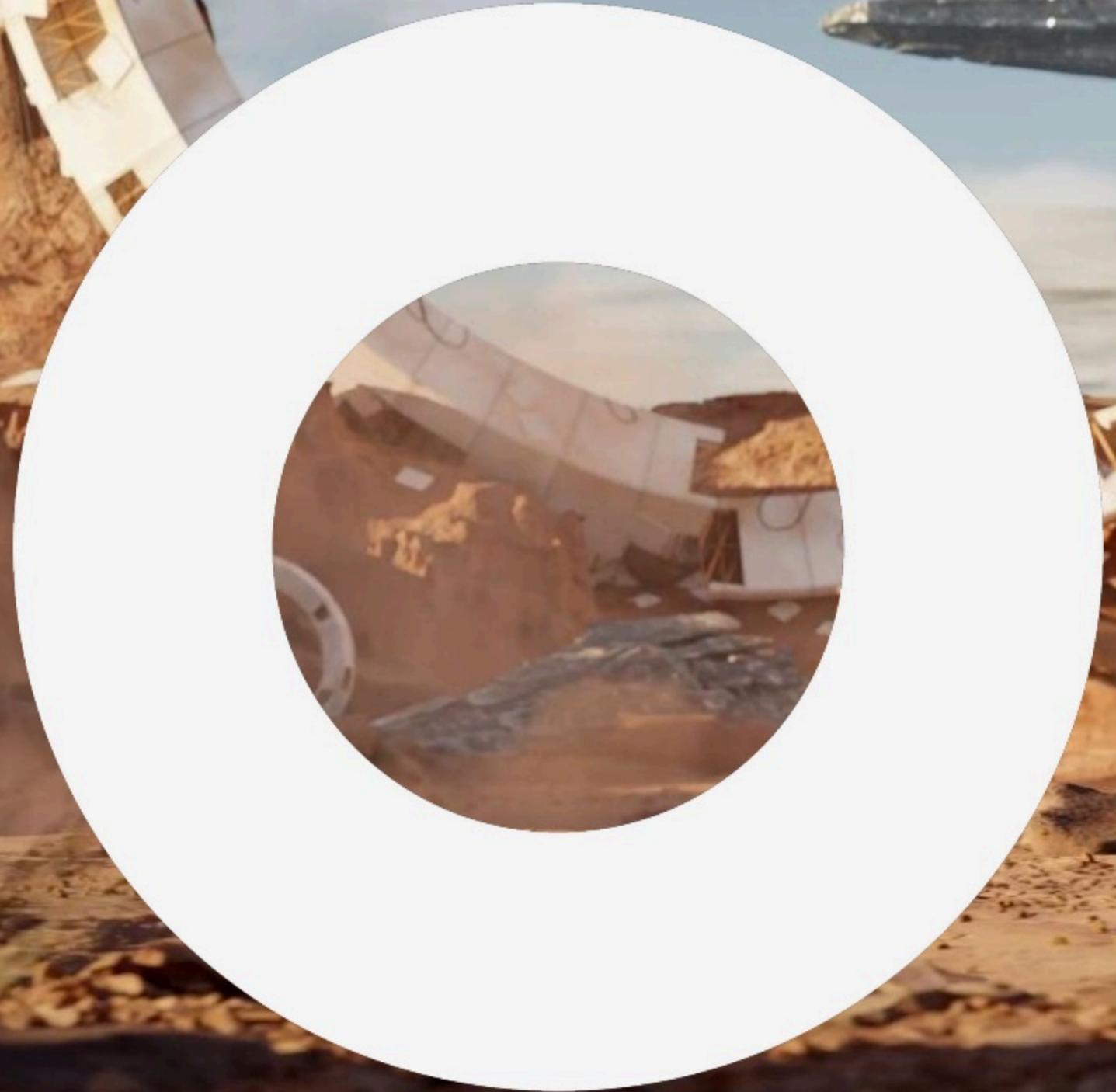


Making motion into magic

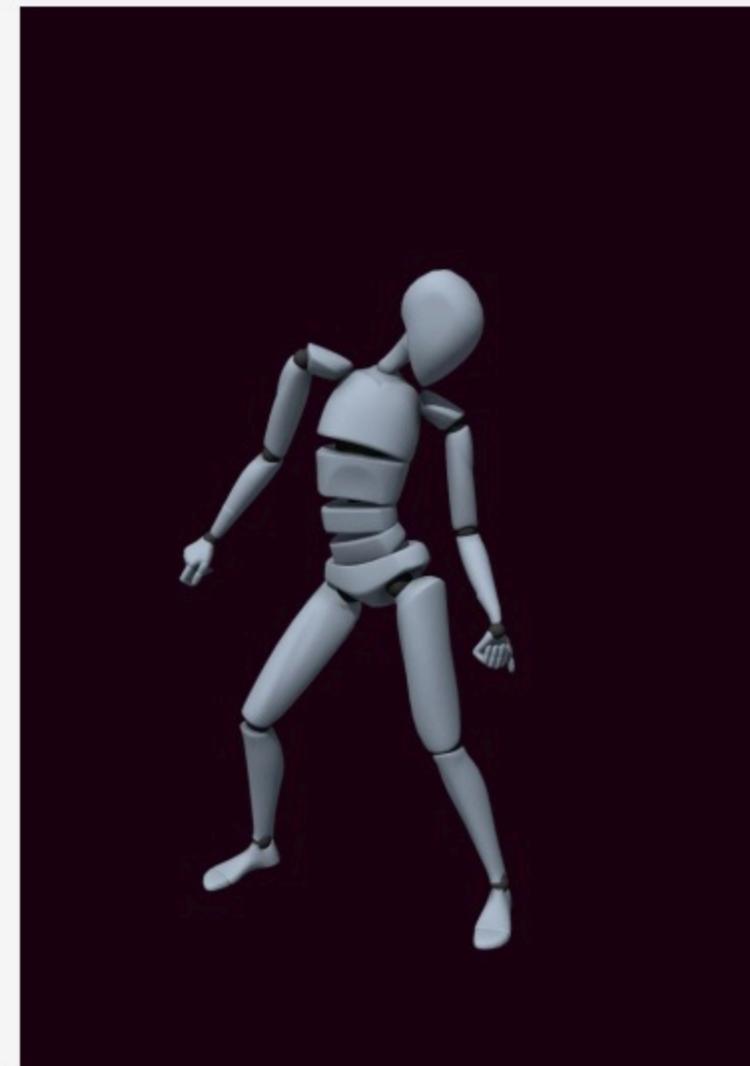
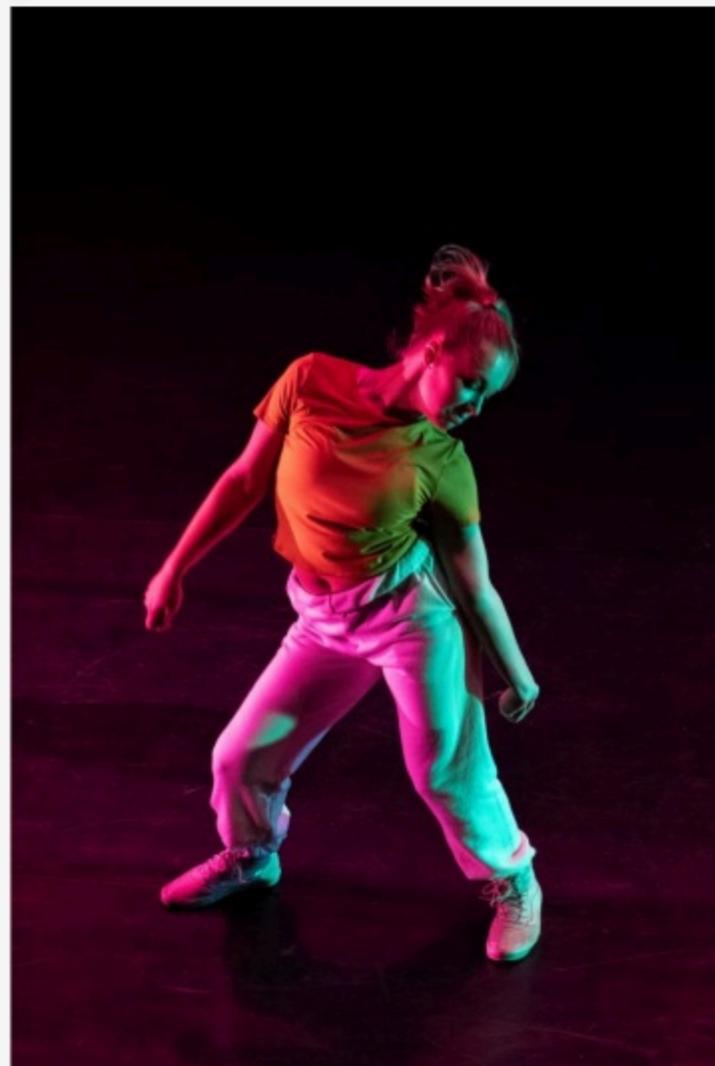


Problem

True digital presence requires natural human motion.

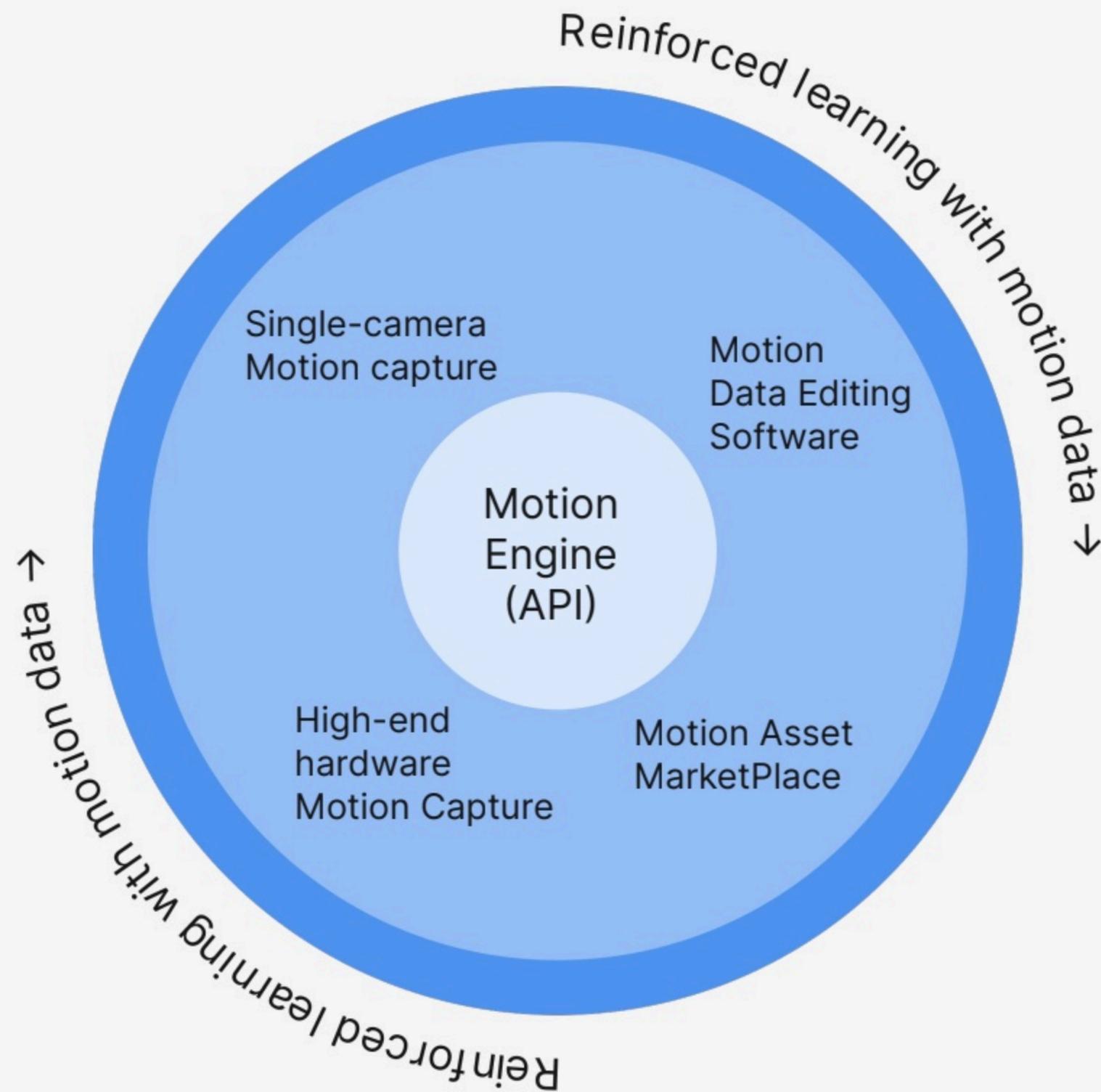
But injecting life into digital humans and working with motion data is notoriously hard.

Across industries, there's an immediate need for easy and accessible ways to capture, edit, and analyze motion.



Solution: A one-stop-shop for digital movement.

An AI-infused, collaborative, easily accessible, vertically integrated motion platform.



From empowering creators..

Creator economy

Equipping every creator with the power of animation

..to the backbone of all digital movement

Robotics Automotive

Rokoko customers include



Health & Life Sciences

Internal projects already ongoing

Metaverse / Web 3.0

Internal projects already ongoing

Sports

Internal projects already ongoing

Safety & Security

Opportunity in creator economy:

A new content creator is born each second

SoMe/Metaverse platforms are fueling explosive growth in internet creators, streaming giants accelerate demand for high-end content.

Primary focus

Exponential growth: Emerging creators (internet creators)



→ Young generations are producing content at a speed, quality, and pace that's completely unprecedented

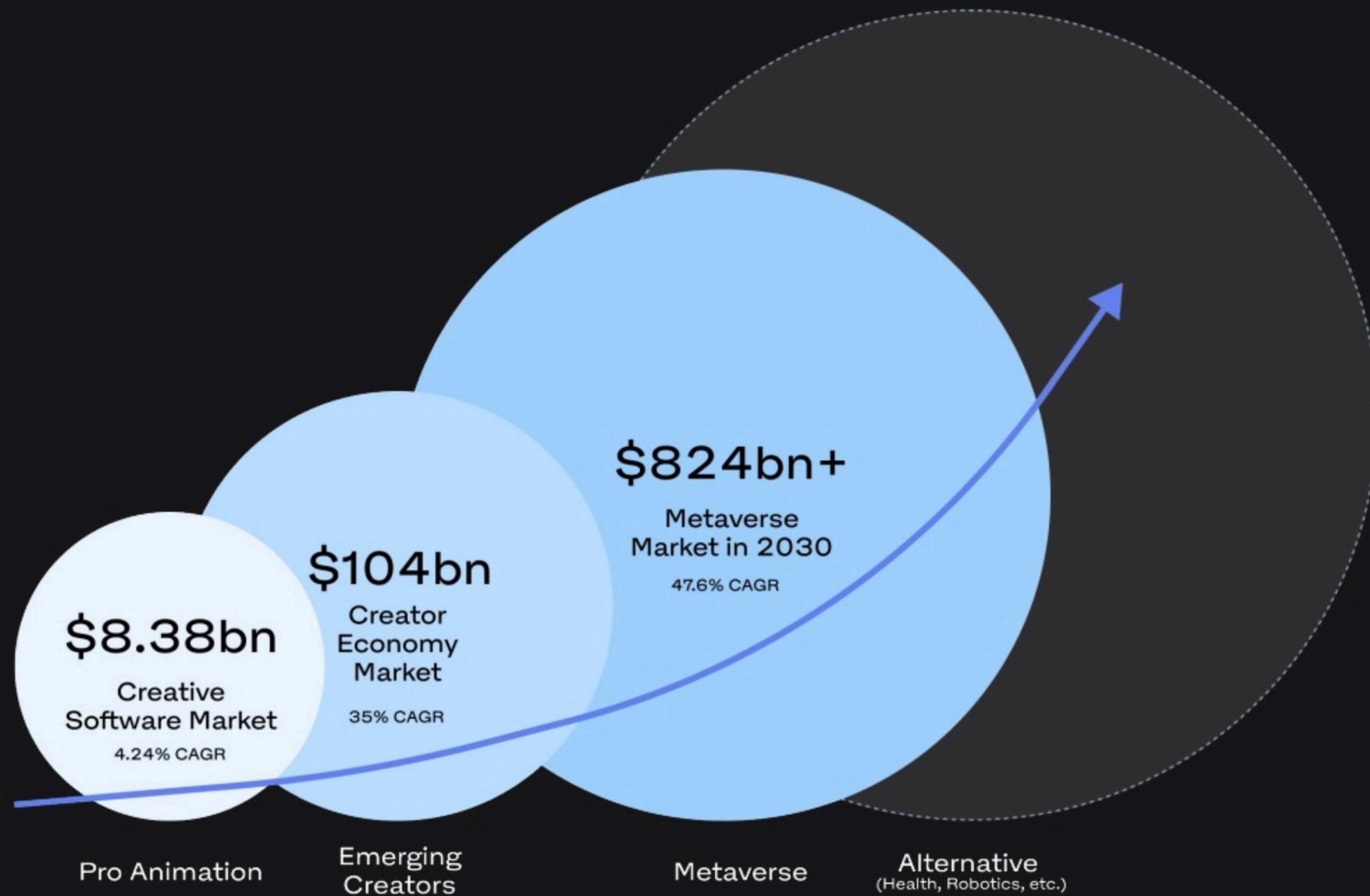
Secondary focus

Strong growth: Pro studio animation



→ The fierce competition in streaming has driven investments in high-end content to an all-time high

Digital human motion is a key need in multiple high-growth markets



Accessible digital movement unlocks story telling, presence, and interaction within ultra-high growth markets.

Commercial Flywheel

A collaborative, easy-to-use, input/output agnostic and vertically integrated platform

💡 All tools support users in creating, sharing and trading motion assets

Motion capture

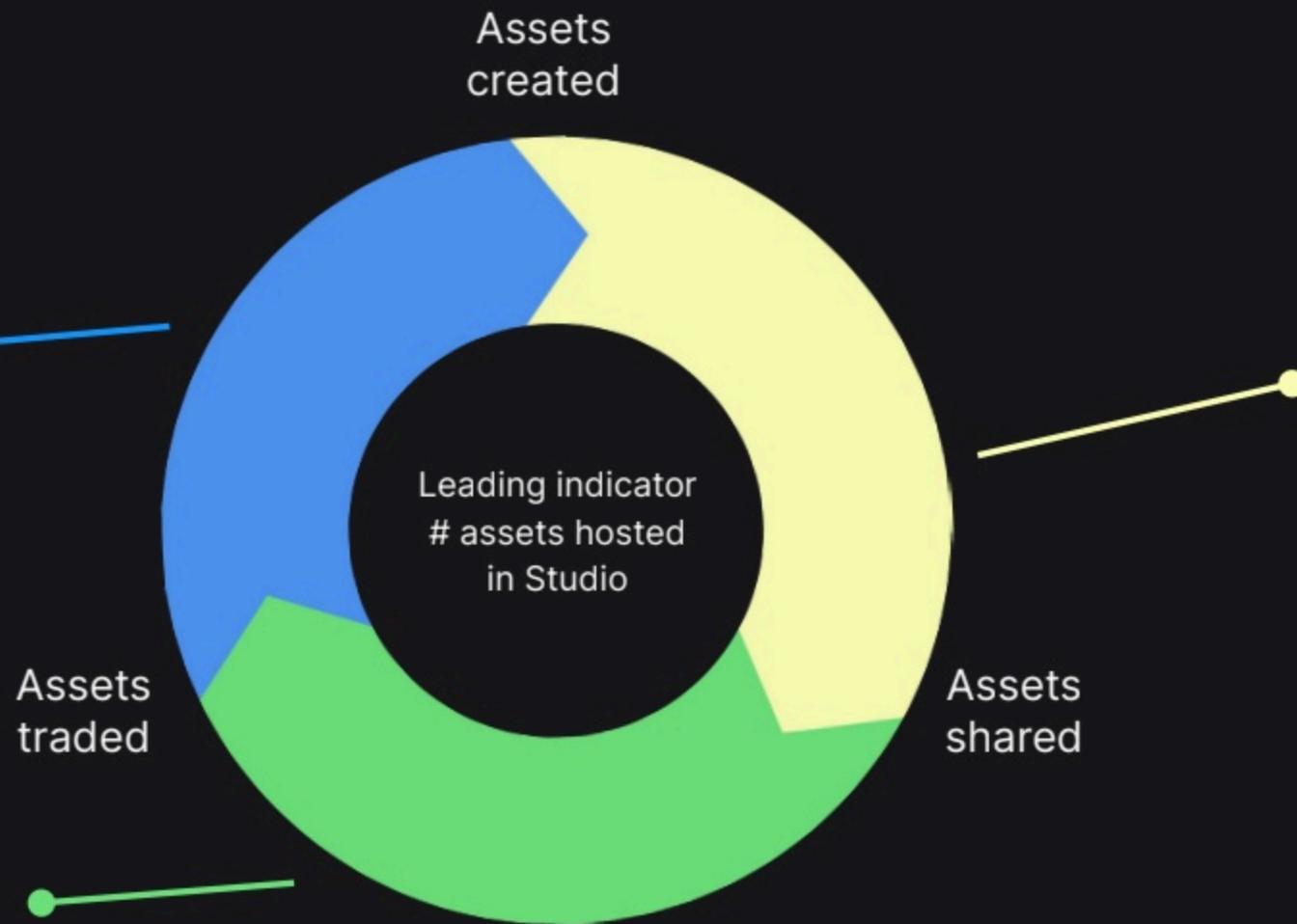


Body + hands + face

AOV: \$3500+

ROKOKO
Motion Library

80,000+ registered users



ROKOKO Studio

(SaaS)

	Starter	Plus	Pro	Custom
\$/seat	Free	\$20/m	\$50/m	Custom

The Rokoko Platform in 2 years

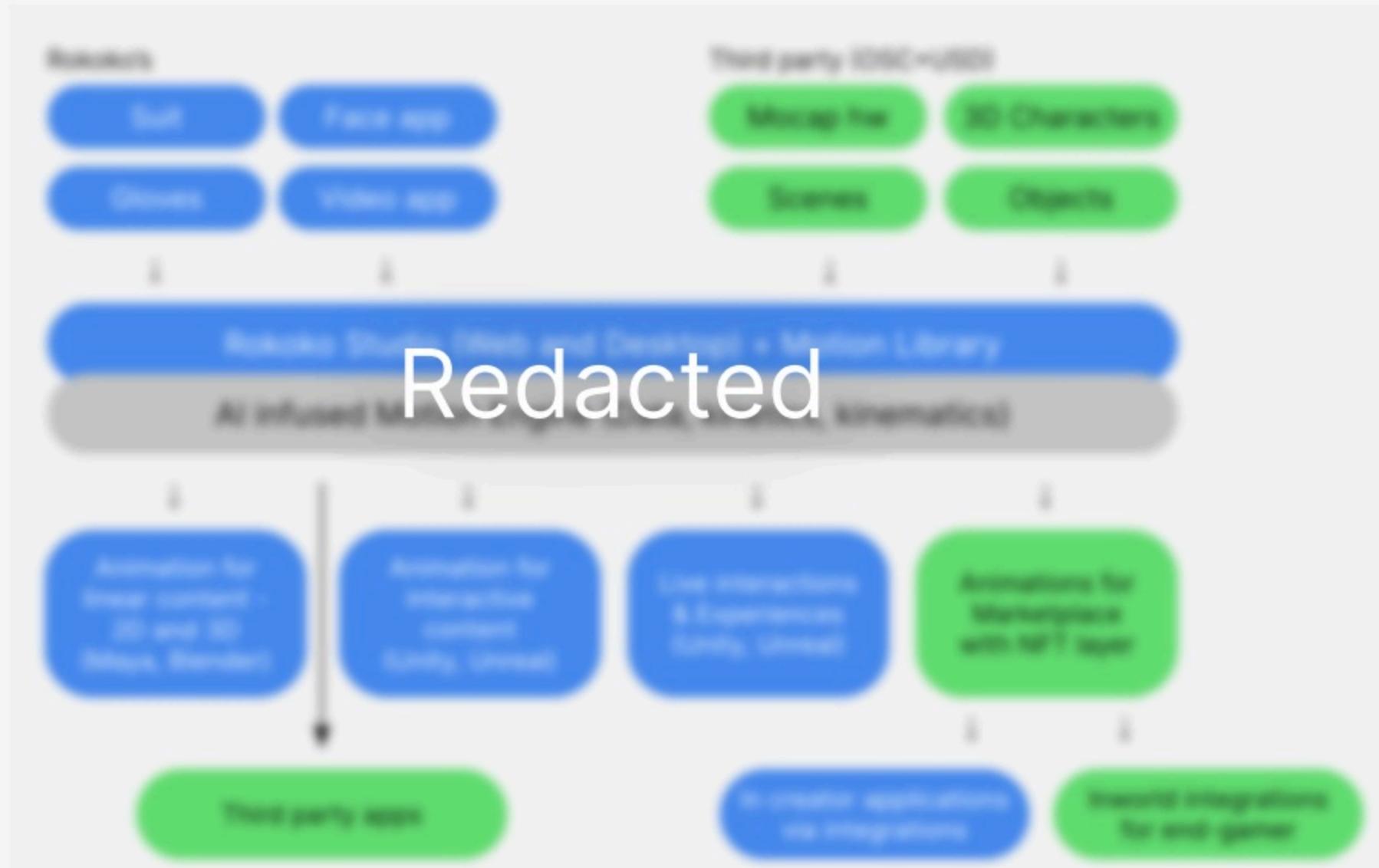
Revolving around our AI infused motion engine

Inputs

Creation, editing, sharing

Output
Primary value

Secondary value



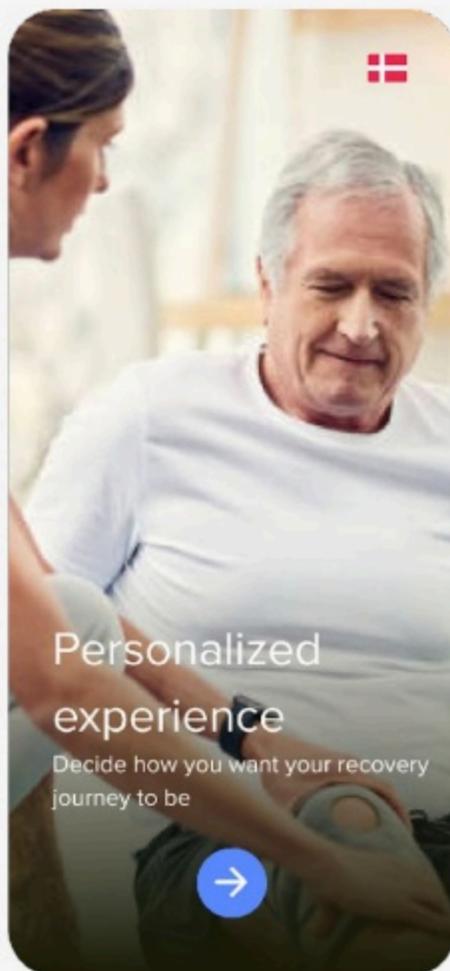
- New
- Existing

Conquering new verticals, starting with health

Rokoko Care: Helping professional physiotherapists with compliance.

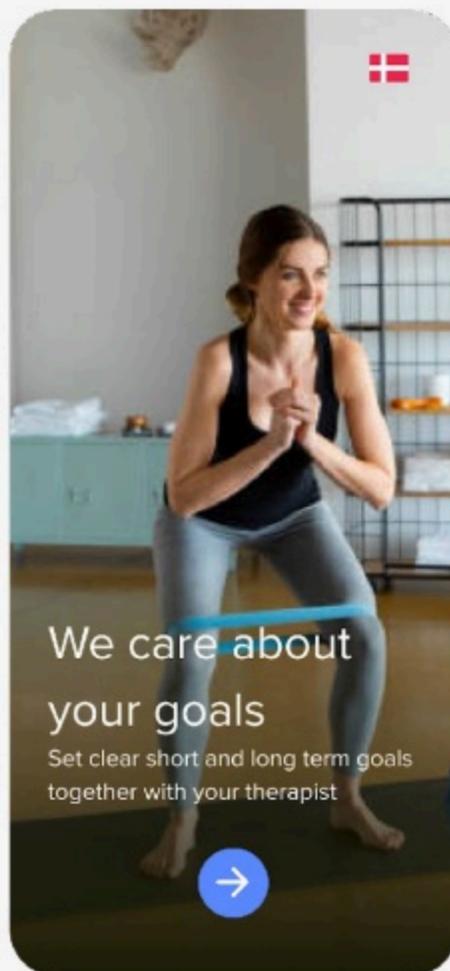
Rokoko Care

Let's get back into motion!
We are here to support you and facilitate your journey to health



Personalized experience

Decide how you want your recovery journey to be



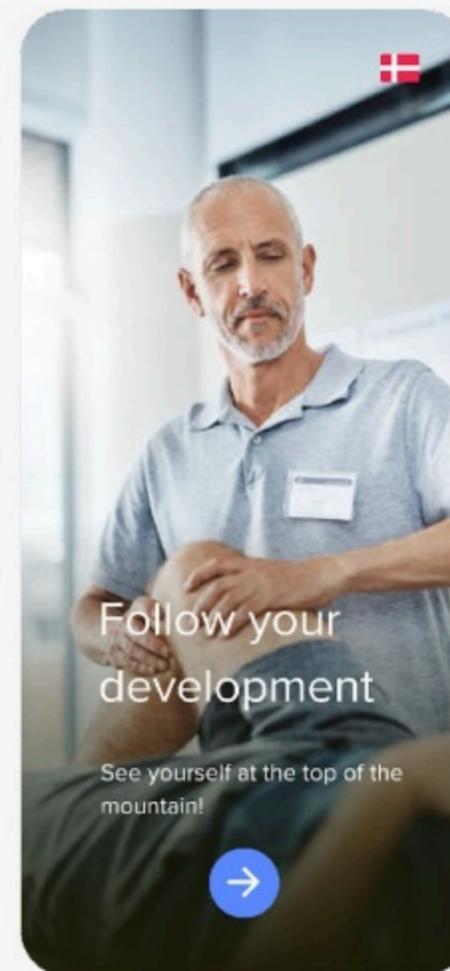
We care about your goals

Set clear short and long term goals together with your therapist



Get instructions for the exercises

Get feedback in real time.
Exercise anytime, anywhere



Follow your development

See yourself at the top of the mountain!



Already sold to Copenhagen Municipality - dialogue with 8 other municipalities

Management



Jakob
Balslev

Founder
& CEO

MA in Film
Production



Matias
Søndergaard

Co-founder
& CPO

MSc in
Economics



Mikkel
Lucas Overby

COO / CFO

Ph.D. in Economics
& Strategy

Chairman



Jess
Tropp

Principal at
Nordic Capital

Private Equity
expert

Board of Directors (not full list)



Stefano
Corazza

Head of
Roblox Studio

Animation &
3D expert



Brett
Bibby

Former CPO
of Unity

Game Industry
expert



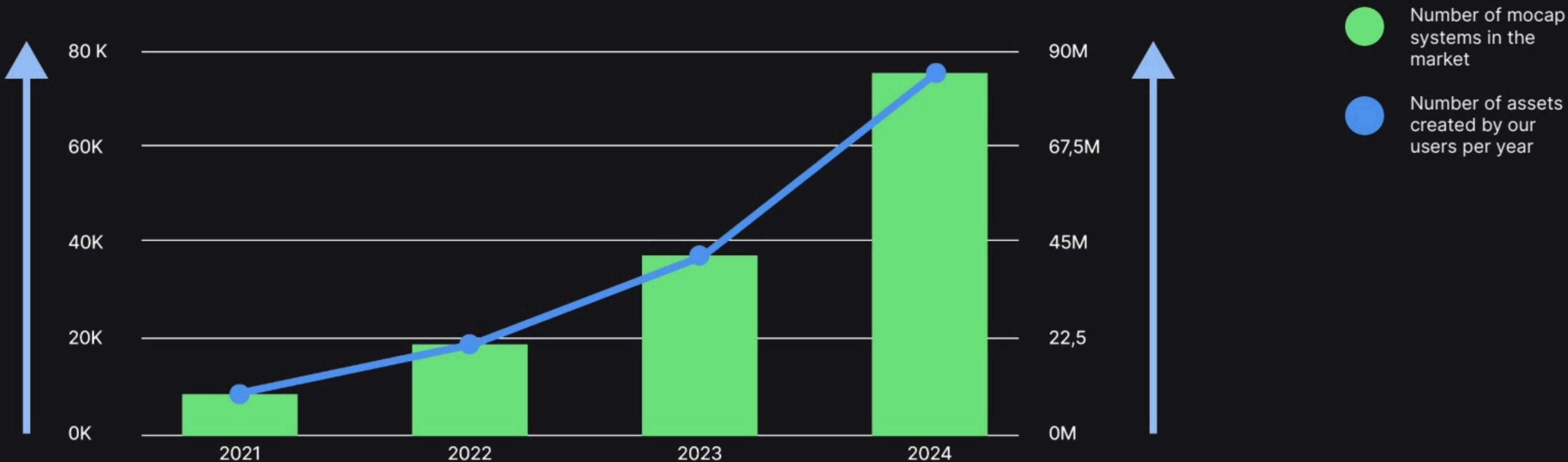
Rikke
Crosby

CSO of
Nordisk Film

Film industry
expert

We move on the world's most powerful dataset of human motion

With the largest fleet of mocap systems in the market, we collect motion data that exponentially improves our ability to distill digital movement through machine learning.



Company background

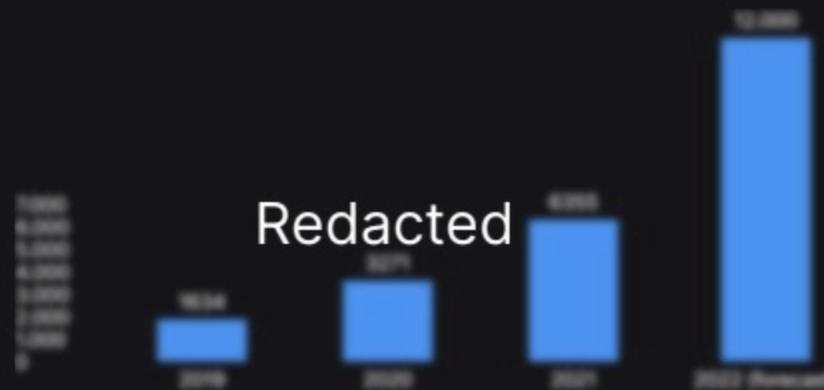
Products

- Hardware: Full performance capture product line (7 patents)
- Software: Cloud-based software suite for editing, analysis and generating motion data
- Machine learning: The world's largest collection of motion data, exponentially increased through hardware use, continuously enforcing all tools

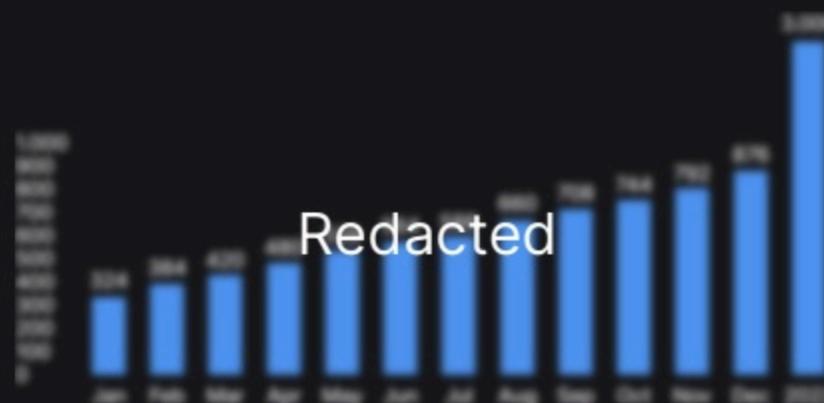
Future vision

- Core vision: Become the backbone of all digital human motion
- Metaverse opportunity: Rokoko is the missing link to create "virtual presence" in the Metaverse, i.e. natural and untethered human motion
- New verticals: Understanding and capturing human motion is a challenge across verticals. Rokoko is positioned to become the go-to infrastructure. Development projects already ongoing in health, sports, enterprise, robotics

Revenue growth over the last 3 years



ARR growth



Financial projections 2022-2025

	2022	2023	2024	2025
	Budget	Budget	Forecast	Forecast
Revenue	19,807,200	20,728,870	41,744,800	63,933,500
Smartcut	7,024,870	9,746,900	19,912,240	19,390,520
Smartglines	2,826,700	4,204,100	9,649,000	12,385,440
Face Capture Hardware	485,200	747,000	1,607,000	2,838,200
Cell Pro	223,870	783,600	1,796,200	3,776,400
Wireless Sensors	0	404,800	1,427,000	3,297,000
Studio + Add-ons + Motion Library	1,489,200	4,137,000	19,234,960	22,965,070
COGS	122,420	679,400	2,444,504	4,389,970
COGS total	2,146,700	5,168,800	14,889,700	16,945,200
Other Direct Costs Total	-1,000,000	-1,727,420	-2,954,570	-3,393,724
Gross Margin	16,660,500	15,552,650	27,100,530	46,575,600
Fixed Costs Total	4,389,970	4,881,024	12,875,000	16,386,570
EBITDA	2,670,530	6,671,626	14,225,530	23,189,030
Depreciation	400,000	1,728,500	2,544,000	3,756,000
Financial Income/Costs	100,000	0	0	0
Profit/Loss	2,370,530	4,943,126	11,681,530	19,433,030

Redacted

Rokoko at a glance

Founded in
March 2014
Copenhagen,
Denmark

Offices in
Copenhagen
(HQ), Athens,
Tokyo & San
Francisco

More than
50.000
Users in 100+
countries

60-70%
Of users are
one-man-army
creators

80
Employees
in total (60%
engineers)

Customers
include:

- | | |
|---|---|
| AIRBUS | SONY |
|  Adobe |  Microsoft |
|  Meta | NETFLIX |
| Snap Inc. |  Twitch |
| Yale |  Disney |



Fundraising history

2019



Funding to date

\$7M

Pre-money valuation
> \$20M

Lead investor: North-East
Venture, VF Venture,
Kickass Capital

2021



Series A

\$3M

Pre-money valuation
\$40M

Lead investor: VF Venture

2022



Strategic round

\$3M

Pre-money valuation
\$80M

2023



Series B

\$25M