



Investor Deck
Q2 2024

(CSE:TGGL) (OTC:TGGLF) (FSE: Q0C)

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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.

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.



ACTING CEO
EVAN GAPPELBERG

POSITIVE TRACK RECORD:

Creating shareholder value for over 20 years

- **TTWO** – Took Take Two interactive public, now has \$20B valuation (gaining mega-trend)
- **Cannabis Company** – \$0.05 to \$2 in 18 months (mega-trend)
- **Nextech3D.ai** – IPO \$0.25 to \$10 in 20 months, \$700M evaluation (3D, AI, AR, ML mega-trends)
- **ARway.ai** – \$0.25 to \$2 in 6 weeks, creating \$50M shareholder value (spatial-computing/AR mega-trend)
- **Toggle3D.ai** – \$0.25 to \$4.75 in the first week, creating millions in shareholder value (Generative-AI mega-trend)

STRATEGY

Getting in front of a Multi-Decade Trillion \$ Mega-Trends

EXAMPLES



Driving shareholder value by

Commercializing Disruptive AI, 3D, AR, ML Technologies

- **ARitize3D** – Acquired Threedy.ai in 2021, commercialized into ARitize3D, driving significant revenue in 2023
- **ARway.ai** – Acquired in 2021, commercialized disruptive tech, spun-out as a pure play in 2022 and has \$30mill valuation as a stand alone public company
- **Toggle3D.ai** – Built in-house, commercialized product, launched in 2022, spun-out in June 2023 and listed in Canada (CSE:TGGL) in the USA (OTC:TGGLF), and Internationally (FSE:Q0C)

Share Price 4/9/24	\$0.24
52 Week (High-Low)	\$0.070 – \$4.75
Market Capitalization	\$7 Million
Inside Ownership	10%
Cash	\$2.1m



CAPITAL STRUCTURE		
	# of Shares/Options/Warrants	Exercise Price
Common Shares	28,632,473	
Share Options	2,040,000	\$1.09
Warrants	8,632,473	\$.50

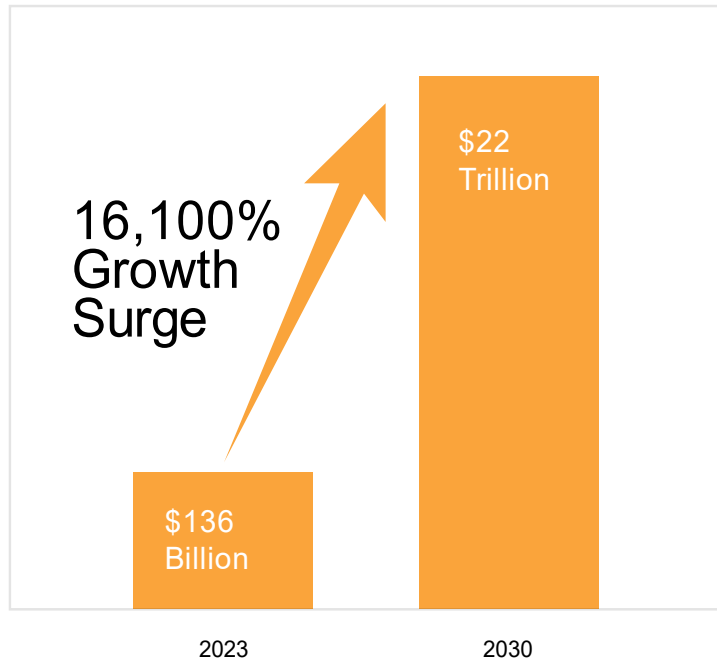
Artificial Intelligence MEGA-TREND is happening now & worth **TRILLIONS!**



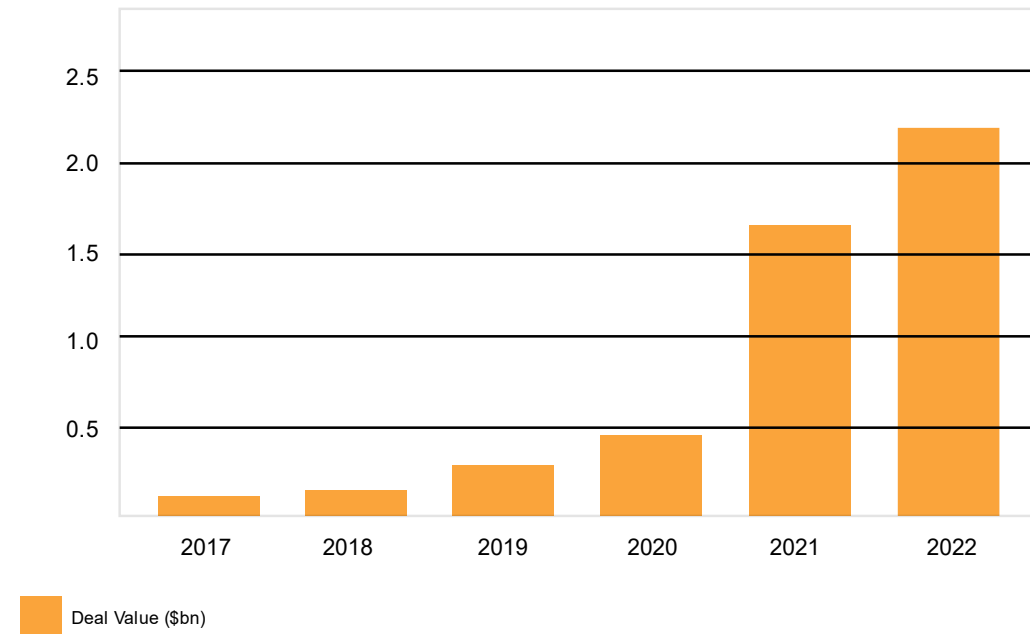
By 2030, AI is expected to balloon to a massive \$22 TRILLION Market!

AI is attracting more VC money than any other industry, growing larger and larger by the year.

Massive 16,100% Growth Surge in AI



1,000% Growth of VC Capital Invested in AI

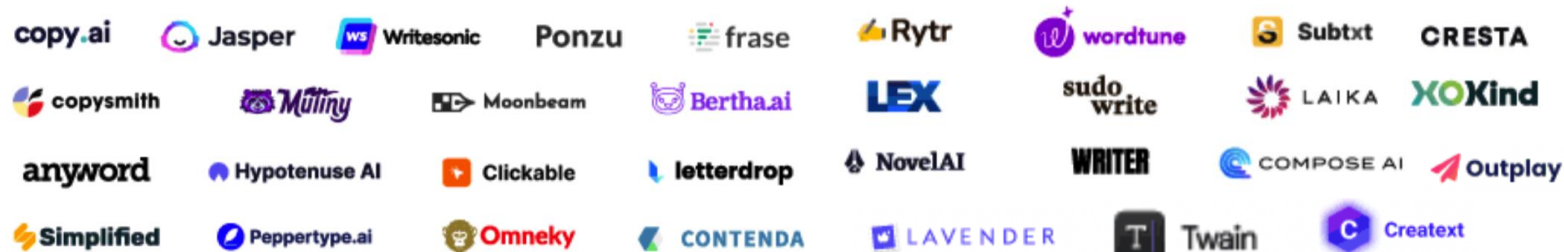


Where do we fit in the world of AI?

Image



Text



Speech



Code



Video



Other



3D Models



Generative AI Powered 3D model applications:
Toggle3D.ai the only public platform

Source: <https://twitter.com/sonyatweetybird/status/1582040028015837187>

Toggle3D is disrupting the legacy design software players and is also making it accessible for new users to enter the industry that are missed by today's competition

\$176 BILLION

Current
Market Capitalization



\$48 BILLION

Current
Market Capitalization



\$28 MILLION

Market Capitalization



Large Addressable Market
(TAM) Opportunity

\$160B

5.8% CAGR

[2020-2027]

Global Computer Graphics Market

[Application software only]

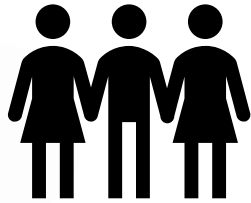
- Computer Aided Design Software
- Computer Aided Manufacturing Software
- Visualization/Simulation Software
- Digital Video Software
- Imaging Software
- Modeling and Animation Software

The Product is **TAKING OFF!**

Massive User Growth

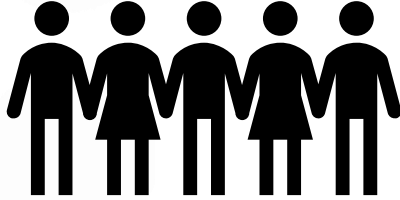


Honeywell



VIZIO

justick[™]
ELECTRO ADHESION PRODUCTS

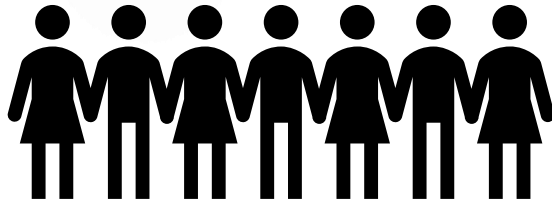


UTOEDGE
Advanced Automation Technologies



PATTYN[®]

MOBELLI
OUTDOOR FURNITURE



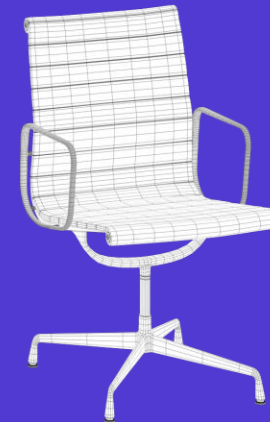
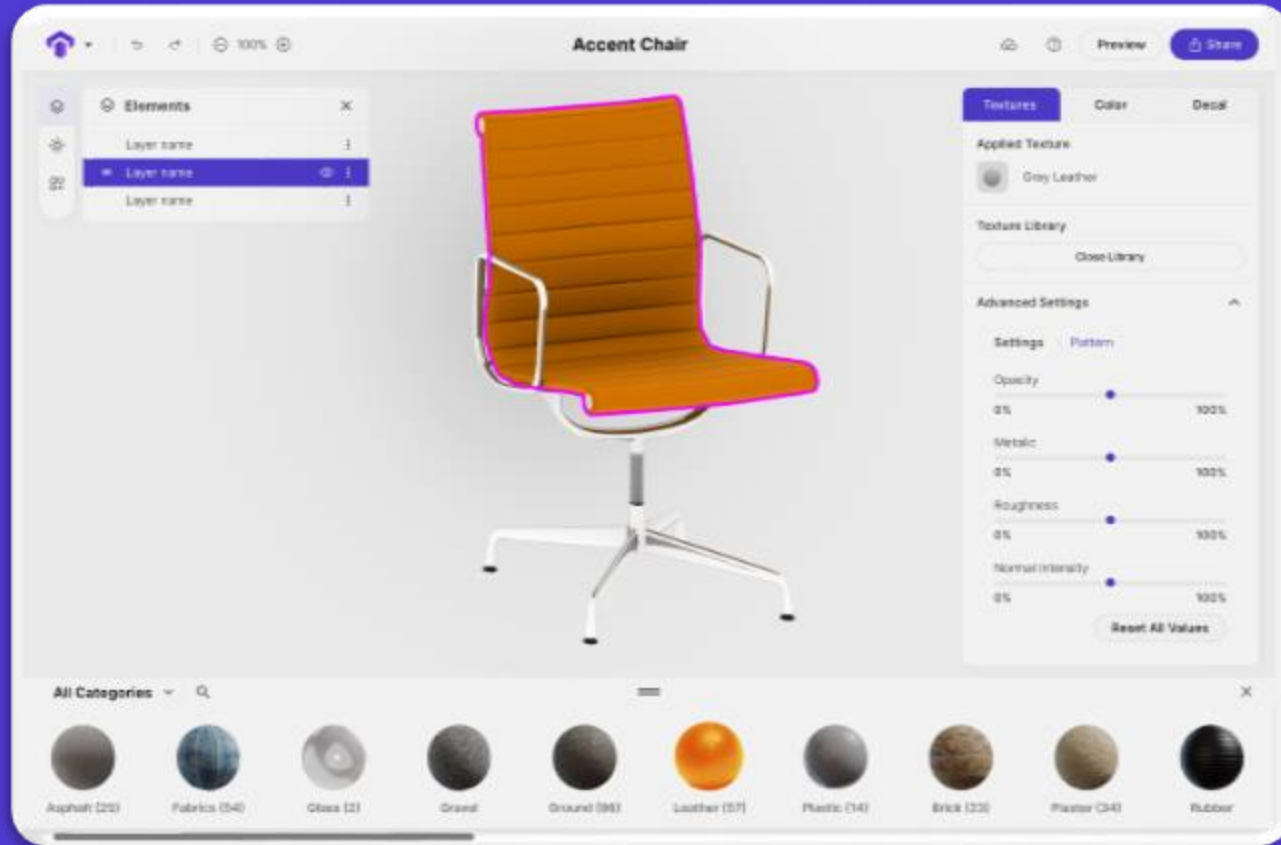
18,500+

Users on Toggle3D + Enterprise Pilots

Highlights

- **2600+ user sign ups** in beta testing period
- Launched out of Beta in June 2023
- **18,500+ user sign ups and growing**
- **20,000+ projects created**
- Breakthrough **AI developments** tested by the beta community
 - Text to 3D Material
 - 10X CAD Conversion Power
 - Generative AI Photo Rendering
 - AI-Powered Material Creation Template

Toggle3D is a web application for converting, texturing, customizing and sharing 4K high-quality 3D models all in one place.



Converts
Standard CAD
files to
high quality
3D models!





Our world is in **3D!** Why would the digital not be?



Make Prototypes Come to Life

Change colors, textures and finishes in real-time as you design and engage with the model in 360 degrees before ever manufacturing.



Enhanced Collaboration

Collaborate in the medium you are creating which allows for easier communication about design changes in a remote environment.



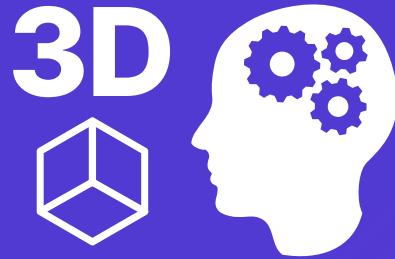
Save Time and Cost

Repurpose the same 3D model for design iterations, product promotions, or presentations before ever building it saving both time and money.

CAD – Web3D



Disrupting the **\$160B**
CGI software market (TAM)



Built for anyone - no
experience required



AI-powered
creative tools



Scalable 3D creation
from CAD

CAD is the Engine for Generating 3D Content



Toggle3D is for the next generation of users who know 3D is the next visual media, but don't know where to get started or are looking for a scalable 3D modeling solution



Product/Industrial Designer

For prototyping to accelerate product design iterations and stakeholder buy-in

Market Size:
7.31 million CAD Users¹

¹<https://www.businesswire.com/news/home/20220131005315/en/>



3D Artist

For recreating physical objects in the digital world or for creating something new

Market Size:
~ 3-5 million active Blender users²

²<https://www.blenderfoundation.com/2022/12/21/the-blender-foundations-annual-report-2021-is-out/>



Graphic Designer

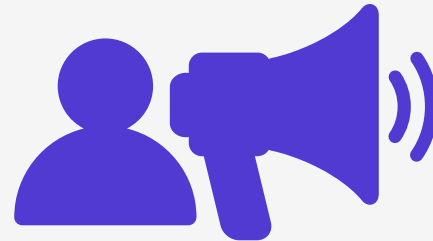
For creating digital media for product marketing, ads, sales and more

Market Size:
30 million users of Adobe's Creative Cloud³

³<https://prodesigntools.com/number-of-creative-cloud-subscribers.html>

"...its easy to quickly assign materials"
- Junior 3D Artist

*"My favorite parts are the image search
and the seamless tiling options"*
- 3D Artist



*"Overall Toggle3D is very user friendly and
very easy to understand all the features"*
- Product Designer

"Loving the versatile seamless library"
- 3D Generalist

3 CORE Functionalities

1 Converting



Option to convert many different file types

2 Texturing



Texturize the 3D model with thousands of textures from the library or your own custom texture

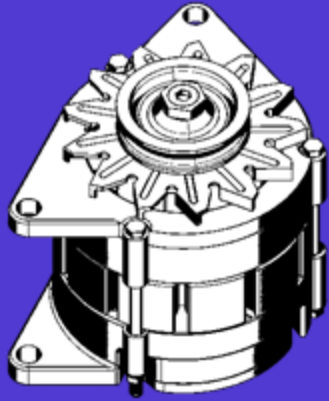
3 Customizing



Customize different parts of the 3D model with various colors and textures

Toggle3D is **bridging the gap** between engineering and design

ENGINEERING



- Large File Sizes
- No Creative Design, only Engineering
- Not Easily Interoperable



Toggle3D.ai

- Converts CAD to web 3D mesh
- Easy, no experience required
- Increasing texturing speed with AI powered tools and libraries

3D CONTENT CREATION (CGI)



- Steep Learning Curve
- Technical Skills Required
- Time-Consuming + Disconnected



Toggle3D is **disrupting the legacy design software players** and is making it accessible for new users to enter the industry that are missed by today's competition

Current Software:

VS

Toggle3D:

- Specialized skillset required in 3D modeling
- Expensive licenses
- Steep learning curve
- Desktop app downloads
- Difficult to collaborate
- A disconnected design system

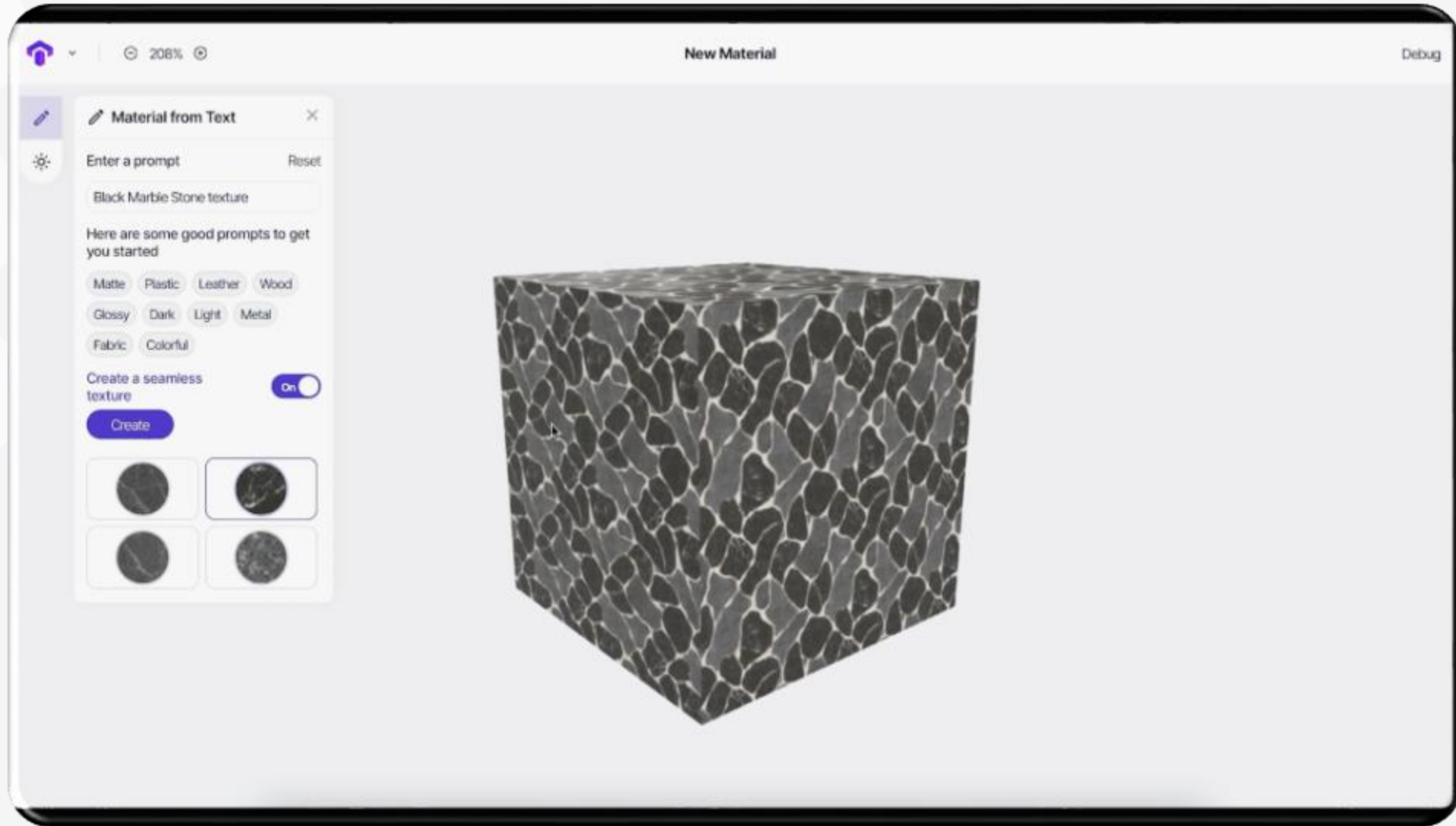


- ✓ No special experience required
- ✓ Affordable
- ✓ AI-powered creation
- ✓ On the web
- ✓ Easy web collaboration for teams and clients
- ✓ One platform that does it all

'We are disrupting 3D design like Canva disrupted 2D design'



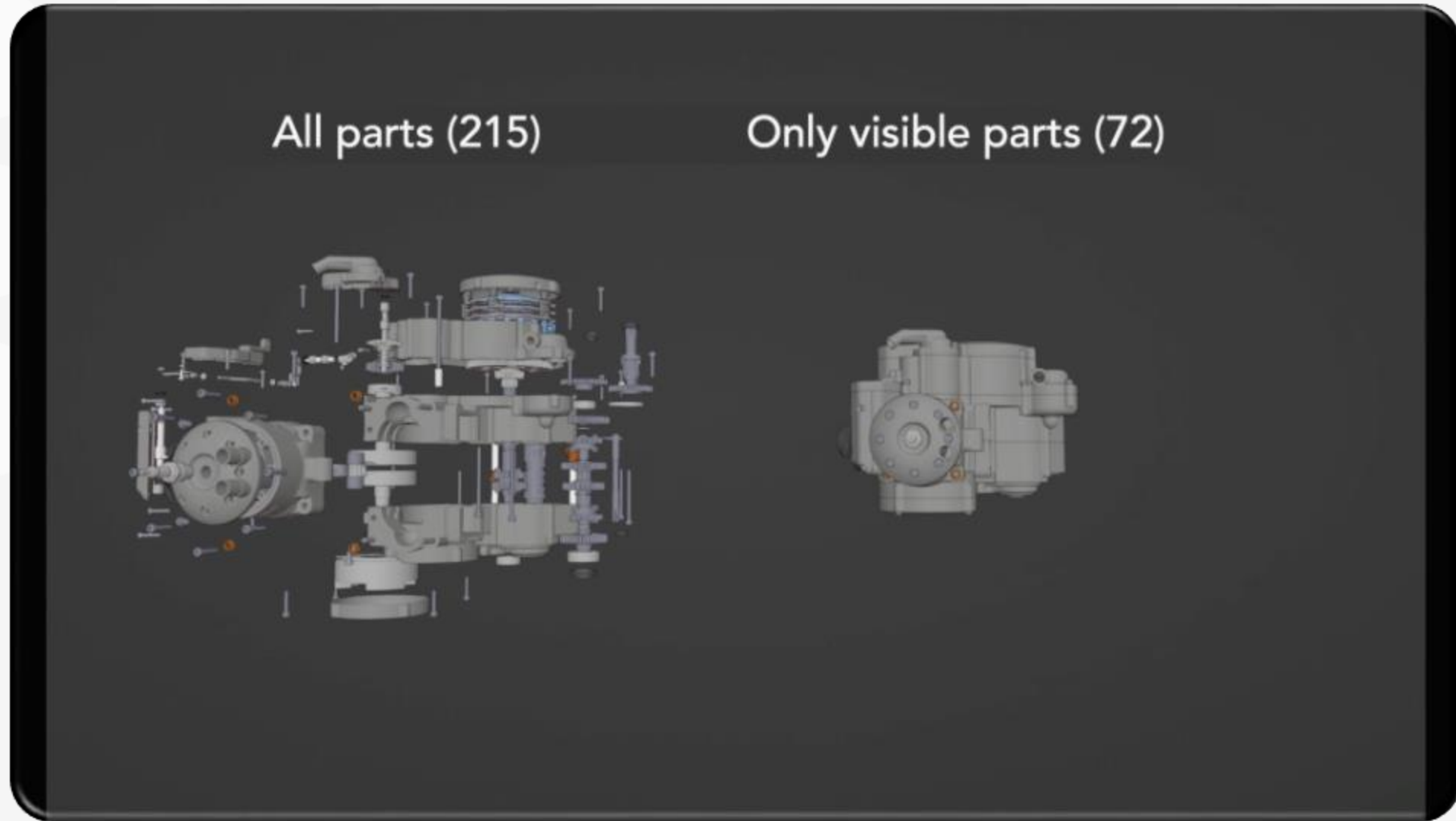
Our **Generative AI**: Text to 3D Material



Our **Generative AI** Photo Segmentation



[Watch Video](#)

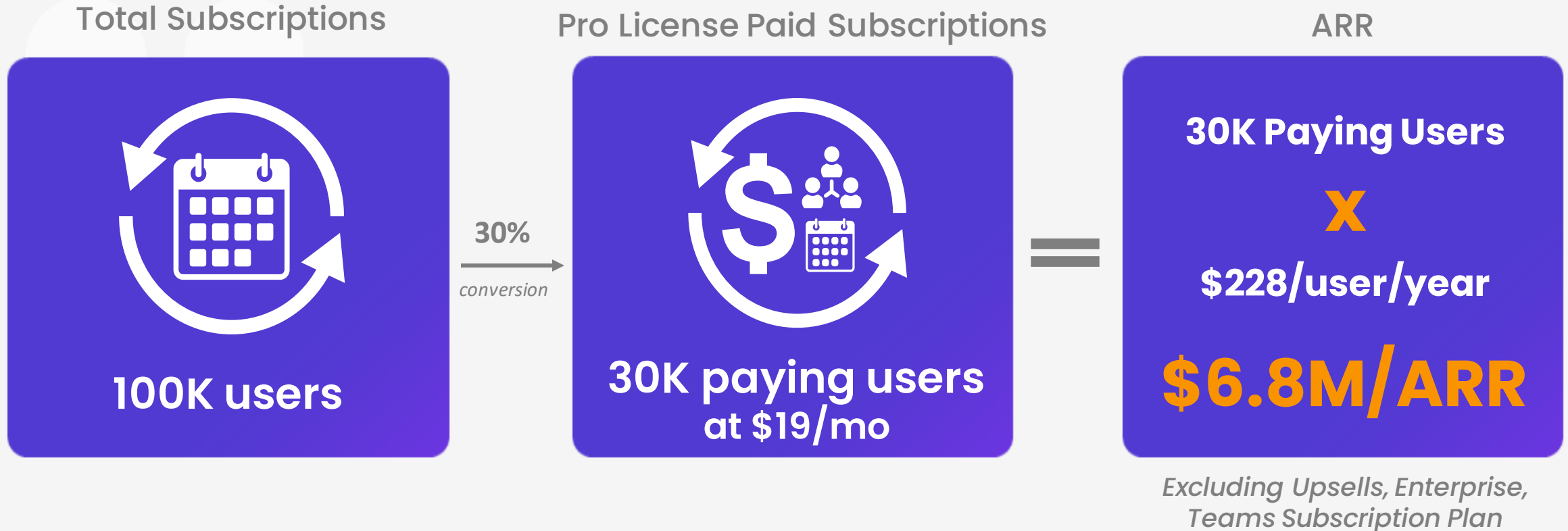


[Watch Video](#)

Primary Revenue from Subscriptions		Secondary	Coming Q1 2024
Free	Pro License	Enterprise	Team License
For anyone to try out the platform limited features	Pro License For professionals looking for more advanced AI 3D design tools	For large organizations 3D design collaboration increased security	For small organizations cross collaborative teams
Free	Monthly \$19/month/seat	Custom \$30k-\$100k Annual	Monthly \$45/month/seat

Additional add-ons to subscriptions launching in 2024

SaaS Business Models Have Opportunity for **Massive Scale**



\$11.3B¹

(2022)

37.5% CAGR (2023-2030)

Digital Twins

\$360.8B³

(2022)

4.3% CAGR (2023-2032)

Architecture Services

\$217B⁵

(2022)

13.4% CAGR (2023-2030)

Video Games

\$17.4B²

(2022)

18.92% CAGR (2023-2032)

3D Printing

\$858.8B⁴

(2021)

4.6% CAGR (2022-2031)

Custom Manufacturing

¹ <https://www.grandviewresearch.com/industry-analysis/digital-twin-market#:~:text=Report%20Overview,the%20physical%20and%20virtual%20worlds.>

² <https://www.precedenceresearch.com/3d-printing-market#:~:text=The%20global%203D%20printing%20market%20size%20was%20accounted%20at%20USD,18.92%25%20from%202023%20to%202032.>

³ <https://www.precedenceresearch.com/architectural-services-market#:~:text=The%20global%20architectural%20services%20market,4.3%25%20between%202023%20and%202032.>

⁴ <https://www.alliedmarketresearch.com/custom-manufacturing-market-A16527>

⁵ <https://www.grandviewresearch.com/industry-analysis/video-game-market#:~:text=b.,The%20global%20video%20game%20market%20size%20was%20estimated%20at%20USD,USD%20583.69%20billion%20by%202030.>

Technical Talents

Super team of individuals who contain deep expertise



Evan Gappelberg CEO
Nextech3D.ai CEO / Toggle3D.ai



Reza Davariar
COO
Nextech3D.ai/Toggle3D.ai
Bank of America



Andrew Chan
CPA, CA CFO
Nextech3D.ai/ Toggle3D.ai
Ernst & Young



Max Hwang
SVP, Engineering
Nextech3D.ai/Toggle3D.ai
IBM



Nima Sarshar
CTO Nextech3D.ai/Toggle3D.ai
Apple





Toggle3D.ai

THANK YOU

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(CSE: **TGGL**) (OTC: **TGGLF**)

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