



Corporate Presentation

October 2025



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Important factors that could cause actual results to differ materially from those in the forward looking statements include: a continued decline in general economic conditions nationally and internationally; decreased demand for our products and services. Market acceptance of our products; the ability to protect our intellectual property rights impact of any litigation or infringement actions brought against us competition from other providers and products risks in product development inability to raise capital to fund continuing operations changes in government regulation, the ability to complete customer transactions and capital raising transactions. Should one or more of these risks or uncertainties materialize, or should the underlying assumptions prove incorrect, actual results may differ significantly from those anticipated, believed, estimated, expected, intended or planned.

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FORECASTS

All forecasts are provided by management in this presentation and are based on information available to us at this time and management expects that internal projections and expectations may change over time. In addition, the forecasts are entirely on management's best estimate of our future financial performance given our current contracts, current backlog of opportunities and conversations with new and existing customers about our products

Overview

The Glimpse Group is an <u>Immersive Technology</u> Company Comprised of Multiple <u>Enterprise Focused</u> Immersive Technology Software & Services Companies, Addressing a <u>Potential Trillion \$ Market Opportunity</u>



Glimpse Structure

- Only pure play, Nasdaq-listed diversified Immersive SW & Services Company (Nasdaq: VRAR)
- Fully own and operate multiple Immersive tech entities
- Each focused on a different industry vertical in a collaborative manner
- Actively exploring <u>spin-off</u> of Brightline Interactive as its own, PURE PLAY, <u>publicly traded</u>
 Spatial Computing, AI, Cloud, Middleware company in the Defense Tech/AI space



Scale & Capital Structure

- One of the largest independent SW & Services Immersive tech companies
- Multiple DoD and large enterprise customer base
- · Cash flow breakeven
- \$6.85MM Cash as of 6/30/25
- Clean capital structure, no preferred equity issued, no outstanding debt, high insider ownership



Unique Platform Strategy

- Scale with shared operational, financial and technological infrastructure
- Experienced Management and dynamic ecosystem of Immersive Tech professionals with deep domain expertise
- Work collaboratively to address the challenges faced by companies in an emerging industry

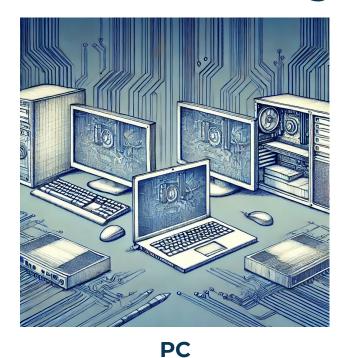


Intellectual Property

- · Core Technologies: VR, AR, Spatial Computing, AI, Computer Vision, Big Data, Blockchain
- 40 full-time developers, engineers and
 3D artists
- 10 issued patents + 7 active patent applications

The Immersive Tech Cycle

1980 – 2015 Analog to Digital





Mobile



Web

2015 – 2040+ Digital to Immersive





Potential Trillion \$

Market Opportunity



AI/ Spatial Computing

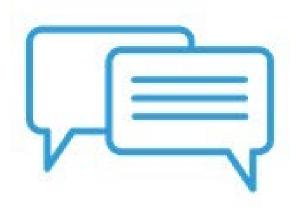


Blockchain/Cloud/ Big Data

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Immersive Technology Utilization

Marketing



Learning



Visualization



Metaverse



DoW



Glimpse Entities

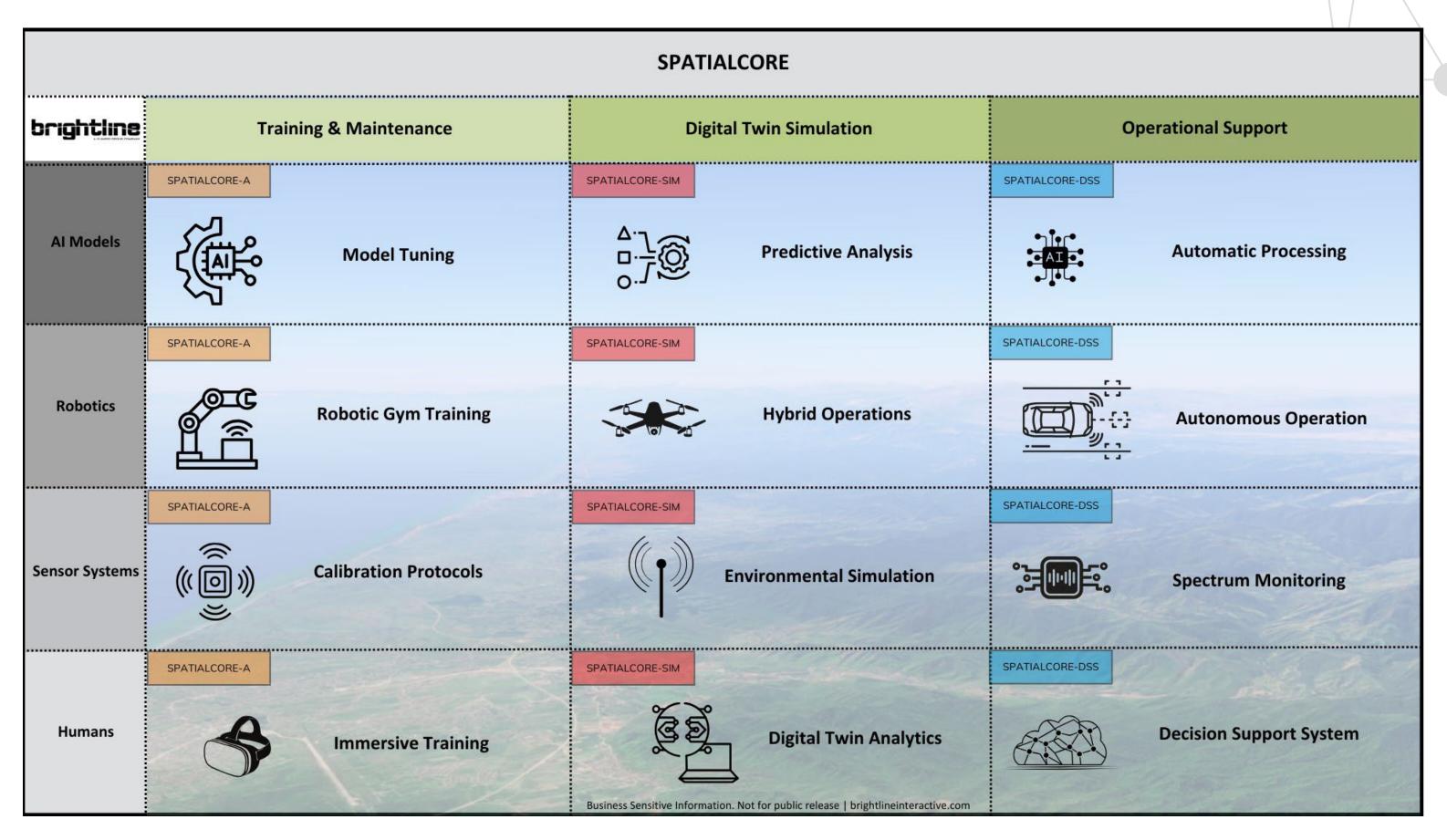


brightline

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GL GLIMPSE LEARNING **GLIMPSE LENSES**

SpatialCore - the Intersection of Al and Spatial Computing



Spatial Core Recent Traction

- Entered into a \$2+ million SpatialCore contract with another DoW entity as the direct prime to be delivered over the next 12 months.
- **Delivered a \$4MM+, 12-month initial contract with a DoW entity** for a Spatial Computing ecosystem, integrating AI workflows and accelerated compute for a variety of defense use-cases.
- Delivered initial Immersive Simulator System to U.S. Navy
- Entered into a Cooperative Research and Development Agreement (CRADA) with the US Army DEVCOM to develop, assess and improve workflows to create and augment synthetic imagery for use in training and assessing AI and machine learning ML algorithms.
- Extended partnership with a **Fortune 500 Government Systems Integrator (GSI)** for VR Training in Digital Twin Environments to a key U.S. government agency with over 45,000 employees on a mid six figure contract.
- Brightline Interactive, **Cesium & NVIDIA** teamed up at the GEOspatial INTelligence (GEOINT) Symposium 2024 to introduce Brightline's Spatial Core which uses AI workflows for complex computations on top of real life data sets, enabling powerful real time, massive data driven, digital twin and simulation applications.
- Successfully completed **CRADA** with the **US Naval Surface Warfare Center, Dahlgren Division (NSWCDD**) for the adaptation of immersive technologies.
- Completed a contract to support a major immersive technology hardware provider to accelerate their computing interfaces into GPU-enabled cloud, with streaming and visualization capabilities.
- Expect to sign several additional multi-million dollar Spatial Core contracts with multiple Government, DoD and large enterprise customers.
- Each of these potential contracts has significant growth elements built into them that could lead to significant annual recurring software revenue once the original contracts have been successfully performed.

Glimpse has a Diverse Base of Top Tier Customers & Relationships, Across Multiple Industries

Tech Companies





















Medical **Institutions**









Global **Brands**















Education













Govt. Defense





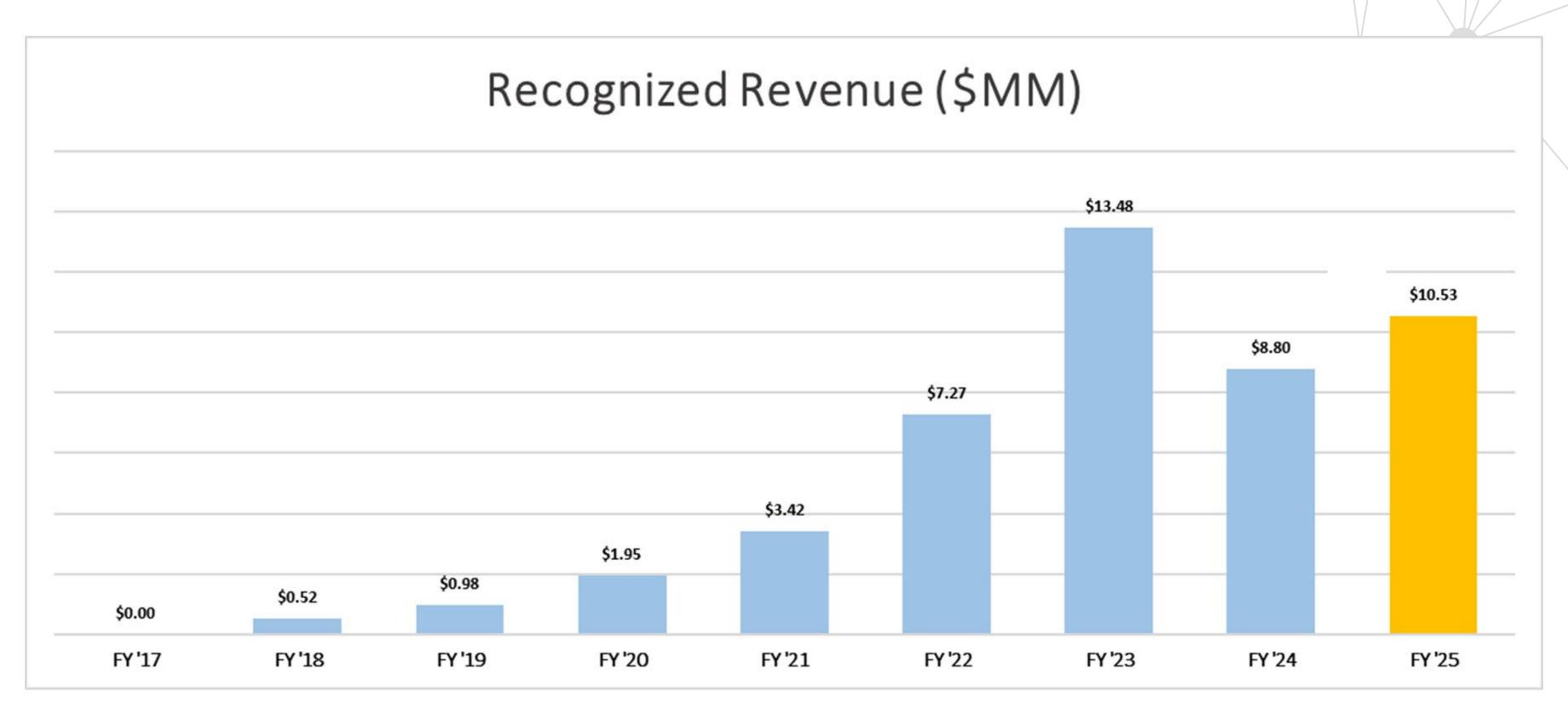
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BAE SYSTEMS

Revenue (by FY, ending 6/30)



Key Takeaways



Intellectual Property

- Substantial Immersive tech IP portfolio (10 issued U.S. patents + several in process)
- Wide IP concepts can be captured in an emerging industry
- · 40 software engineers, developers and 3D artists



Emerging Growth Industry

- Trillion \$ Market Potential in time
- Potential to fundamentally impact how people and businesses interact
- Direct tie-in to other emerging technologies (AI, Spatial Computing, Computer Vision, Big Data, Blockchain)



Immersive Technology Platform Company

- Only Nasdaq-listed pure play, diversified, Immersive Software Company
- Industry Leader with Spatial Computing, AI, Cloud Driven Software Immersive Focus
 - Tier 1 Customer Base
- Strong Revenue Growth Potential
 - Cash flow positive
 - Significant IP
- Clean Capital Structure



Robust Ecosystem

- Dynamic, collaborative, with deep domain expertise
 - Entrepreneurs focus on their core strengths
 - Shared operational, financial and IP infrastructure
- Shorter time to market, higher quality products, reduced development costs
- Key competitive advantage



Diversification

- · Wholly owned portfolio of Immersive tech companies
- Numerous large industries targeted
- · No single point of failure.
- Mitigate "0-1" binary risk in a nascent industry
- Potential for significant cash returns as companies are divested (in addition to the value of Glimpse)

Thank You!

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Appendix

Financial Overview

Cash Position

Approx. \$6.85 MM cash and equivalents as of 6/30/25

Profitability/Loss

Essentially breakeven Cash Flow from Ops for FY '25 vs. -\$5.2MM for FY '24

Clean Capital Structure

No debt, no preferred stock issued, no outstanding convertible debt

Revenue

10.5MMMM revenue in FY '25, up 20% vs. FY '24

Capital Raised

Nasdaq IPO July 1, 2021

Raised \$51MM from inception, primarily in common stock

\$100MM S3, effective November 2022; largely untapped

Ownership

High insider ownership (founders, management, board, employees) with approx. 33% of the common stock outstanding

THE GLIMPSE GROUP Nasdaq: VRAR

Share Price ¹	\$1.81
Shares Outstanding ²	21.0MM
Market Cap ¹	\$39.8MM
<u>Cash³</u>	\$6.85MM
Debt ³	\$0.0
EV ¹	\$33MM
Revenue FY '25 ³	\$10.5MM
Cash Flow Ops FY '253	\$-0.27MM
Headquarters	New York, NY

- 1. As of September 29, 2025
- 2. As of September 29, 2025
- 3. As of June 30, 2025

Executive Team



Lyron Bentovim
President & CEO
25 years of executive
leadership experience;
Led numerous tech
start-ups & public
companies; Yale, MBA.



Maydan Rothblum
CFO & COO
20 years of finance/ops
leadership experience;
Managing Director of a
Tech PE Fund;
Columbia Business
School, MBA.



DJ Smith
CCO
VR/AR expert;
Organizer of NYVR
Meetup; Penn State, BS
Civil Engineering.



Tyler Gates
Chief Futurist
Founder and General Manager
of Brightline Interactive;
Lenoir-Rhyne University, BS
Communications &
Interpersonal Psychology.

Independent Board of Directors



Alexander Ruckdaeschel

20+ years of international experience in the financial, investment and tech industries as a co-founder, partner and senior exec. Significant experience in technology company operations.



Jeff Enslin

20+ years as senior executive and portfolio manager at global hedge fund, Director of several early-stage tech companies.



Ian Charles

25+ years executive leadership in tech, operations, finance, and acquisitions; CFO of numerous SaaS, tech finance, and digital media companies. USF School of Management, MBA.



Lemuel Amen

25+ years as senior operating and investment exec, Led global business units at multinational companies, Director of several companies.

Northwestern University, MS Engineering.



Tamar Elkeles

30 years of experience in various executive capacities in the high technology industry, including Chief Learning Officer at Qualcomm (Nasdaq: QCOM). M.S. and Ph.D. in Organizational Psychology