



Nextech AR Solutions A **Metaverse** Company

NEO: NTAR
OTC: NEXCF

Disclaimer / Safe Harbour



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 and is used by management to allocate resources to our revenue delivery team.

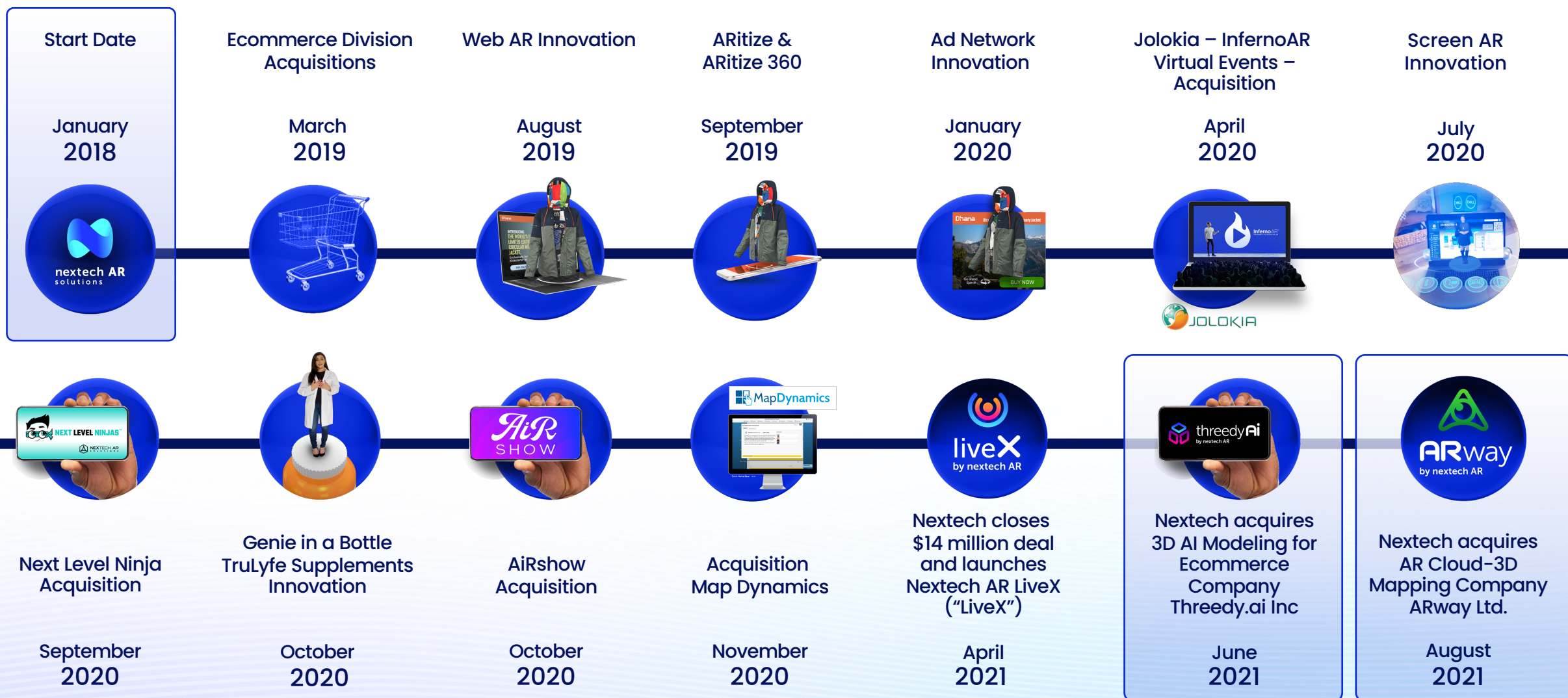
Total Bookings and Backlog should not be considered a substitute for or in isolation from measures prepared in accordance with IFRS. These non-IFRS measures should be read in conjunction with our annual audited consolidated financial statements for the year ended December 31, 2020. Readers should not 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.

Nextech AR Solutions

A Diversified Technology Company



3 Years Of Innovation And Acquisitions



Blue Chip Leadership Team



Evan Gappelberg
CEO and Founder



Paul Duffy
President, Chairman of
the Board



Eugen Winschel
COO



Andrew Chan
CPA, CA CFO



Hareesh Achi
President of 3D/AR
Advertising



Nima Sarshar
CTO of Visual
Computing & AI



Guillaume Pascual
CMO



Mirjana Prpa
Product Manager, AR

Big Tech's Commitment to Augmented Reality

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

facebook



“I believe the metaverse is the next chapter For the internet. “

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



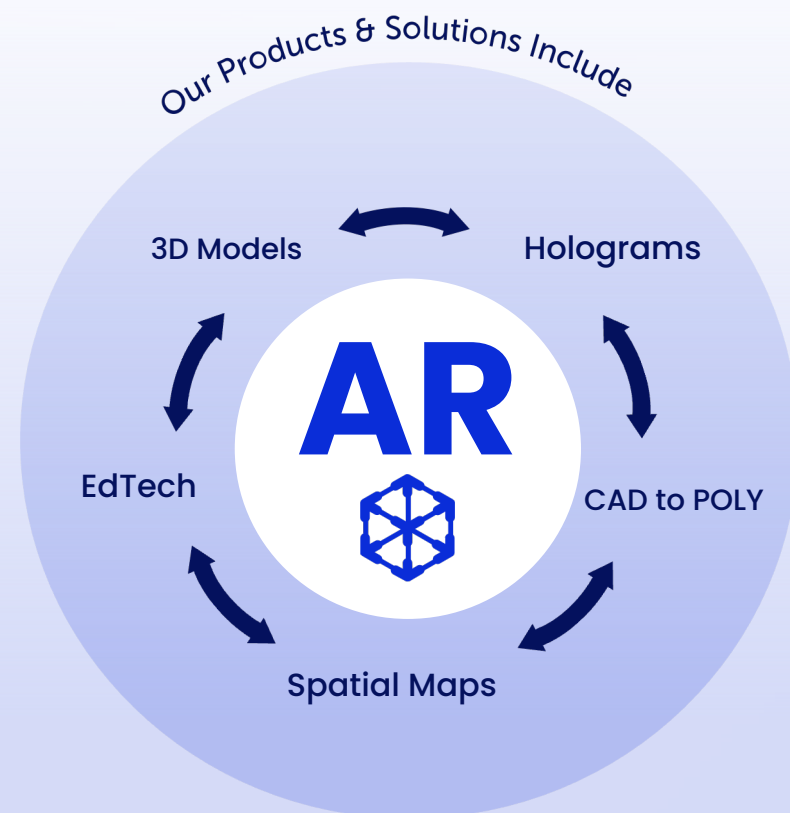
Metaverse Product And Solutions Overview



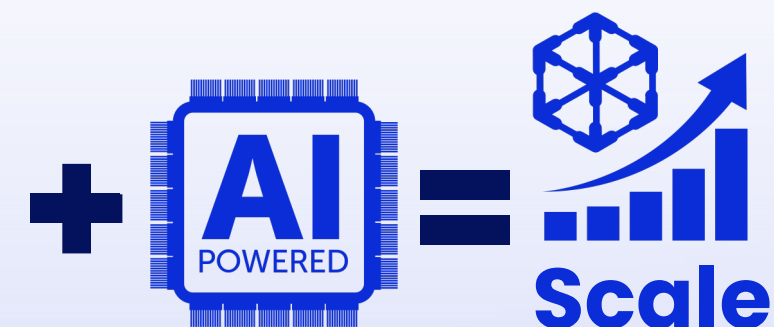
Products



Our Metaverse



Our Competitive Edge



**Content + Environment
creation for the
Metaverse at mass
scale**

Leveraging Technology & Building Relationships With The Biggest Names In Tech



Partnerships



Customers



Nextech's Augmented Reality Solutions



Four Augmented Reality Solutions



1. Education Technology



Problem:

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

Our Solution:

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



2. Retail & Ecommerce



Problem:

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

Our Solution:

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



3. Advertising



Problem:

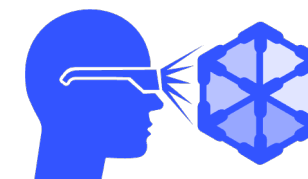
User attention fatigue. CTR's lower than ever. Regulation & compliance demands

Our Solution:

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



4. The Metaverse



Problem:

Mass adoption of AR is limited by mobile. Creating AR content at SCALE to populate metaverse

Our Solution:

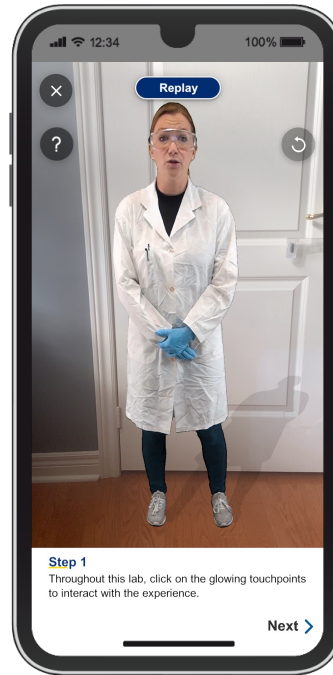
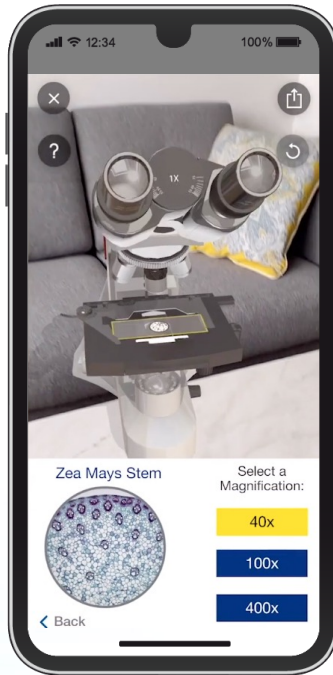
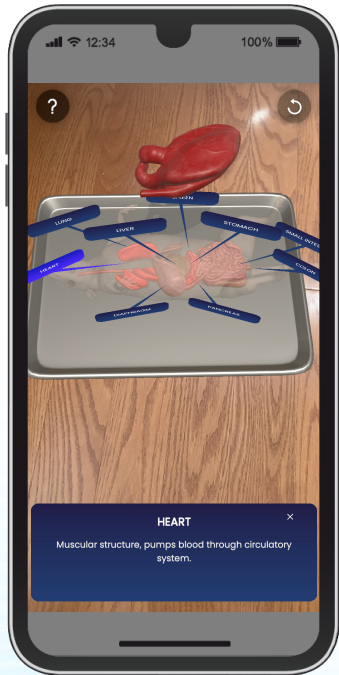
Always in immersive experiences through AR glasses. Spatial Mapping, Interoperability.



Solution 1 – EdTechX: AR Labs for Higher Education



EdTechX enables educational institutions to transform traditional learning into immersive, interactive AR experiences that are valuable for students.



PARTNERS

Co-Sell Ready



EARLY ADOPTER CUSTOMER

Ryerson University



85 AR Science Labs Developed

5,000 Students Served

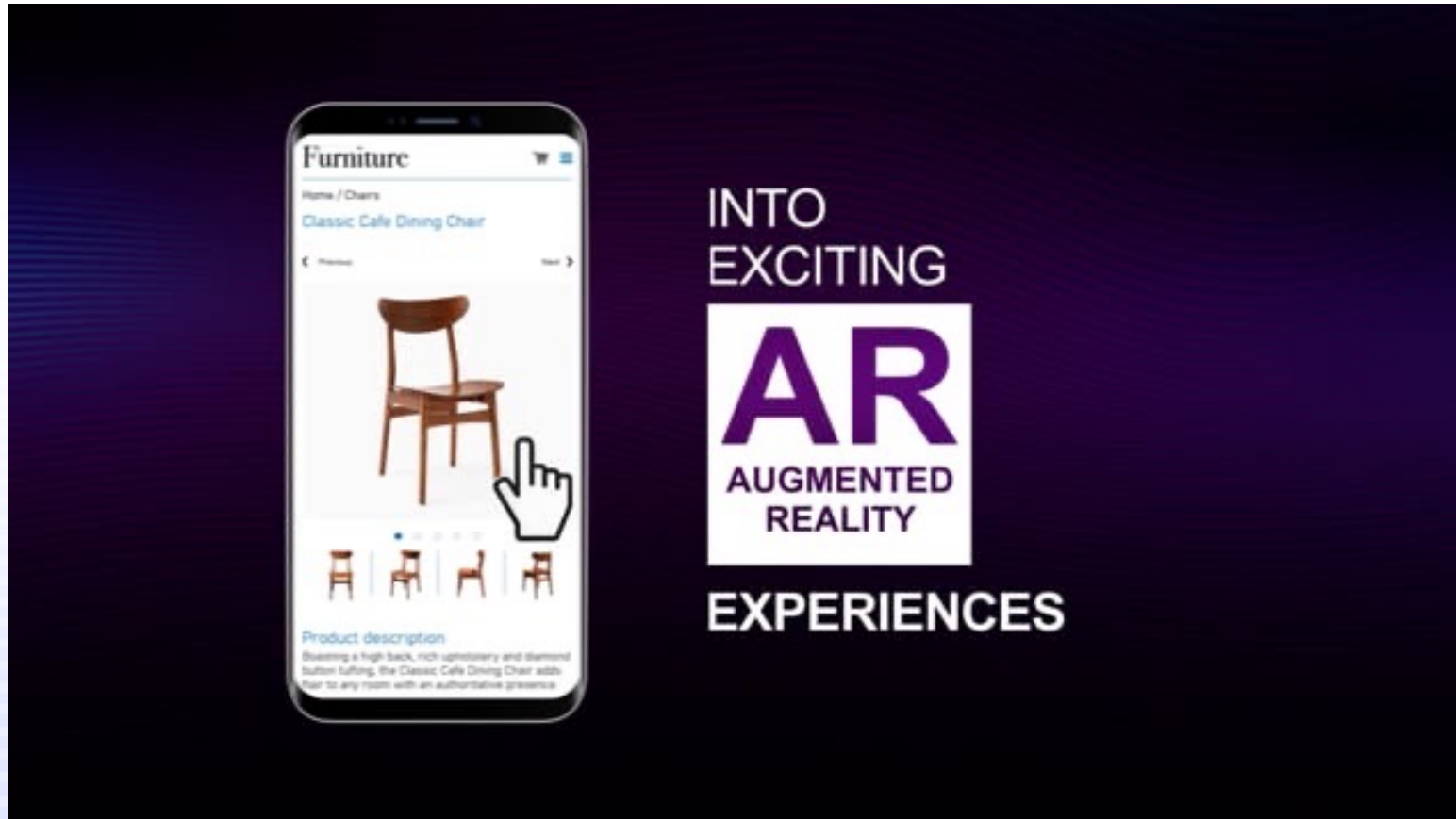
Rat Dissection Scan Me



The experiment was very detailed; it was as if I was there in the lab watching someone perform the experiment.”

**Ryerson,
Biochemistry
Student, 2021**

Solution 2 – Threedy.ai: AI Powered 3D Model Creation At Scale For E-commerce



 [Click here to watch](#)

Problem: E-Comm Returns Cost **\$1.47 T Annually**



Global

\$4.9 Trillion³

\$1.47
Trillion in
Returns

Avg. Return Rate⁴

30%



United States

\$565 Billion²

\$170
Billion in
Returns

² <https://nrf.com/research/customer-returns-retail-industry>






³ <https://www.emarketer.com/worldwide-ecommerce-will-approach-5-trillion-this-year>

⁴ [https://www.cbre.us/cbre-forecasts-online-returns-to-hit-record-\\$70-5b-this-holiday-season](https://www.cbre.us/cbre-forecasts-online-returns-to-hit-record-$70-5b-this-holiday-season)

⁵ <https://arinsider.co/2020/06/29/does-ar-really-reduce-ecommerce-returns/>

3D Asset Creation Needs To Scale

Major Challenges in 3D Model Creation

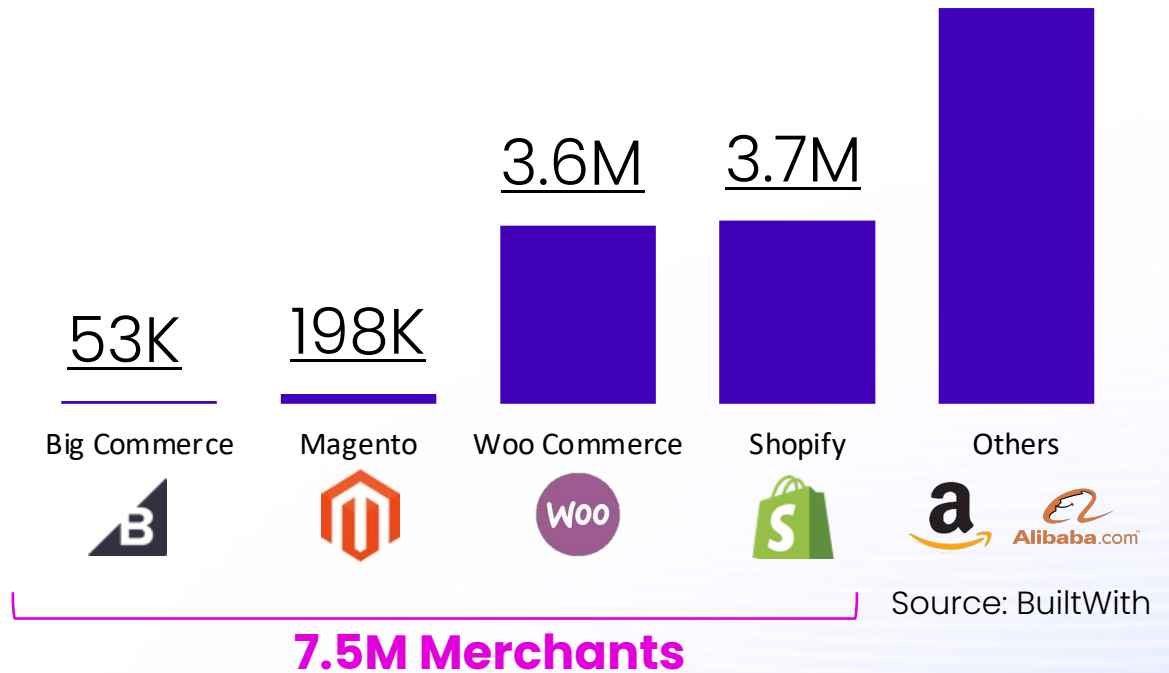
-  Time consuming
1-2 weeks/model
-  Requires technical talent
-  Inconsistent quality
-  High costs
>\$100-200/3D model
-  Unscalable

Demand – 16 Million

E-Commerce Stores Worldwide⁶

>400 Million 3D models need to be created⁷

Merchants on Major E-commerce Sites (Global)



⁶<https://wpforms.com/ecommerce-statistics/>

⁷<https://www.jakobstaudal.com/how-many-products-should-an-e-commerce-site-have/>

Big Tech is Driving 3D Adoption



**Indexing 3D models for higher
search ranking**

>5,000 – 3D Models indexed by Nextech



“With 3D models, your Shopify store will rank higher on Google and your models may even show up on the first page of search results.”

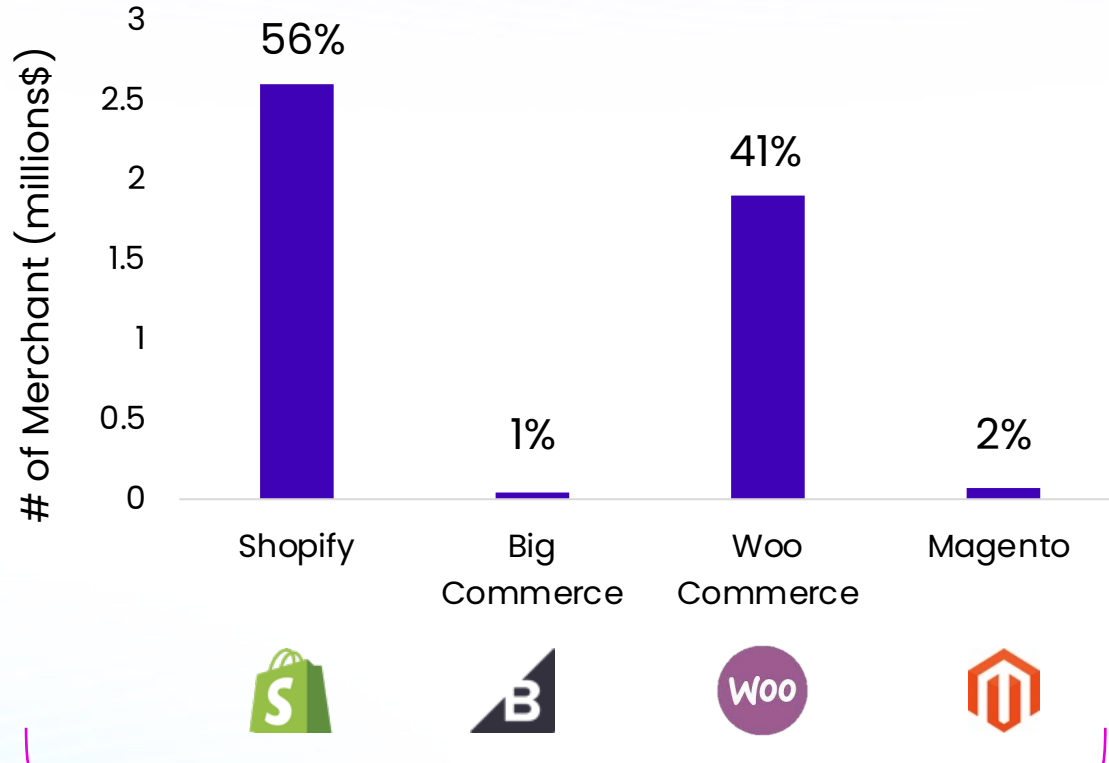
– **Shopify**¹²

¹²<https://www.shopify.ca/blog/3d-model-products>

Solution: Q4 2021 – Shopify & Nextech Integration



E-commerce Stores in NA



Source: BuiltWith

4.6M Merchants



"The **Future** of E-commerce is **3D**"

Shopify⁸

Q4 2021

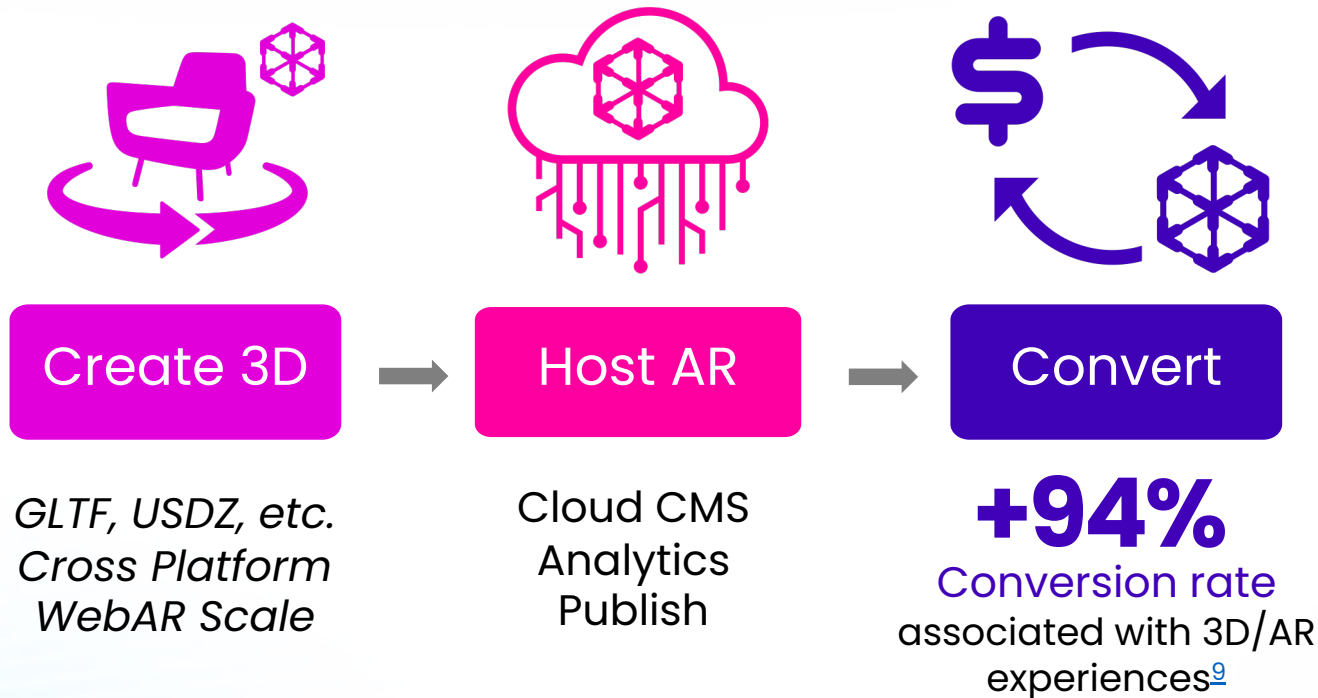
Nextech **integrating** directly with **Shopify** through a self-service app available to all merchants

⁸ <https://www.shopify.ca/blog/3d-model-products>

Nextech's **AI** Powered 3D Model Creation



SaaS solution built for **scale**



-40%
Product return rate
with 3D visualizations¹⁰
- Shopify

\$588 Billion
cost savings

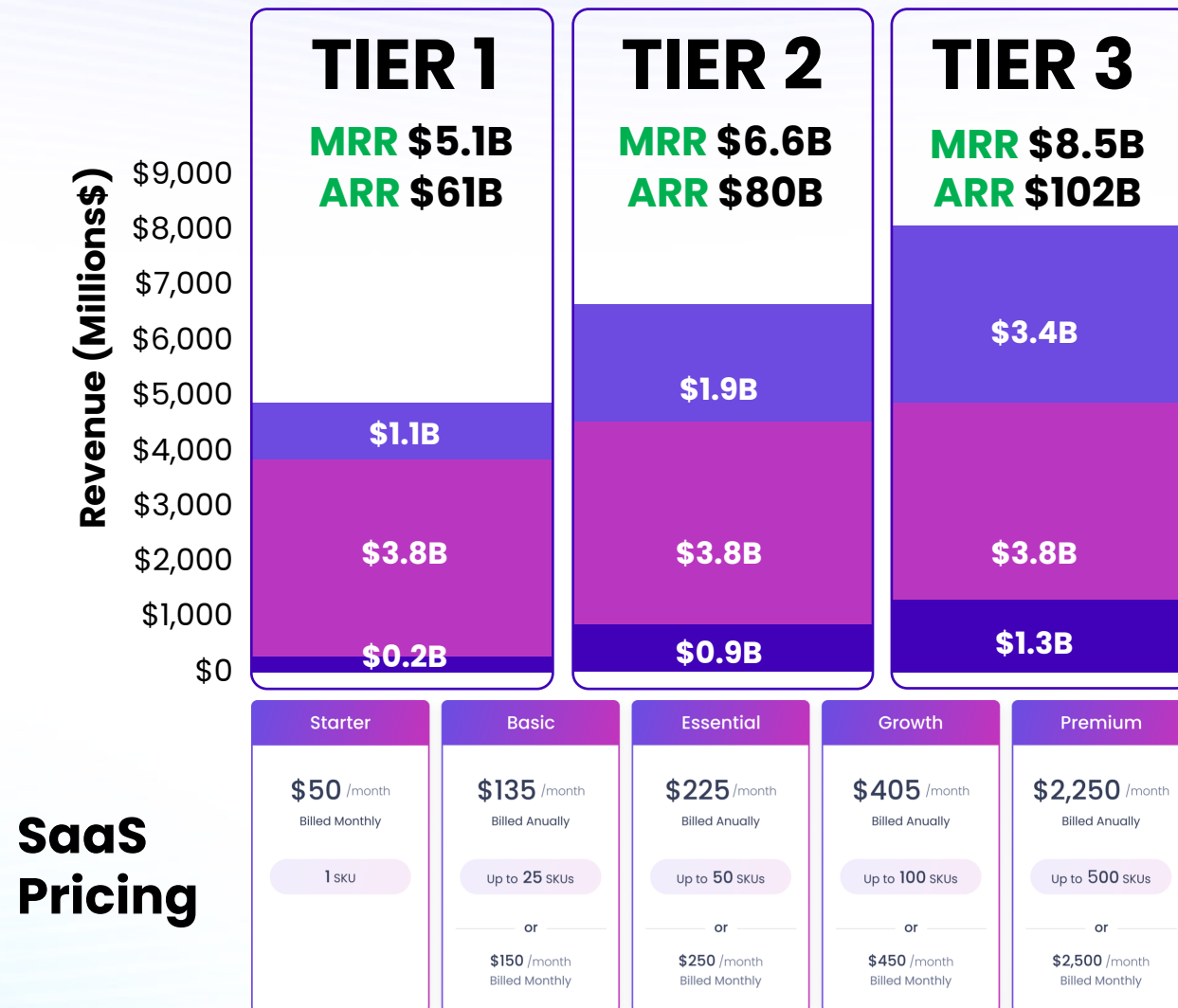
61%
of consumers prefer
retailers with AR
experiences¹¹
- Deloitte

⁹ <https://arinsider.co/how-is-camera-commerce-producing-results-today/>

¹⁰ <https://arinsider.co/does-ar-really-reduce-ecommerce-returns/>

¹¹ <https://www2.deloitte.com/Digital-Reality.pdf>

TAM for Nextech's SaaS 3D Solution

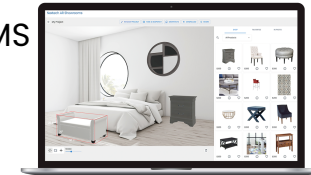


3-REVENUE STREAMS

3D-MODEL CREATION



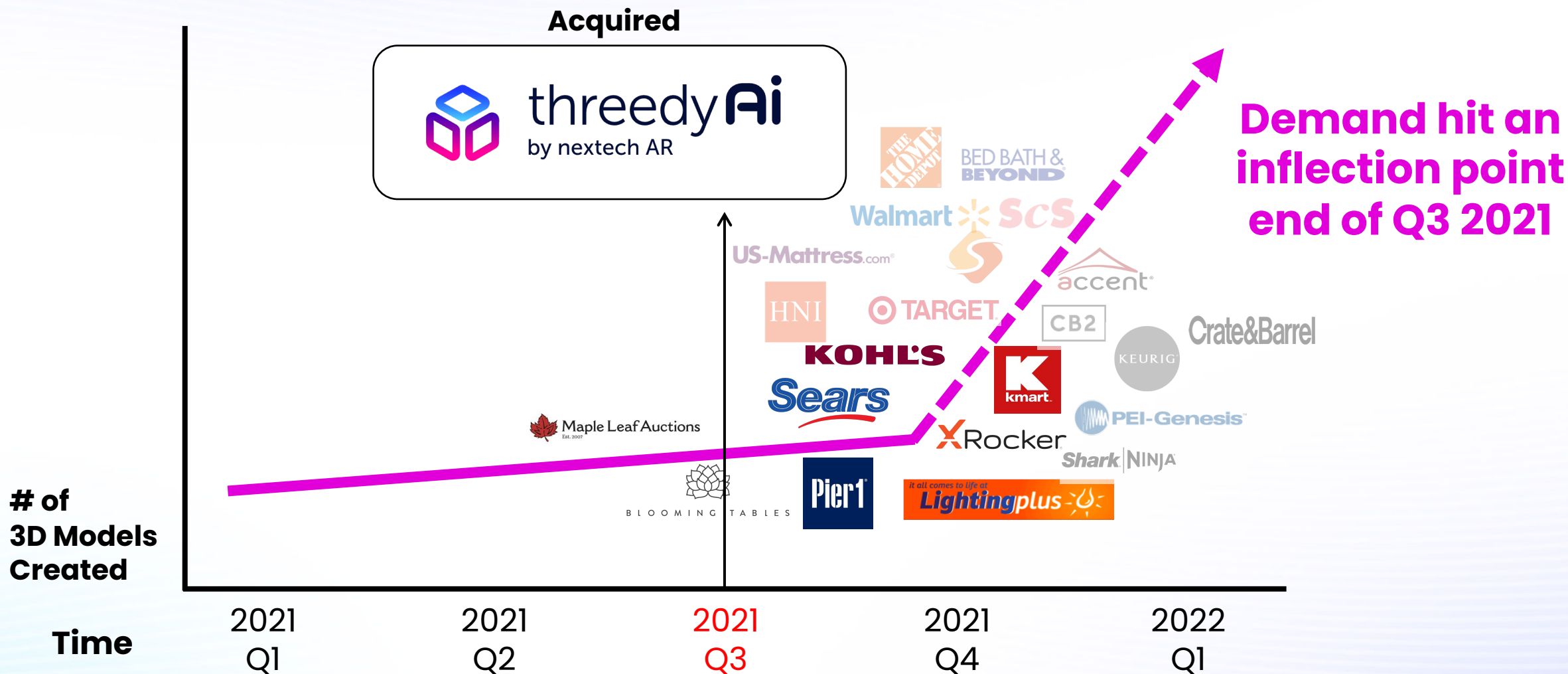
SHOWROOMS



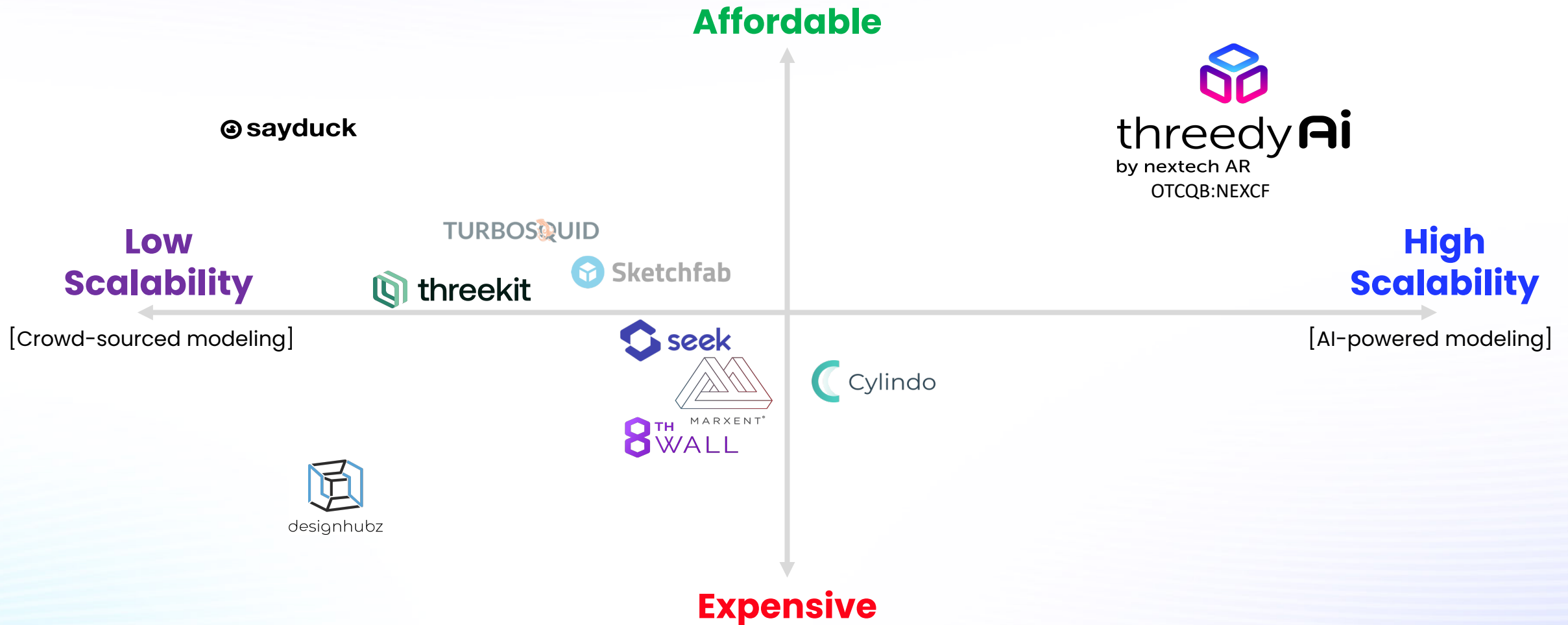
AR BANNERS



Demand for 3D Models is Rising Exponentially



Nextech AR: Market Disruptor on Price & Scale



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

***NO APP REQUIRED**

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

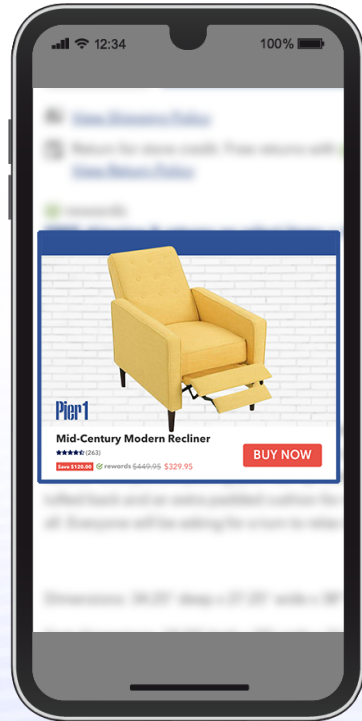
Apparel



Take Out Your Camera
to Scan the QR Code

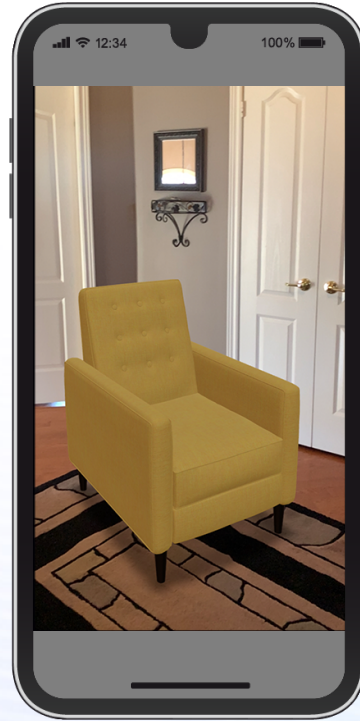
Solution 3 – Self Serve 3D/AR Ad Network

View **in AR directly**
from the Ad



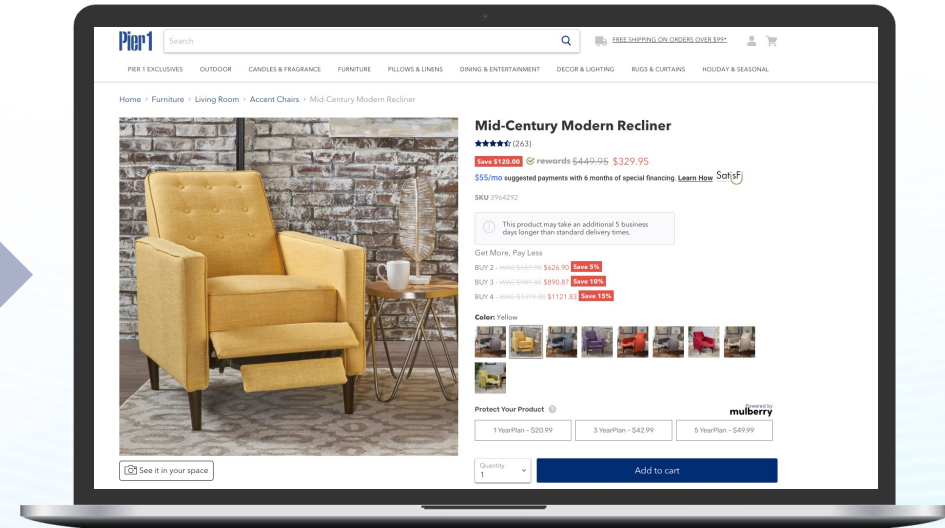
HIGHER CTR

Rich, engaging animated
3D display ads



LOWER Returns

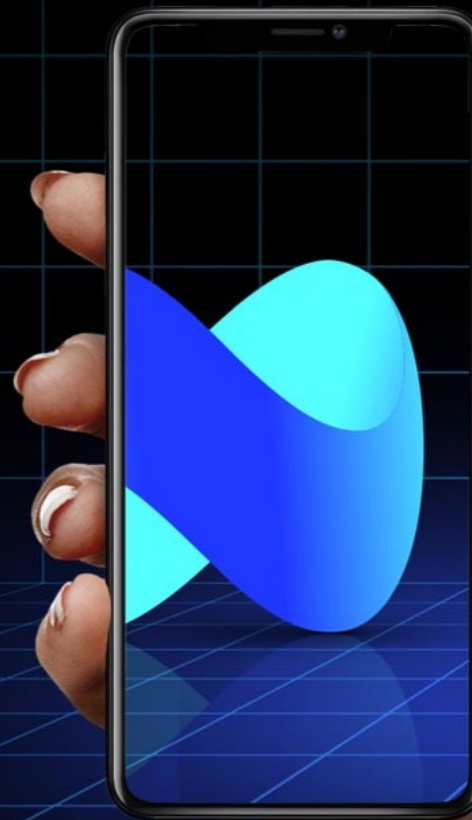
TAM: \$8.8 Billion by 2023



***Available At Scale In Q4 2021**

Leveraging Threedy.ai enables at scale AR ad creation

Nextech AR Enters the **Metaverse**



Solution 4 – Metaverse: AR Cloud 3D Mapping

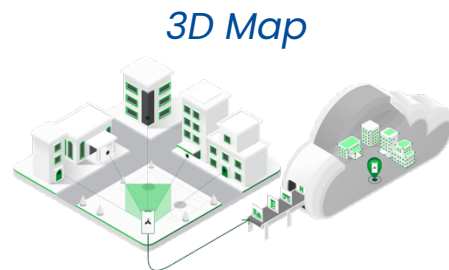


The **metaverse** for everyone!

AI generated digital blueprint of physical surroundings enabling persistent metaverse experiences to be placed.

We power camera devices with AI to recognize surroundings for hyper-accurate location apps:

- Cross platform
- Inter-operable
- Persistent
- Cloud-enabled
- No hardware, no markers



604 Content Maps
Created in 2021
(60+ Countries)

Populate mini-metaverses based on geolocation with content!

- ✓ 3D Assets
- ✓ Holograms
- ✓ Images
- ✓ Text
- ✓ Sound
- ✓ Navigation
- ✓ Points of Interest (POI)

Anchor Experience



Create Experience

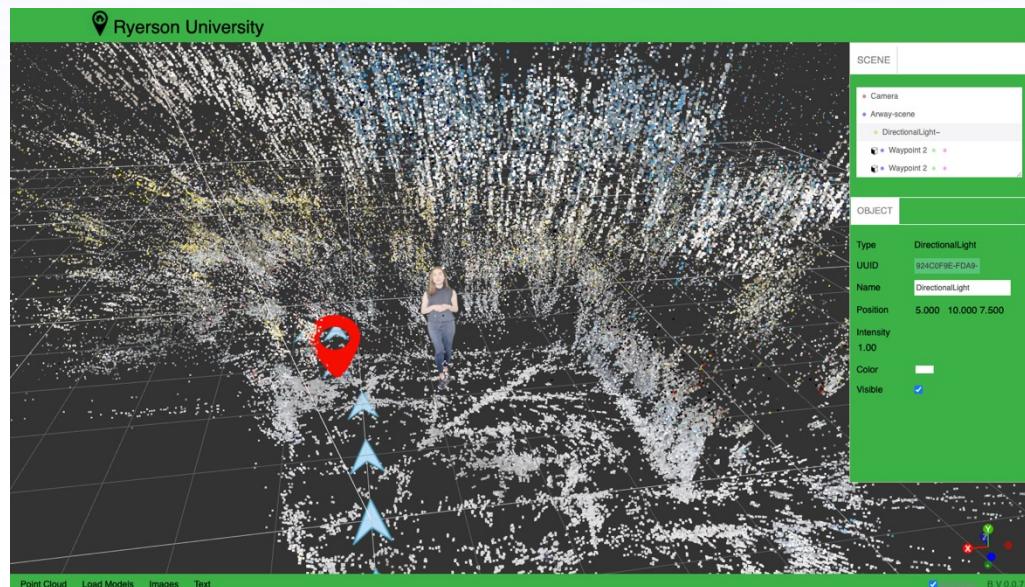


Manage & Share



Mini-Metaverse: Ryerson University


AR content placed into Spatial Map



Metaverse



Mapping Mode

 [Click here to watch](#)

Project

Deliver a seamless, immersive experience for students and faculty – providing engaging 3D content, course material and navigation on campus.

Execution

- Spatial mapping
- Metaverse environment design
 - AR Navigation
- Human Holograms
 - AR Science Lab

Metaverse Products

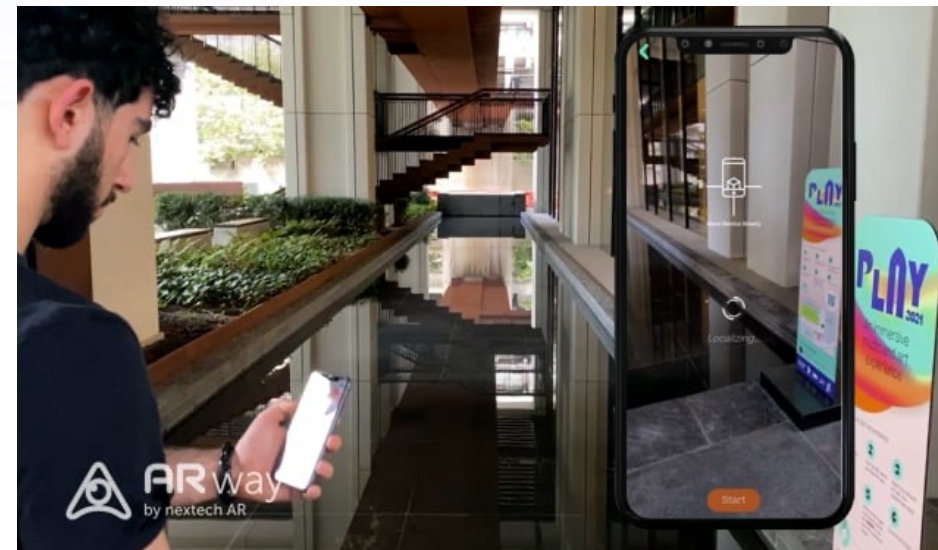


Mini-Metaverse: City of London

AR content placed into Spatial Map



Metaverse



Visuals and music from
Guildhall School of Music & Drama and
London Symphony Orchestra.

[Click here to watch](#)

Project

Create an immersive experience for attendees through AR content activations triggered by users at specific points of interest

Execution

- Spatial mapping
- AR content management
- Metaverse environment design

Metaverse Products



What Is The **Metaverse**

The Metaverse is the convergence of our physical and digital lives



The Metaverse is the new Internet

Enhanced to deliver **3D content**, spatially organized information & experiences

The **Metaverse** is the Future of Connectivity

Big Tech Pushing Forward:

facebook



Meta

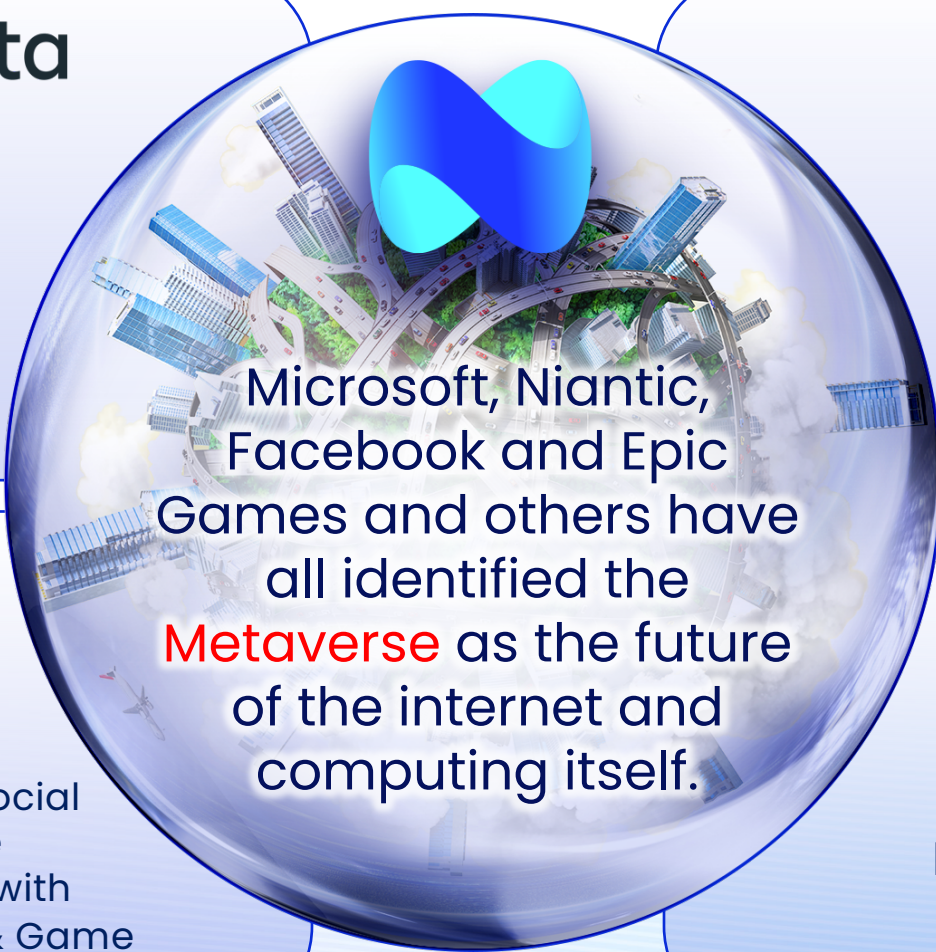
\$10 Billion Invested

Meta's focus will be to bring the metaverse to life and help people connect, find communities & grow businesses.



\$1 Billion+ Invested

Epic Games is building connected social experiences in multiple games while empowering developers & creators with Unreal Engine, Epic Online Services & Game Store.



Microsoft, Niantic, Facebook and Epic Games and others have all identified the **Metaverse** as the future of the internet and computing itself.

The **Metaverse** Consists Of:



CONTENT

VR and AR content, including 3D models, human holograms, avatars, NFTs & more.

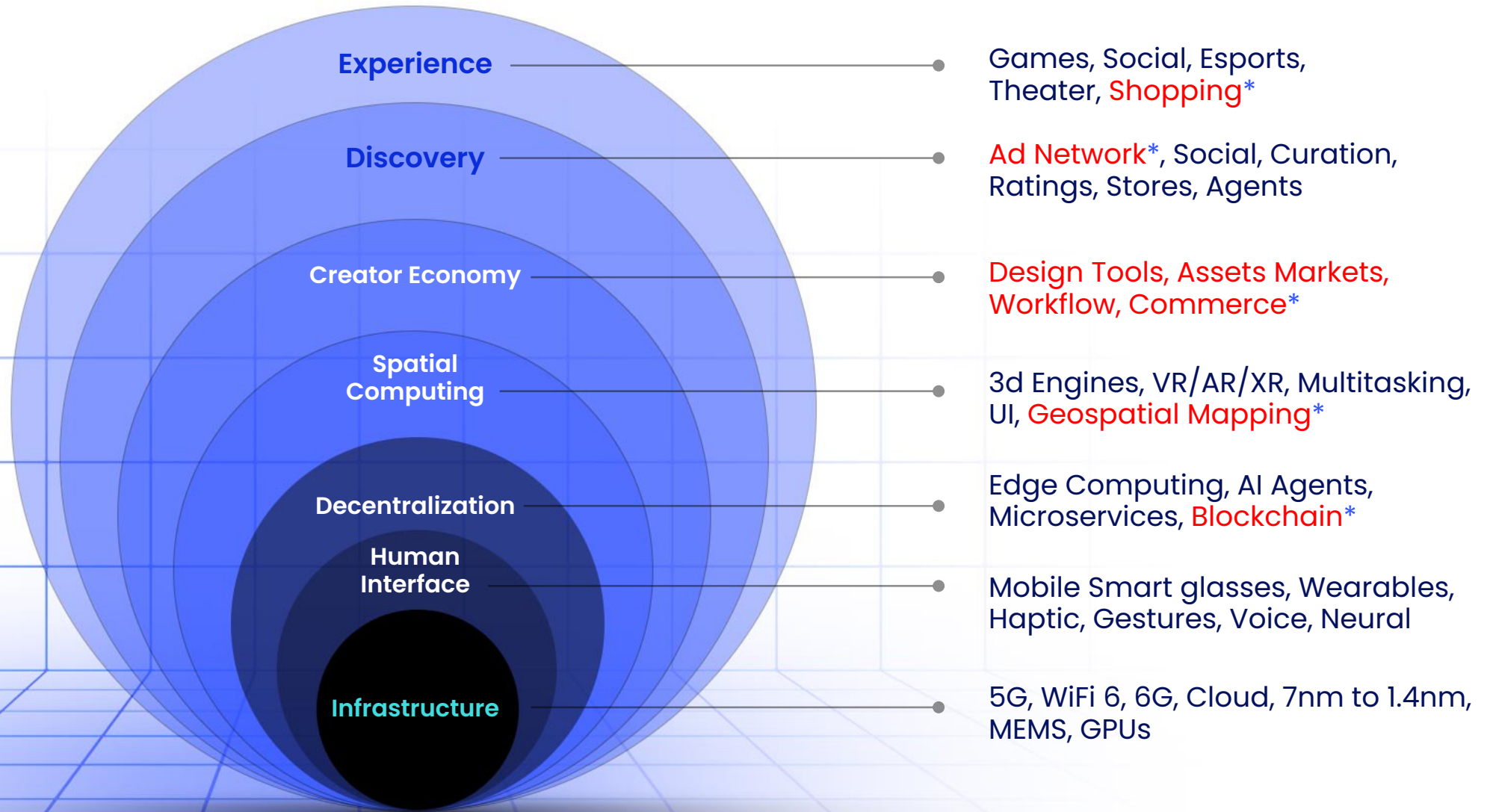


LOCATIONS

Through spatial mapping & the AR cloud, data is anchored to physical places to enable AR devices to trigger the right experiences.

Layers Of The Metaverse

*Where Nextech will operate



The Metaverse Ecosystem is Rising UP!

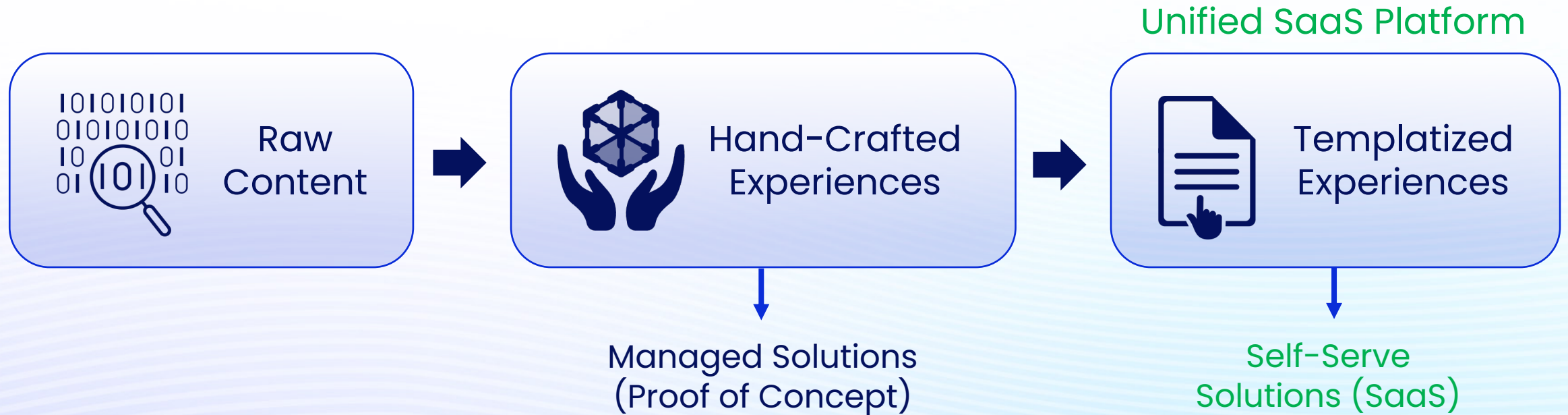


The SaaS Path



Our Go To Market Strategy

The Path to SaaS

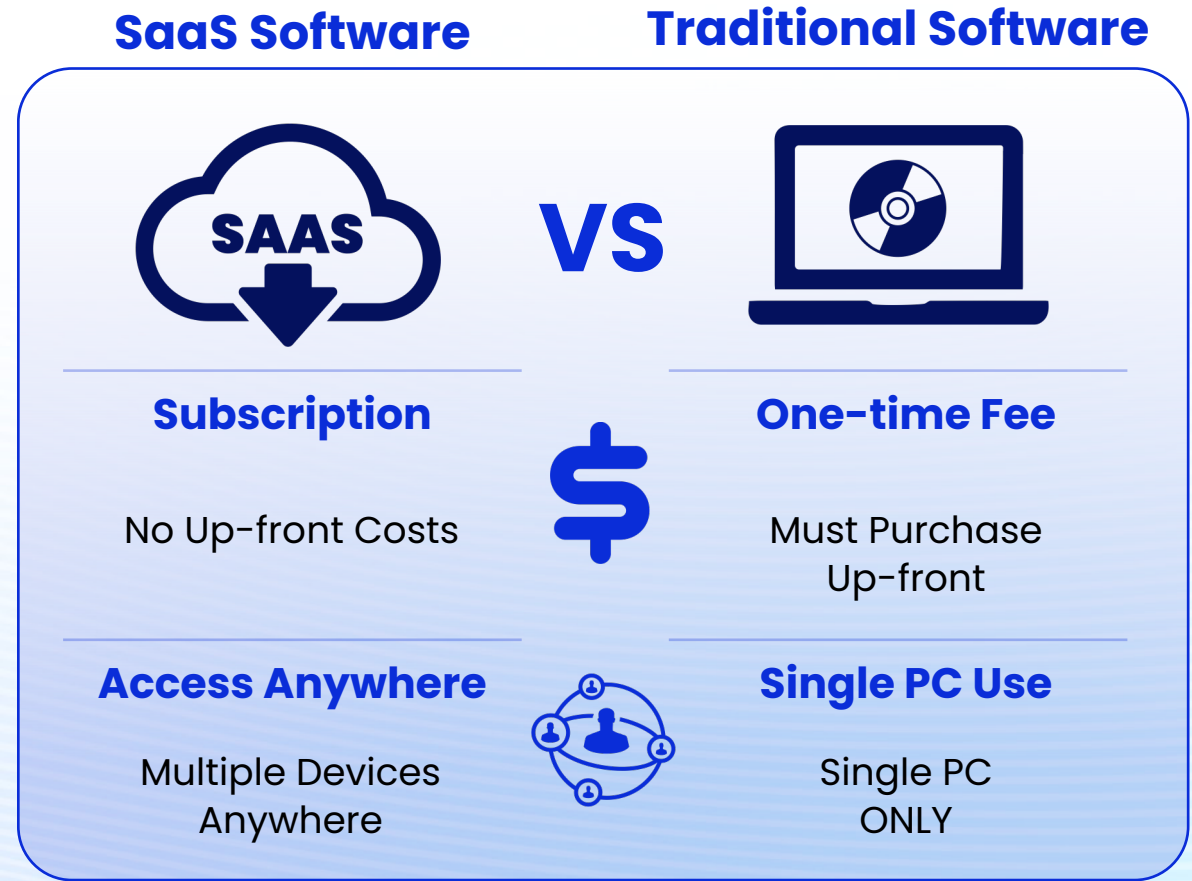


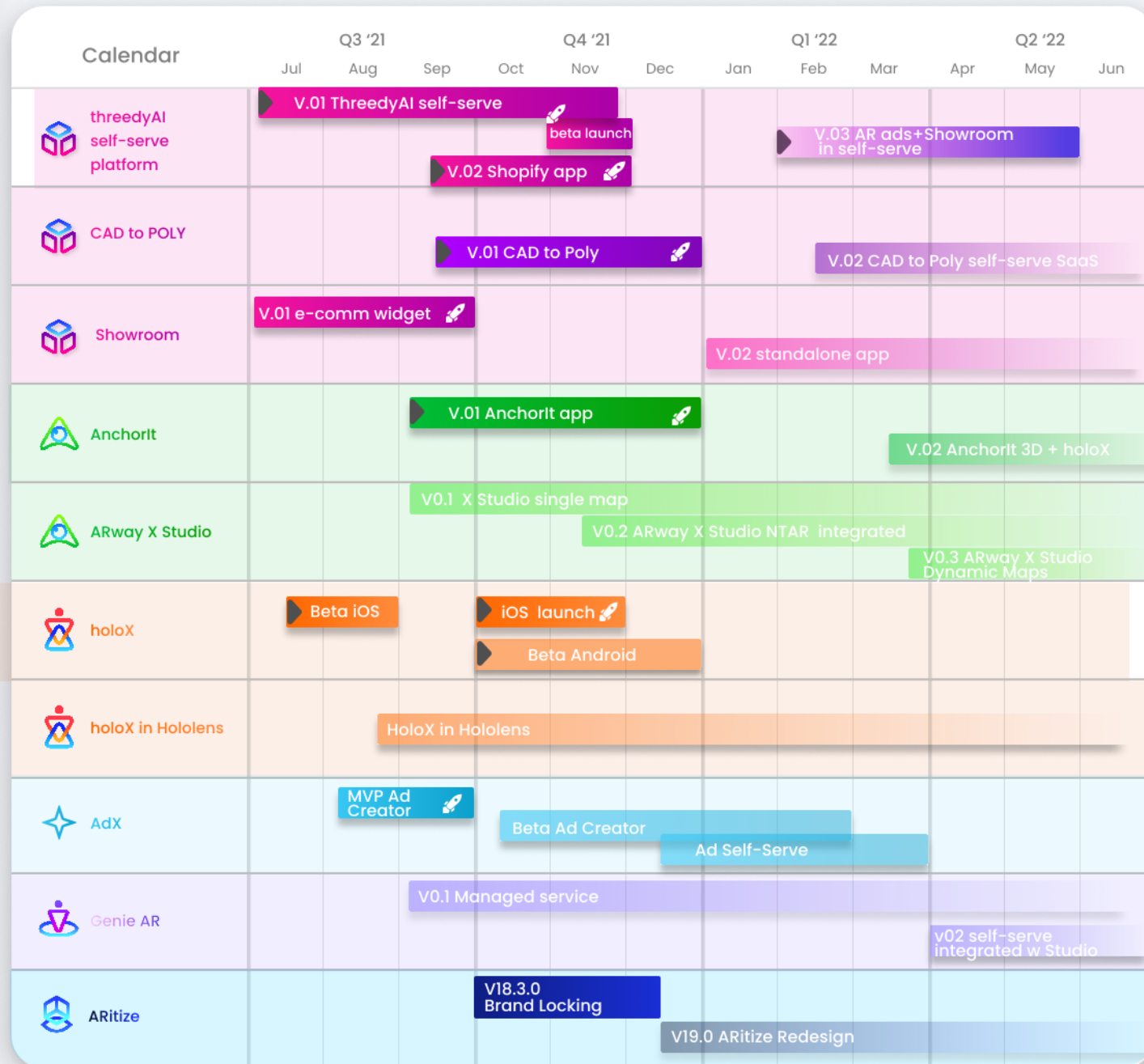
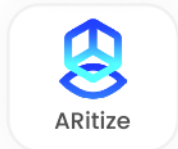
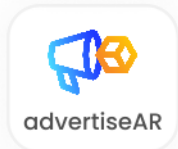
Why SaaS Matters?

To Nextech:

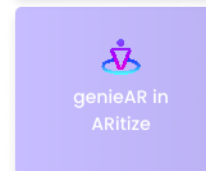
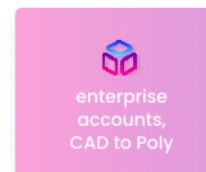
- Monthly recurring revenue (MRR)
- Business scalability
- Low touch (Hands Off)
- No more “agency” style work, one off projects that require time/resources.
- Moving away from “managed solutions”
- Best-in-class AR solutions that generate SaaS revenue and contribute to the “content cloud”

To Customers:

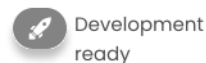




Managed Services:



Key:



launch dates subject to change



AR Product Roadmap

Q4

Shop, CAD-POLY Anchorit HoloX New Brand

Addressable Market & Industry Validation

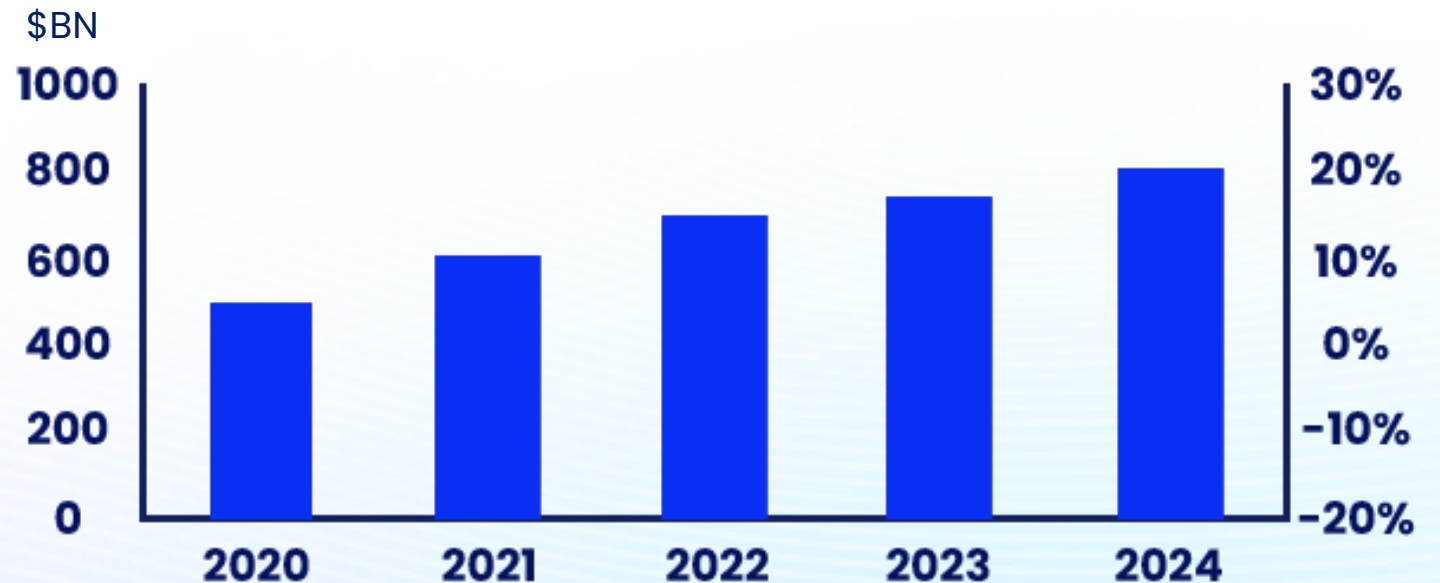


Metaverse Market Opportunity

**TAM = \$800
BILLION**

The burgeoning Metaverse industry will provide an \$800 Billion market opportunity by 2024

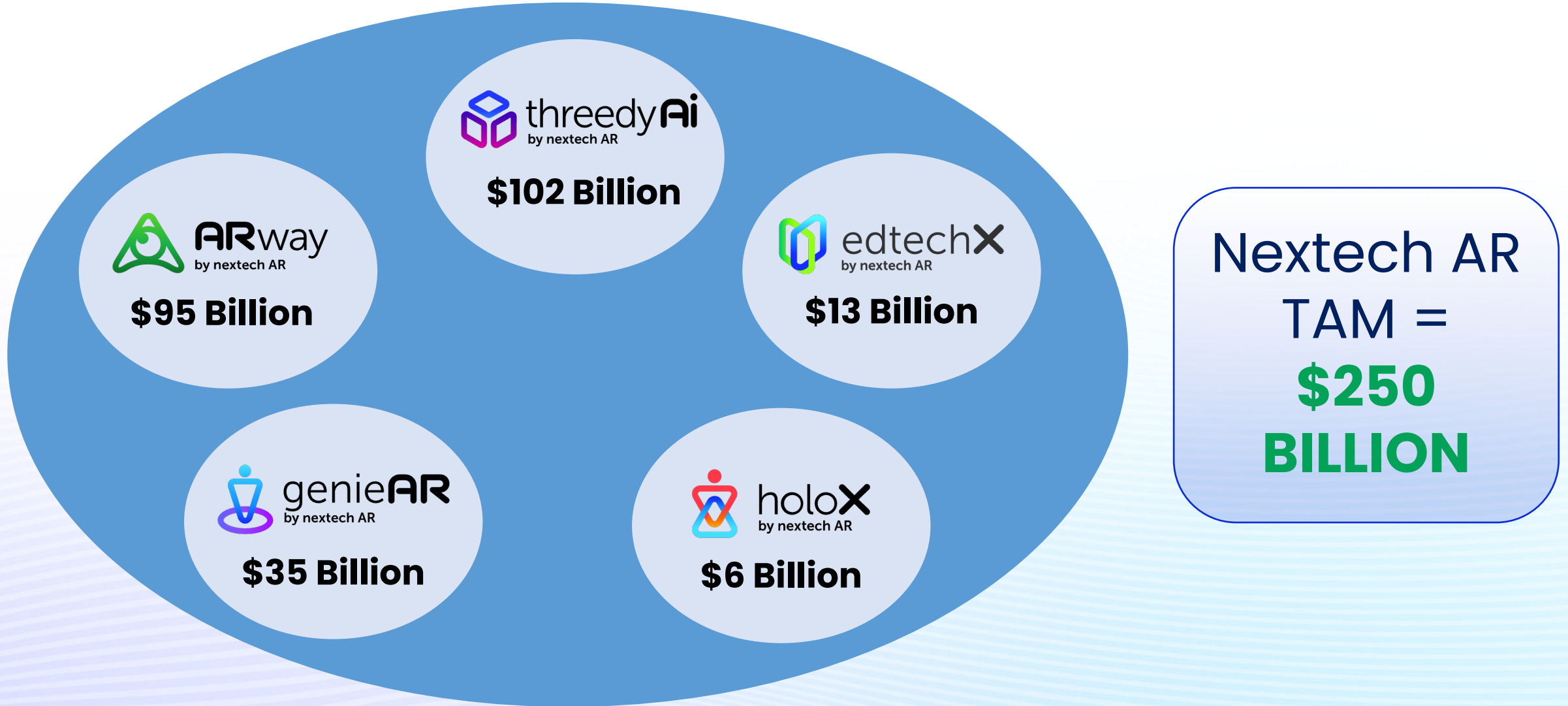
Metaverse Market Opportunity



Source: Bloomberg Intelligence, as of June 2021. LHS = Market Size (\$bn) / RHS = Annual Growth Rate

Metaverse opportunity includes Social Media Ads, Gaming, AR/VR, Hardware, Live Entertainment & Gaming Software

Nextech's Adressable Market



**All TAM figures are 2024 estimates*

2021 Accomplishments & Financial Information



Recent Company Highlights



\$20.01
Million Bookings
 2020


liveX
 by nextech AR
 April 6


ERICSSON
 June 3


edtechX
 by nextech AR
 June 8


threedyAi
 by nextech AR
 June 22

Q2 Revenue

 August 11


ARway
 by nextech AR
 August 20

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

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

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

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

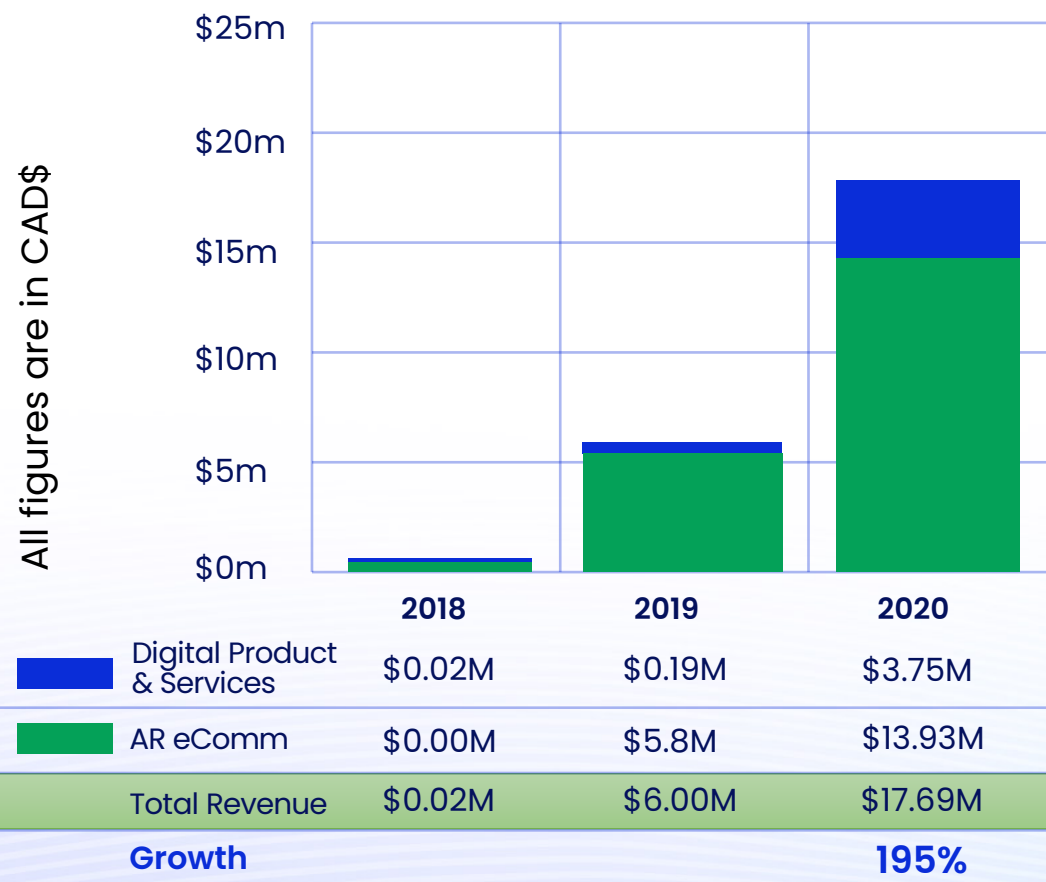
Nextech AR Solutions Corp. acquires AI-Powered 3D model creation company Threedy.ai Inc.

- Revenue of **\$6.1 million**, an increase of **73%** (compared to the same period in 2020)
- YTD revenue of **\$13.8 million**, an increase of over **130%** (compared to the same period in 2020)
- Total Bookings of **\$1.7 million**, an increase of over **300%**.

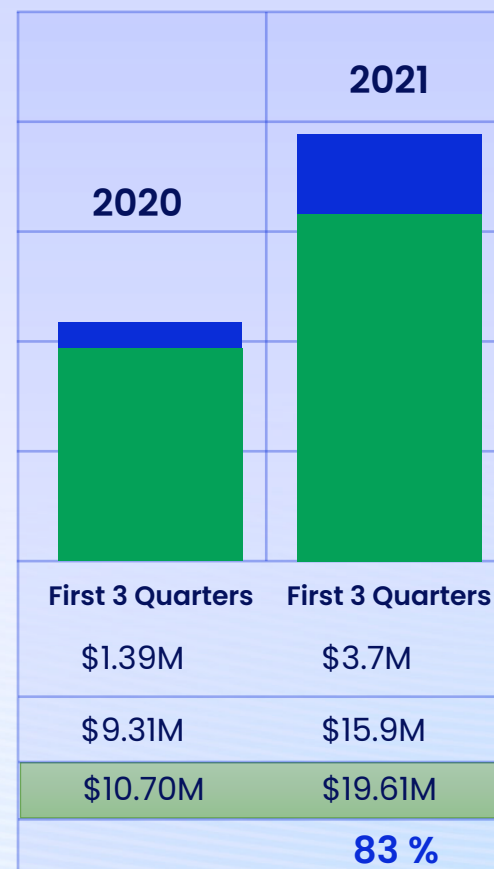
Nextech AR Solutions Corp. acquires AR Cloud-3D Mapping Company "ARWAY," transforming into a Metaverse Company.

Rapid Growth Is Being Fueled by Innovation

2018-2020



2021 Year-To-Date



- Q3 YOY Revenue

23%

- Q3 YTD Revenue

83%

Company Stats As of Q3

As of Sept 30, 2021

Share Price: \$1.52

Shares Outstanding	86,584,505
52 week (high-low)	\$7.14 – \$1.55 USD
Market Capitalization	\$132 million USD
Insider Ownership	14%
Cash	~\$8.2 million

APPENDIX



The AR Revolution Has Begun!



Early Adopters

Nextech's AR Assets will be compatible with....



1.8 T



192 B



2.1 T



2.4 T



58 B



Snap

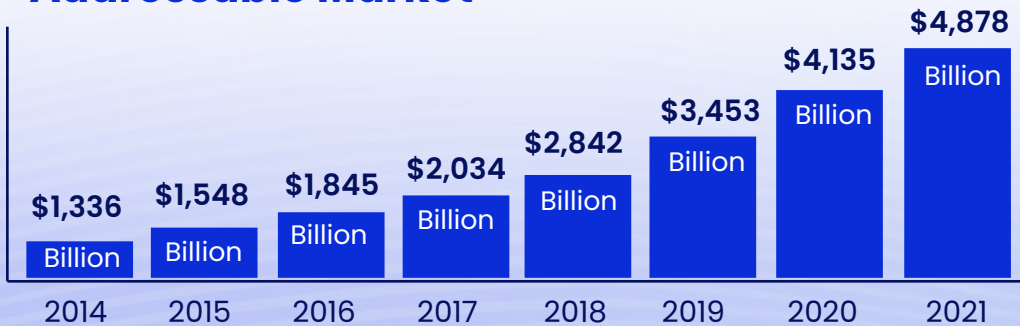
120 B

VUZIX

1 B

E-commerce Addressable Market

Retail Ecommerce Sales Worldwide from 2014 - 2021



Source: eMarketer ID 379045

Forecast AR Market Size Worldwide in Billions

209.2 B

8.3 B

2014

14.1 B

2017

27 B

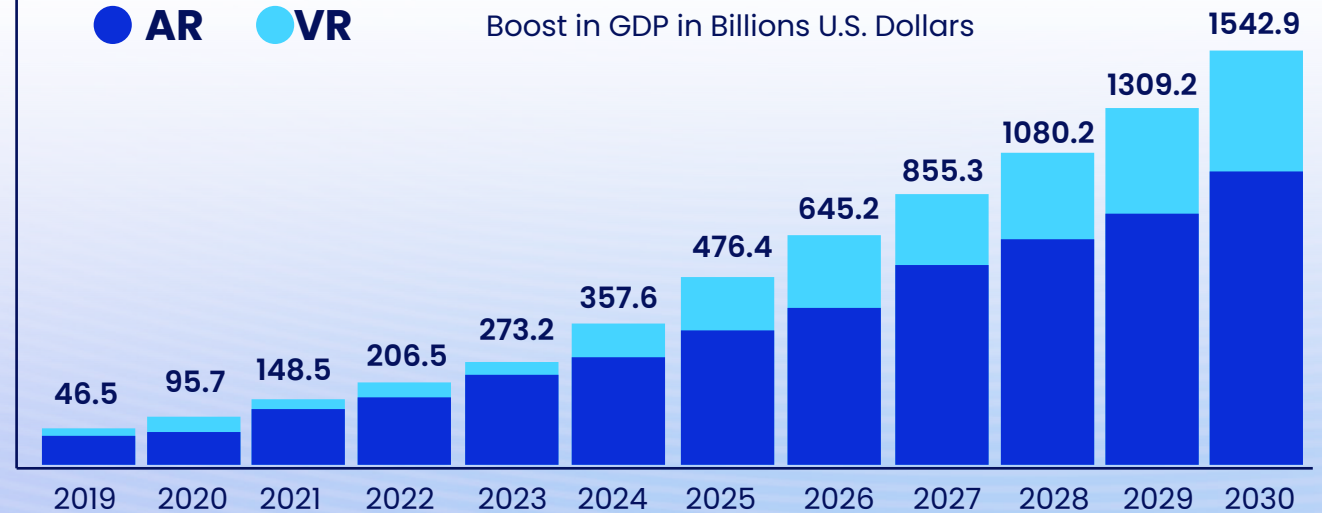
2018

2022

AR

VR

Boost in GDP in Billions U.S. Dollars



Source: Statista 2021

What Are The Analysts Saying?

2020 “Augmented Reality and Virtual Reality Will Transform Selling”

Gartner®

2020 “The augmented reality market is expected to register a CAGR of 83.3% over the forecast period 2021 to 2026, expected to reach 225.77 billion by 2026”

Mordor Intelligence



2020 “By 2025, nearly 75% of the global population and almost all smartphone users will be frequent AR users – providing a massive market opportunity for ecommerce businesses”

Mordor Intelligence



2021 “Today, there are more than 100 million and growing consumers shopping with AR online and in stores”

Snap Inc.



2021 “By 2025, nearly 75% of the global population and almost all smartphone users will be frequent AR users – providing a massive market opportunity for ecommerce businesses”

Snap Inc.



Thank you

Nextech AR Solutions Corp., 121 Richmond St. West, Suite 500, Toronto, Ontario, Canada M5H 2K1
+1 866-ARITIZE | info@nextechar.com | www.nextechar.com