



IIINVESTOR PRESENTATION

Video

Superintelligence™

The infrastructure layer between AI and video.

ion.video

ASX: IOV



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A third of our lives looking for something to watch.

Video - the dominant data type on earth, and the least usable.
The supply is infinite.

The relevance is close to zero.

Source: Nielsen's Gracenote State of Play

82%

of all internet traffic is now video.

Source: Cisco's Visual Networking Index (VNI)

\$1T

global video market by 2030.

Source: Omidia 2026 Global online TV Report

~0%

of it is personalised to the individual.

Source: ION estimate

ION Video Limited





VIRTUALIZATION ENGINE

[cite: 207, 236]

THE STRUCTURAL SHIFT
FIXED RENDER
INACCESSIBLE
[cite: 207]

The Disappearing Audience

DISCOVERED SCENES

ADDRESSABLE OBJECTS

QUERABLE MOMENTS
SPEECH SEGMENTS
[cite: 220]

From Rendering
to Assembly



THE STRUCTURAL SHIFT

AI can see. But it cannot act.

The gap is not computational. It is structural. AI can generate video, analyse it, and reason about it. What it cannot do is reach into an existing archive, pick the exact moments that matter, and deliver them as an instant, personalised result.

ION fills that gap.

WHAT AI CAN DO

Generate. Analyse. Reason.

It understands video. It cannot touch the archive.

WHAT ION ADDS

Reach in. Select. Assemble.

The action layer that turns understanding into delivery.

THE BREAKTHROUGH

What we built: **we virtualised video.**

A two-hour film becomes a lightweight reference object. Kilobytes, not gigabytes. No video data inside. Every frame becomes addressable, searchable, and programmable. The original is never touched, and never duplicated.

One master. No transcoding. Infinite variations.

```
{ } virtual.ion 115 KB
```

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    "out": "00:45"  
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}
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890 MB → 115 KB

HOW IT WORKS

Three steps. From static video to **adaptable video**.



01

Discover

Every frame is indexed. Your archive becomes a machine-readable knowledge asset.



02

Virtualise

A Virtual Video File references the original. The source is never moved, and never touched.



03

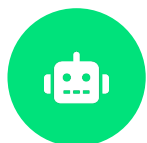
Assemble

New experiences are composed on demand, in near real time. No new file is rendered.

1,000 viewers. 1,000 unique experiences. Zero new files rendered.

WHAT IT UNLOCKS

Every frame becomes **adaptive intelligence.**



AI Agents

Can now act on every frame of video ever created, not just describe it.



Platforms

One master source. Infinite variations. Storage and rendering costs collapse.



Industries

Media, broadcast, sport, advertising, defence, education, and healthcare.



People

Every video becomes adaptive, personalised, and made for one.

WHO NEEDS THIS

Every industry **powered by video.**

If your business runs on video, you need ION.



Media & Entertainment



Broadcast & Streaming



Sport & Live Events



Education & Training



Telecommunications



Healthcare & Life Sciences



Advertising & Marketing



Security & Defence

THE CATEGORY

We didn't enter a category. We created one.

AI agents dynamically assist, assemble, personalise, and govern video for every individual, in real time, at any scale, without the cost. ION is the infrastructure that makes it possible.

Video Superintelligence™

THE MOAT

A 20-year head start.

Six granted US patents. Priority date: August 2007, filed before the AI video wave existed. Granted across the United States, Australia, Canada, Europe, South Korea, China, and Hong Kong. A patented method for virtualising video at scale

US 8,893,203

US 9,516,392

US 9,544,657

US 9,918,134

US 9,955,222

US 10,721,507



Validated

Independently reviewed by Alder IP.
Three opinions: validity, novelty, and
freedom to operate.

All three positive.

THE OPPORTUNITY

A trillion-dollar market.

ION holds six granted US patents relating to video virtualisation.


\$1T

Global video market by 2030


82%

Of internet traffic is video


One

Company holds the patents

The biggest names in AI have proven that users want personalised video. They have also proven, through the limits of their own products, that it cannot be delivered without a new infrastructure layer.

ION believes its technology can serve as a key infrastructure layer.

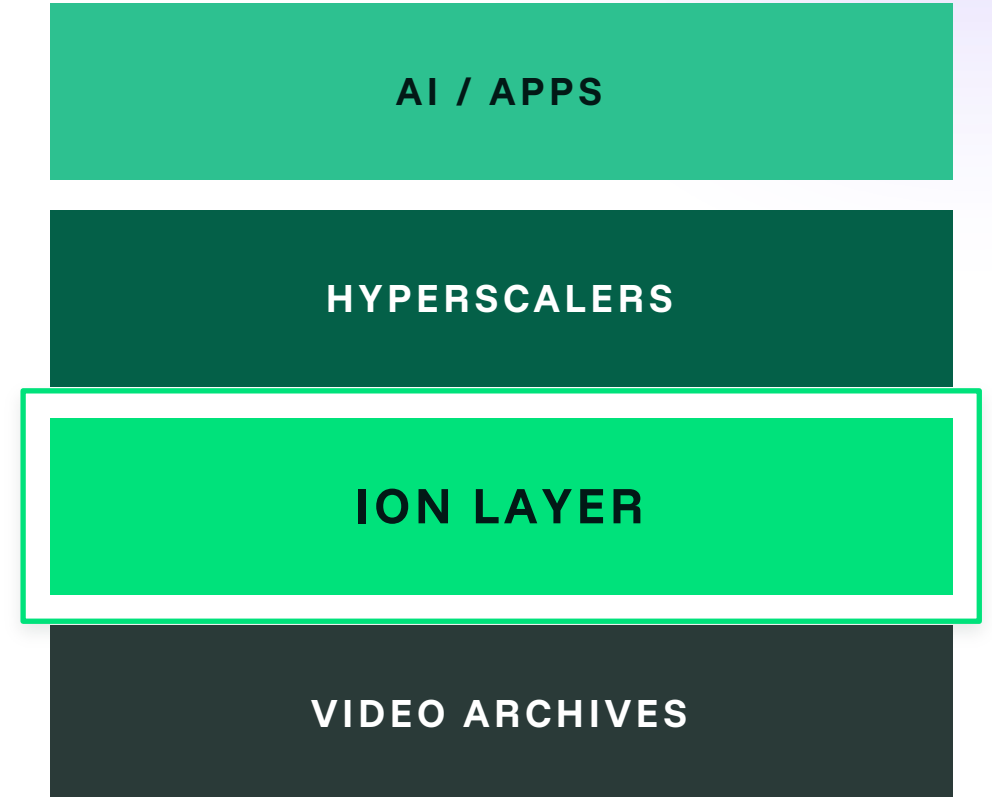
THE BUSINESS MODEL

Infrastructure, not product.

We power hyperscalers, AI companies, and chip vendors. Pure IP licensing. No products, no verticals, and no end users.

We enable. They innovate.

ION seeks to become infrastructure for video in the same way that Stripe became infrastructure for payments and AWS became infrastructure for compute..



PATENT EXPANSION

Two new patent families **filed.**



FAMILY 3 · FILED

The Right to Resolve References

- The Video Token
- Cryptographic control layer
- Assembly only on a valid token
- Governs who, under what rights and terms
- Enforced at the moment of resolution



FAMILY 4 · FILED

The Right to Identify References

- Sample-level authentication
- A structural defence against deepfakes
- Verifies every binary sample, cryptographically
- Survives re-encoding
- Not detection. Proof.

VALIDATION UPDATE

Novelty searches and freedom-to-operate reports commissioned. In discussion with further independent research bodies. **A new patent concept is already in development.**



30 JUNE · LIVE SHOWCASE

THE SHOWCASE

ION's virtual video production interface.

On 30 June, ION unveils a first look at a new segment in social video and a new approach to social video experiences, assembled live, with no rendering.



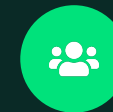
Fully working

Live, working technology, not a concept render.



Demonstrated live

Assembled in real time, in front of the room.



Audience orchestrated

Curated and directed live by the audience.



THE CATEGORY IS DEFINED

Video is no longer locked. What will you build?

Every frame of video ever created is now usable intelligence. Six granted patents across seven jurisdictions. The foundation exists. The category is defined.

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