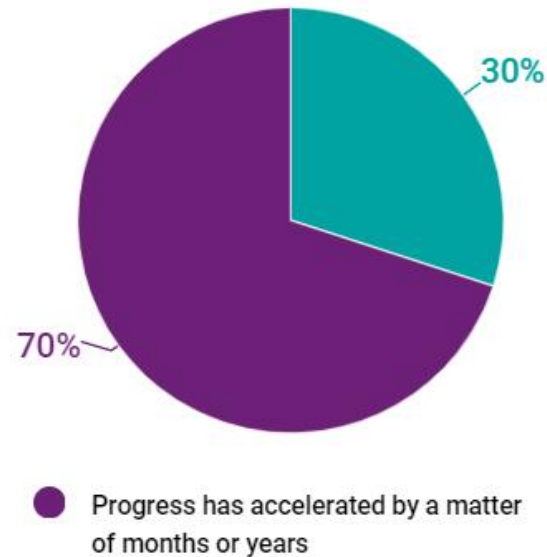
“The move to digitization has accelerated, and the benefits will be permanent. There is no going back.”

Carl Carande
Vice Chair, Advisory US and Global
Head of Advisory
KPMG International

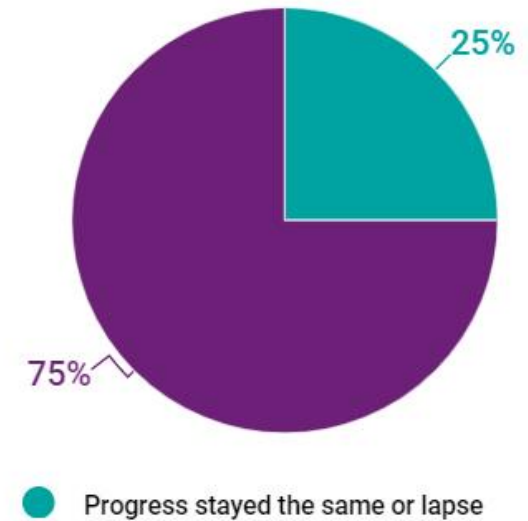
Impact Of The Pandemic On Digital Transformation

Across the following areas of enterprise digital transformation, please say what impact the pandemic has had on progress.

The creation of new digital business models and revenue streams



The creation of a seamless digital customer experience



Source: KPMG - <https://home.kpmg/us/en/home/insights/2020/09/digital-acceleration.html>

Why AR Matters:

+61%

of consumers say the ability to share branded AR experience is important

+50%

of consumers are more likely to buy products with advanced 3D experiences

+54%

of consumers actively search for AR experiences (i.e., Snapchat)



Increase Conversion Rates By 20% - 40%
Reduce The Product Return Rate By 50%

+76%

of consumers believe AR will play a role in how people shop in the next 5 years

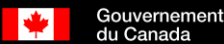
+60%

of consumers prefer ordering products using AR

+72%

of consumers feel they are more likely to purchase something after an AR virtual try-on

1000+ Customers

Leveraging Technology & Building Relationships With The Biggest Names In Tech



Nextech AR Solutions Has Partnered
With Microsoft To Power Edtechx
And Its Suite Of Enhanced Augmented
Reality Education Solutions



Ericsson And Singtel Select
Nextech AR Into The Exclusive Startup
5G Program & Network



Blue Chip Leadership Team



Evan Gappelberg
CEO and Founder



Paul Duffy
President, Chairman
of the Board



Eugen Winschel
COO



Andrew Chan
CPA, CA CFO



Vivian Chan
Global Head of
Digital Sales



Yau Boon Lim
Global Head of
Ecosystem & Channel



Hareesh Achi
President of 3D/AR
Advertising



Chris Burton
Head of Global Sales



Nima Sarshar
CTO of Visual
Computing & AI

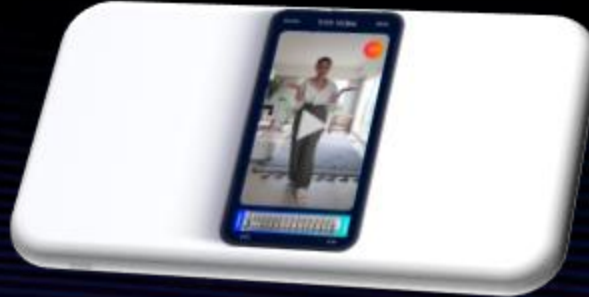


Guillaume Pascual
CMO

AR Video Library – Click To View Video



Portals



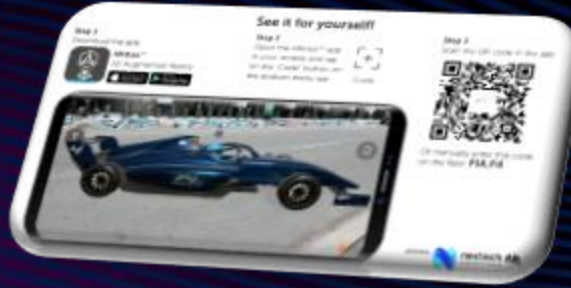
AR Video Library – Click To View Video



Education & Science Labs



Cars



AR Packaging



AR Video Library – Click To View Video



Entertainment & Performance

3D AR Ad Platform

AR for Events

AR for eCommerce





Thank you

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