

ÜNITH

Investor Webinar

May 2026

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WHO IS ÜNITH, AND WHAT WE DO

■ ÜNITH LTD (ASX:UNT)

Australian technology company that a) specialises in **AI Humans** and conversational design, b) Builds **interactive agents** for customer engagement, education, and entertainment. c) Monetises AI capabilities through **diverse revenue streams**

■ BUSINESS DIVISIONS

Subscription (B2C): Recurring revenue via Digital Human & AI content access
Digital Human (B2B): End-to-end Digital Human design, development, and deployment

Clone Scott Mison



Speak



Q3 FY 2026 FINANCIAL HIGHLIGHTS

Q3 Revenue

A\$1.26m

Q3 Cash Receipts

A\$1.016m

Investments

A\$3.9m

Finance Facility

A\$2m

Accounts Receivables (April 26)

A\$0.787m

Finance Facility

\$2.0m Secured

Additional Financing to Fund Commercial Expansion

- AI & Digital Human platform development
- Potential strategic acquisitions
- ISO Accreditation for enterprise contracts
- Working capital requirements

Core Growth Strategy

- Upscaling proprietary tech
- Recurring revenue growth
- Enterprise adoption & global footprint



DIGITAL HUMANS - STATE OF PLAY

Digital Human platform and usage recap & overview

DIGITAL HUMANS

Engaging, scalable AI avatars to connect, assist, and convert—anytime, anywhere, any language.



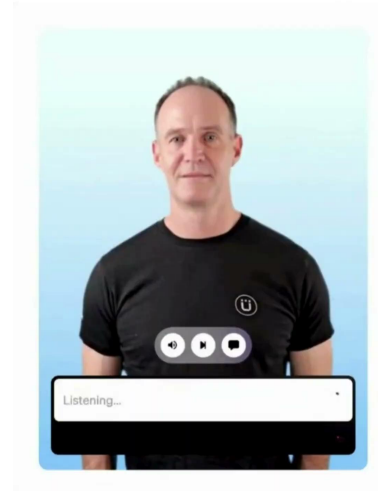
Scan to converse - demo

Key Benefits

- ♥ Create lifelike, human-like interactions
- 🌐 Available 24/7 — globally accessible in 60+ languages
- 🧩 Fully customisable & easy to create
- 📊 Smart insights through data collection
- 🔄 Seamlessly integrates across platforms (web, mobile, kiosk)
- 🤖 Connects with LLMs and chatbots
- 🚀 Scalable for high-volume tasks with minimal resources

Use Cases

Healthcare | eLearning | Onboarding | Customer Service | Q&A |
Marketing | Knowledge Sharing



Digital Scott being interviewed about Digital Humans

DIGITAL HUMANS

Market Opportunity & Strategic Growth

Growth Projection

1500% to
3750%

Aim to capitalise on rapid market expansion and win significant share.

Targeting revenue growth at a similar or faster scale than the broader market.

Growth is driven by strategic investments and deep team expertise.

Market Expansion & AI Convergence

Digital Humans Market

Today: **US\$7-10B**

Forecasts:

- **US\$270.6B** by 2030
- **US\$118.5B** by 2034

Generative AI Tailwinds

2024: **US\$67.18B**

2032 Projection:

US\$967.65B

Strategic Takeaway

Value is increasingly captured not by 'having a model,' but by deploying it effectively at the point of interaction.

Sources: [Precedence Research](#), [Grand View Research](#), [Fortune Business Insights](#)

DIGITAL HUMANS

Platform by Numbers - Established, Stable and Scalable

2.7M+

Total Sessions

60+

Global Languages

30K+

Digital Humans

24/7

Availability

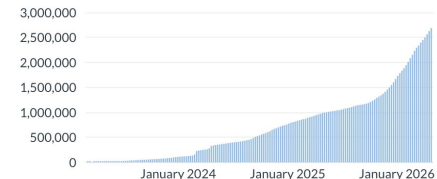
Global Reach

Established presence with a global audience, administered worldwide to ensure stability and seamless cross-border performance.



Scalable Performance

Proven conversational platform built for high-volume operations, delivering consistent reliability with contained resource requirements.



DIGITAL HUMANS

With all this Usage; Some Key Takeaways

Scalable Platform

The platform is built to handle significant scale and growth.

UX is Key to Adoption

- Low Latency
- Intuitive UI
- Polished Visual Appearance
- Emotional control & expressiveness

Value-Driven Adoption

Prioritising service delivery accelerates adoption and demonstrates real-world value.

Security & Compliance

Robust measures provide a strong competitive advantage in the digital landscape.

Price Sensitivity

Early market segments are conscious of pricing, requiring strategic cost management and flexible pricing models



SELECT PLATFORM ENHANCEMENTS

Key updates driving customer satisfaction and revenue growth through enhanced platform performance.

DIGITAL HUMAN PLATFORM

Proprietary Streaming Technology

Key Differentiators

Superior Performance

Extremely low latency for a better user experience.

Competitive Advantage

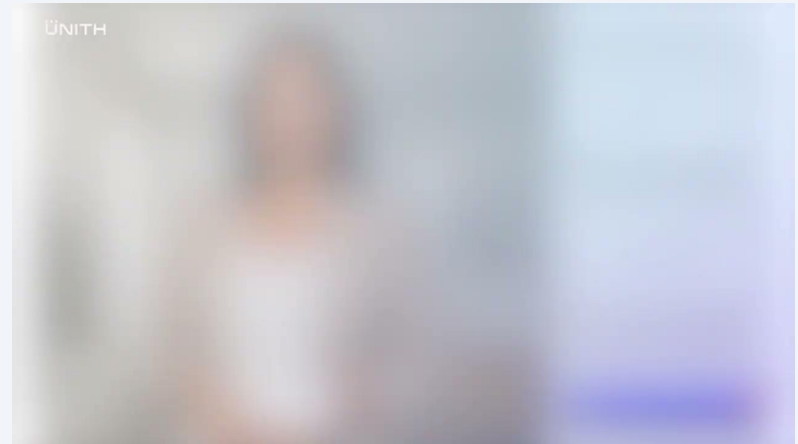
A unique and differentiating pricing model.

Market Opportunity

Enables powerful new use cases and revenue streams.

Proven Adoption

Already seeing wide adoption across our existing client base.



Fluid conversations powered by streaming technology unlocking new use cases across customer base

DIGITAL HUMAN PLATFORM

Interactive Capabilities: Microphone Control

Demo Highlights

Interruptible Interaction

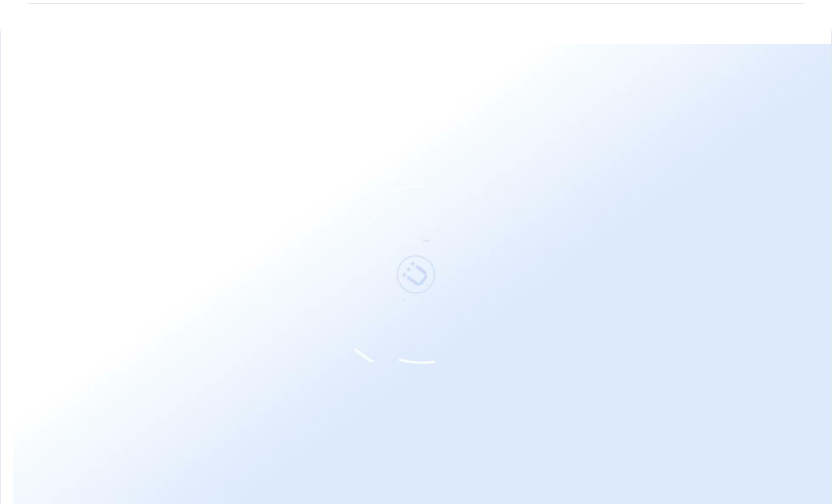
Seamlessly interrupt the Digital Human mid-sentence for natural, fluid conversation control.

Real-Time Translation

Instant switching to Mandarin Chinese upon request, demonstrating global accessibility.

Domain Expertise

Explain complex technical standards like ISO directly in target languages with precision.



Live video demonstration of streaming enabled microphone functionality

SDK LAUNCH STRENGTHENS ADOPTION

Expanding developer reach and accelerating customer deployment through cross-platform accessibility; **Puts the Digital Human with users.**

Key Highlights

Cross-Platform Ecosystem

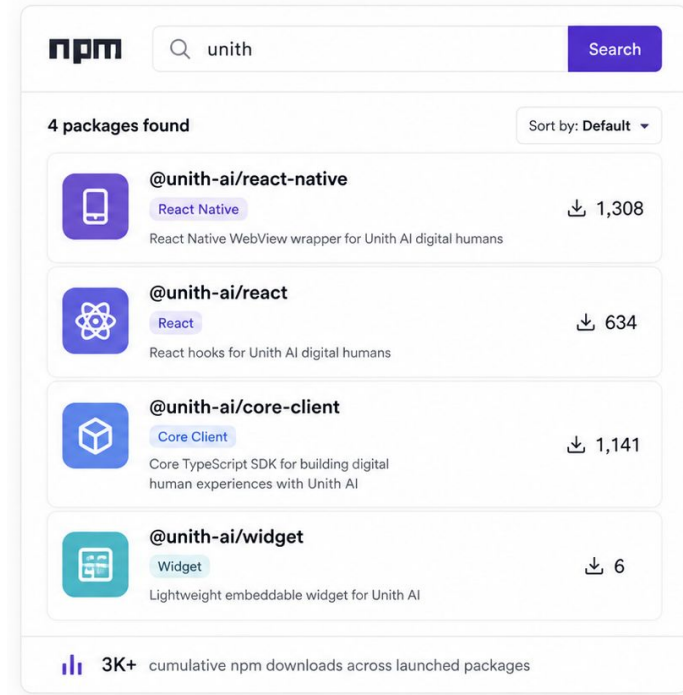
SDK suite now live on npm: Core Client, React, React Native, and Widget.

Reduced Friction

Lowers integration barriers for partners, significantly reducing time-to-value.

Market Validation

3K+ cumulative npm downloads validates strong developer demand.



 4 SDKs Launched

 3K+ npm Downloads

DIGITAL HUMAN PLATFORM

Custom User Experiences: SDK Demo

SDK Value Proposition

Developer Flexibility

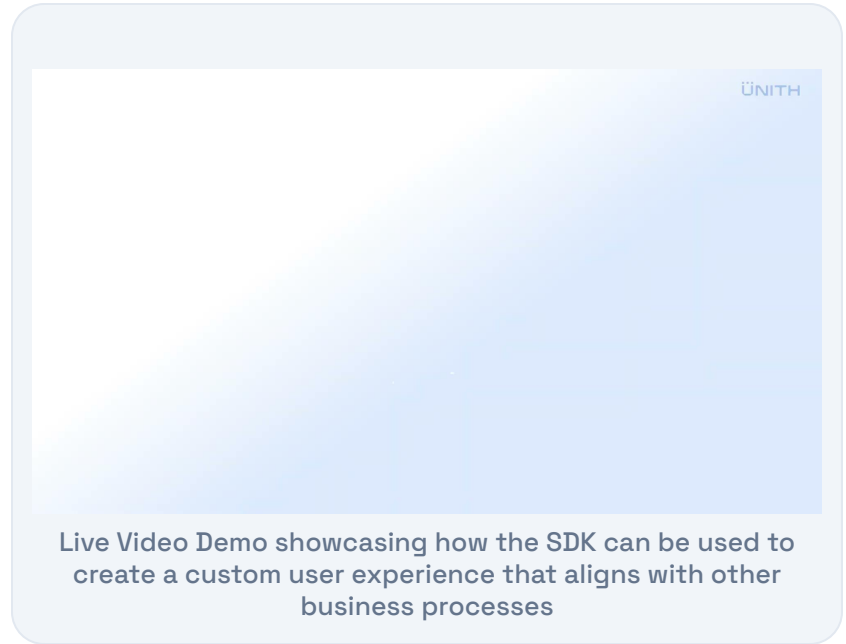
The SDK supports TypeScript, React, and React Native, enabling developers to build highly tailored interfaces that connect to other business processes..

Custom User Journeys

Demonstrating how an SDK empowers teams to create unique, branded digital human interactions.

Cross-Platform Reach

Consistent performance and experience across web and mobile platforms.





LEARNINGS FROM THE FIELD

Drawing from our established customer base and prospective opportunities; and actions underway to address feedback

DIGITAL HUMANS GROWTH PATH

Strategic Focus Areas

1. Organisations with Human Resource constraints

Using simulated conversations to train staff or take over repetitive tasks, solving budget and human knowledge constraints.

2. White Label AI / Tech

Licensing model for self-sufficient companies looking for integrated AI solutions for their customer base.

Growth Opportunity Generation

- 01. Growing Existing Customers: Ensure clients succeed and get value from the ÜNITH platforms.
- 02. Product-Led Conversion: Turning relevant trial users (past and present) into full customers.
- 03. Sales Pipeline Conversion: Focusing on "Demo to Win" rates.
- 04. New Prospecting: Generating new market opportunities aligned to strategic focus area.

Challenges & Key Learnings

- Immature market with evolving value propositions.
- Managing customer expectations given the AI *noise*.
- Role Playing is a standout use case for larger orgs.
- Key Learning: Emotion & expressiveness is currently missing from our avatars.
- Compliance checkpoints slow down all opportunities and impact velocity

ISO 27001 ACCREDITATION

Strengthening operational foundations

ISO 27001:2022 Accreditation Pending

Unith has received a letter of recommendation from A-LIGN following a successful wide-ranging assessment of UNITH Research Labs services.

- **Competitive Advantage:** Meets high procurement standards for compliance-driven enterprise accounts.
- **Customer Confidence:** Validates robust policies for managing sensitive information securely.
- **Scope:** Covers all AI-driven digital human technology assets, systems, and personnel.



4/27/2026

To whom it may concern:

This letter confirms that A-LIGN has conducted an **ISO/IEC 27001:2022** assessment of UNITH RESEARCH LABS, SLU 's services.

The scope of the examination included UNITH RESEARCH LABS, SLU 's compliance with all **ISO/IEC 27001:2022** clauses and relevant annex controls as outlined in the statement of applicability. This assessment covers all in scope personnel and facilities as outlined in the scope of registration. The scope of the ISMS was defined as the following:

"UNITH provides AI-driven digital human technology, including self-service and enterprise solutions for onboarding, HR lifecycle automation, and customer engagement. The ISMS covers all information assets, systems, processes, people, and supporting infrastructure involved in the design, development, hosting, support, and delivery of these services in accordance with the statement of applicability."

At this point of our engagement, UNITH RESEARCH LABS, SLU has successfully completed the initial ISO 27001 audit and has been recommended for certification. A-LIGN is in the process of finalizing the audit report and requesting official certificates.

Please do not hesitate to contact me if you have any questions.

Regards,

Stephanie Oyler,
EVP of Attestation Services,
A-LIGN Compliance and Security Inc.
www.A-LIGN.com
stephanie.oyler@a-lign.com

RESEARCH LABS

Developing a high-fidelity, real-time synthesis engine to establish UNITH as a **human avatar category leader**.

01. Realism & Quality

Overcoming limitations in visual quality and resolution.

02. Expressiveness

Natural hand gestures and nuanced facial expressiveness.

03. Performance

Drastically reducing latency in generation and rendering.

04. Completeness

Extending capability beyond the face to full-body support.

Meet the Team



Marcel Alcoverro

Head of AI & Platform Eng.



Arnab Dey

Senior Research Engineer



Itziar Zabaleta

R&D Engineer



Carla Fernández

ML Engineer

DIGITAL HUMANS RESEARCH

Researching the future

Key Achievements

Completed 3-month initiative exploring a range of different SoTA techniques to address current technology limitations and materially improve the user experience.

Developed a novel real-time audio-to-video model and prototype demo, built on existing UNITH infrastructure.

Next Steps

Introduce alpha version of prototype into production while continuing research path towards real-time speech driving, full-body generation, and enhanced expressiveness.

Interactive Real-Time Visual Avatar Generation: A Survey

Anshu Dey, Marcel Alkocem, Itziar Zabala, Carla Fernández
Unith Research Lab • research@unith.ai



Figure 1. Conceptual illustration of the five methodological families surveyed (left to right): parametric mesh (FLAME), GAN-based portrait synthesis, NeRF-style neural rendering, 3D Gaussian Splatting, and diffusion-based rendering.

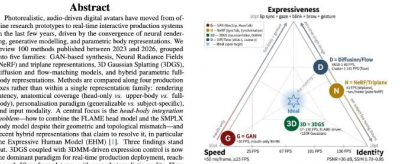


Figure 2. The covariate triangle of interactive avatar generation. Each method family (G=GAN, N=NeRF, D=Diffusion) occupies a distinct trade-off region; the ideal system (★) at the center remains an open target.

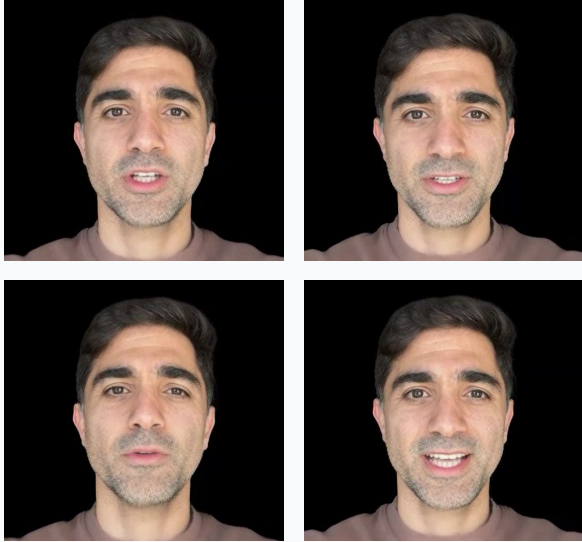
1. Introduction

Generating photorealistic interactive digital avatars is a long-standing goal at the intersection of computer vision, computer graphics, and speech processing. Early work in this area focused on lip synchronization from audio, treating the problem as a texture-based inpainting task confined to the lower part of the face. Over the past decade, advances in generative adversarial networks (GANs), neural radiance fields, differentiable rendering, and large-scale video pre-training have steadily expanded the scope of what is possible—from static

Growth Trends in Research Output

NEW AVATAR GENERATION MODEL

The most expressive avatar model yet. Coming Soon!



Single image/video driven model

Model Performance

3x more expressive than previous versions

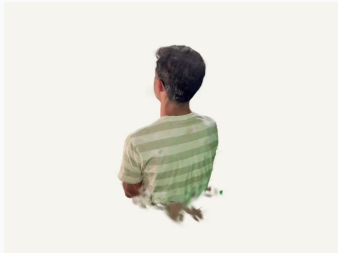
Full head expressiveness for natural movement

Latency to support conversational use cases

Audio emotive real-time rendering

NEW AVATAR GENERATION MODEL

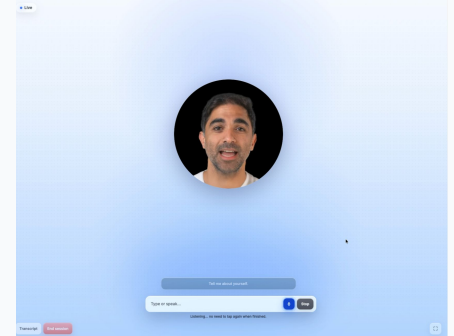
The most expressive avatar model yet. Coming Soon!



3D models



Audio emotive real-time rendering



Conversation-enabled

MOVING TOWARDS THE FULL DIGITAL HUMAN

Moving from facial synthesis to face and body synthesis

Key Research Areas

- Expressive face and contextual body language together just from audio input.
- Fine grain control over the facial emotion and body movement.
- More natural and interactive avatar with full body expressiveness.



Contextual body model - research, forward looking

B2C AI PRODUCTS

Digital Human platform applied direct to consumers.

- The B2C apps leverage UNITH Digital Human Platform to create engaging and interactive Digital Human Apps
- Apps monetisation using recurring revenue (subscription) model in 21 languages and 36 territories
- Over 4000 digital humans in service
- Expanding revenue streams to (whitelabel) apps licensing for 3rd party monetisation



EXECUTIVE SUMMARY & KEY UPDATES

Key Highlights

- Strategic positioning in rapid-growth Digital Human & GenAI markets
- Launch of Streaming Avatars with ultra-low latency
- Breakthrough research for SoTA ÜNITH synthesis model
- Recommended ISO certification
- Strategic account expansion & B2C improvements

Growth Momentum

- Expansions: Preferred vendor for Takeda; Persona Ent. & bioMérieux and HGS
- Pipeline: Significant opportunity in closing phases in APAC region & NA medical trials
- New Marketing Initiatives: Focussed on simulated conversations for role play training

Product Roadmap

- Introduce the initial version of SoTA model for avatar synthesis into production.
- Continue research towards real-time, speech driven, expressiveness.
- Extend capability beyond the face to full-body support, including a contextual body model.



CORPORATE UPDATE



THANK YOU

BOARD & MANAGEMENT



Sytze Voulon

Non-Executive
Chairman

Sytze is an experienced executive who has led international businesses across several industries and geographies, orchestrating the building, scaling, and transformation of these businesses.



Scott Mison

Executive Director &
Company Secretary

Scott brings more than 28 years of corporate and operational experience across Australia, the UK, Central Asia, Africa and the US. Over this time Scott has performed a range of Director, CFO, CEO, COO and Company Secretary roles with ASX and LSE-listed companies, specialising in the technology sector.



Antony Eaton

Non-Executive
Director

Antony is a corporate and commercial lawyer specializing in mergers and acquisitions. Antony advises on M&A, private equity, IPOs, fundraisings, and infrastructure projects, with a focus on technology, agribusiness, and energy.



Ivan Dumancic

General Manager
ÜNITH B2C

Ivan brings over 15 years of international experience in telecom and a strong background in payments, with a Master's degree in Computer Science and Telecommunication. He has a proven track record for scaling digital products globally and driving consumer revenue growth.



Rakan Sleiman

General Manager
Digital Humans

Rakan brings 15 years of AI experience driving innovation, operations, and growth across global teams, with a strong track record in product leadership, commercialization, and customer-centric execution.

CORPORATE OVERVIEW - UNT (ASX)

Company Snapshot 5 May 2026

Last Share Price **A\$0.009**

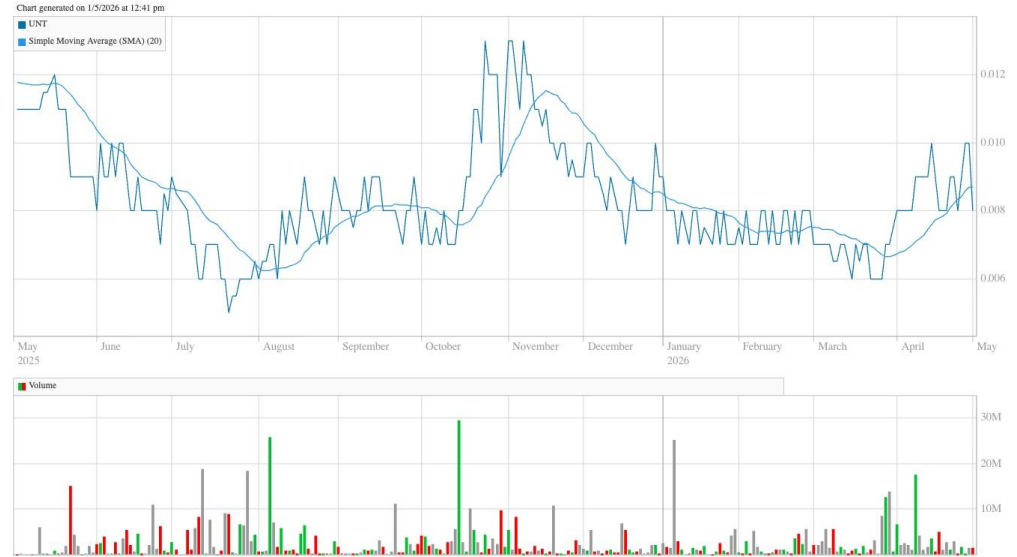
Market Capitalisation **A\$13.8m**

Securities on Issue

- Fully Paid Ordinary Shares 1,532,562,290
- Performance Rights 21,770,000
- Unlisted Options
 - A\$0.007 exp. 1 Mar 2027 26,428,571
 - A\$0.013 exp. 31 Dec 2028 28,000,000
 - A\$0.015 exp. 1 Sept 2028 40,714,275

Top 5 Shareholders

Shareholder	Holding (%)
Aslan Equities	8.04%
818 Corporate Pty Ltd	3.26%
BNP Paribas Nominees	3.24%
Mr C & Z Czapla	2.54%
Mr Scott Mison (Director)	2.19%



UNT SHARE PRICE CHART (1 YEAR)

GLOBAL PRESENCE

ÜNITH

Headquartered in Perth, ÜNITH combines its ASX-listed presence with global reach. With key operations in Amsterdam driving our B2C products and Barcelona leading our Digital Human division, we're strategically positioned to capitalise on world-class talent hubs while delivering innovative AI solutions to global markets



PERTH - HEAD OFFICE

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Perth WA 6000,
Australia



AMSTERDAM - B2C

Teleportboulevard 120
1043 EJ Amsterdam
Netherlands



BARCELONA - DIGITAL HUMANS

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Sobresuelo 1, 08037
Barcelona, Spain

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Sytze Voulon
Chairman
sytze@unith.ai