

Investor Presentation TH FY22 Results Update

16 February 2022

Redbubble Group owns and operates the leading global online marketplaces, Redbubble.com and TeePublic.com, bringing more creativity into the world.

*The financial results have been audited and are on a delivered basis (unless otherwise noted). Strategic and operational metrics are from internal management reports and have not been subject to audit.

1H FY22 Financial Summary

(unchanged from preliminary results)

Gross Transaction Value



↓ 14% floating ↑64% 2-yr floating
↓ 14% cc¹

Artist Revenue

\$54m

↓ 17% floating ↑61% 2-yr floating ↓ 17% cc¹

↑4m since 1H FY20

Marketplace Revenue

↓ 18% floating
↓ 18% cc¹
↑ 60% 2-yr floating
↓ 68% 2-yr cc¹

Gross Profit

↓ 25% floating ↑63% 2-yr floating
↓ 25% cc¹

Cash Balance

\$143m

↑ \$13m ↑7

↑78m since 1H FY20



The bouquet Designed and sold by Catrin Welz-Stein

Source: RB internal data. All numbers, except for GTV.

FBITDA

\$41m

All numbers, except for GTV, are on a delivered basis. GTV is a non-IFRS metric and is measured on a paid basis. Yoy growth rates are comparing to 1H FY21 and the 2-year growth rates are as measured from 1H FY20. Cash balance change shown is from 1 January 2021 and 1 January 2022 to 31 December 2021. Constant currency basis.

1. Investment highlights လ



Bicycle building Designed and sold by **Sam Brewster**

RB Group offers a compelling investment opportunity



5

RB Group operates large 3-sided marketplaces...



....that are very difficult to replicate at scale

Highly scalable and dynamic content added without upfront cost drives marketplace success



The growing artist community and their content library has increasing value and defensibility

RB Group has built the largest online community of independent artists and is uniquely positioned in the growing creator economy

Artist acquisition remains very low cost for the Group

More artists leads to more artist content available for sale

Vast content library is hard to replicate, representing a strong barrier to entry and defensive moat





e: RB Group internal data.

Host to one of the largest catalogues of content and product listings on the Internet

Each piece of digital content can be sold by artists on a wide variety of everyday products

Content library gains further leverage with each new product range or line extension

Expanding content x product listings¹ promotes increasing diversity and relevance

Digital image

Wild Tiger Designed and sold

by lambsandwolves

Possible on **126 products¹**

Total listings 5.78 (91% CAGR since 1H FY18) offering truly unique choices

Organic traffic continues to drive the majority of customer acquisition

As an aggregator of demand, RB Group connects artists to millions of customers

Long tail listings are a competitive advantage for attracting customers

 Opportunity to enhance loyalty and build brand awareness

Majority of sales still generated from customers via organic channels



1H FY22 Marketplace Revenue from organic channels

60%

Based on a last click attribution basis¹

On-demand scales more efficiently by overcoming traditional pain points



1H orders shipped from the same region as customers¹



Fueled by cash received upfront and positive unit economics

Inflows		Outflows (avera	ge timing)
\$130 GTV			(
		\$19 Artists	(~4 weeks)
		\$11 Tax	(~3 months)
\$100 MPR			
		\$61 COGS	(~4 weeks)
\$39 Gross Profit			
		\$13 Paid Ma	arketing (~4 weeks)
\$26 A	Average GP	APA	

Uncapped upside given massive addressable markets

Well positioned in massive consumer markets with uncapped upside

US\$1T+ by 2024 globally (up 9% CAGR) ·······

US\$700bn+ across fashion (apparel, accessories, footwear), homewares, toys, stationery, and art sold via e-commerce globally in 2020

RB Group at \$1.5bn GTV (medium term aspirations)

35 - 40% of customers are seeking something unique or meaningful

prces: Statista, Businesswire, U.S. Chamber of Commerce. Illustrative only and not to precise scale.

Continued and sustained growth driven by macro tailwinds

Structural shifts to eCommerce expected to endure post-pandemic

Growing creator economy accelerated by new concept of 'work'

Increasing consumer demand for unique and meaningful products

Sustainability and corporate social responsibility driving consumer and investor choice











Clear strategic plan based upon high potential levers over the medium term

		CY21-22CY22-24CY24+Foundations laid for next phase of growthEarned growth in core markets through disciplined investmentAmplified growth, leveraging scale to drive margin uplift						
	Artist activation	Group-level artist recruitment and account management						
Y	and engagement	Artist experience changes to optimise content						
2	User acquisition and	Improved digital experiences						
	transaction optimisation	Audience-based marketing foundations Brand marketing Geographic expansion						
3	Customer understanding,							
	loyalty and brand building	Improved physical experiences						
	Product range and	New products and fulfilment locations						
	3rd Party fulfilment network	Realisation of fulfilment scale efficiencies						

Significant loyalty upside via improving brand awareness and purchasing frequency



Source: RB Group internal data and publicly available information.

1. Number of purchases made by customers in the last 12 months

. 🕅 for Redbubble compared against publicly available data for comparable creator marketplace in the past 2 years

M = 1886 survey where target audience are females with children, aged 30 - 60, making above average income.

5 Energised and focused management and team

Energised team working together to execute on growth aspirations

Further refined the people strategy and recruited experienced executives to complement the existing team over the coming years

- Adding to both Redbubble and TeePublic teams
 - Also attracting quality senior hires to build capacity and capability throughout the businesses

New executives bring experience from a range of marketplace and technology companies, including

- Amazon, Xero, Afterpay, Seek, Growth from Knowledge and REA Group





2. 1H FY22 operational highlights



RB Group continues to execute against four strategic themes

	Artist activation and engagement	Acquisition and engagement of artists to support growth and improvement of the library of unique content
2	User acquisition and transaction optimisation	Ongoing optimisation of user acquisition and transaction flows to drive uplift in overall user value
	Customer understanding, loyalty and brand building	Deeper understanding of customers and their behaviour to create more compelling experiences and increased customer loyalty
	Product range and 3rd party fulfilment network	Addition and changes to available product range from 3rd party fulfilment network to reinforce user acquisition and customer loyalty



Marketplace Revenue by artist cohort¹

Continuing investments across RB Group to promote ongoing artist engagement



Onboarding cohort CY21 CY20 CY19 CY18 CY17 CY16 CY15 CY14 or earlier

Recurring sales from existing artists

~60%

Artists who have been on the platform for >1 year

Scaling content operations to enable more new original works to be added to the platform

Investments into content operations Increase in related headcount¹ since 1H FY18 Proactively ensuring marketplace integrity increase in number of Redbubble works reviewed since 1H FY18

ource: RB Group internal data. For Redbubble only. Based on internal and outsourced headcount at Redbubble. **New original content uploaded to Redbubble** (m, 1H FY18 - 1H FY22)



Making investments and continuing to experiment across the funnel



Holiday Feasting Designed and sold by **littlearrow**

21

58% of MPR comes from mobile with the app driving engagement



3



Redbubble Marketplace Revenue from apps in 1H FY22 (up 118% v 1H FY20)



Large membership base continues to exhibit favourable purchasing behaviours

Active Members on Redbubble¹ in 1H FY22

8.1m

(down 12% vs 1H FY21 and up 53% vs 1H FY20) Active Members who made a purchase on Redbubble¹ in 1H FY22



Of those members who made a purchase in 1H FY22:

they are **1.7X** more likely than

non-members to have purchased more than once during the LTM (last twelve months)²,

generating 23% higher average annual revenue³ than non-members

ource: RB Group internal data. Redbubble only. Unique members who visited either the web or app platform while logged in at least once over the period. Number of purchase occasions made by members in the 12 months between 1H FY21 - 1H FY22. Based on Marketplace Revenue.

A growing proportion of Marketplace Revenue from repeat purchases

Marketplace Revenue by customer segment and proportion from repeat purchases¹ (A\$m, %, 1H FY18 - 1H FY22) 1H FY22 Marketplace Revenue from repeat purchases¹ 45% 353 288 (up from 40% in 1H FY21) 211 180 158 143 102 109 46 40 86 **Repeat Marketplace Revenue** 64 21 = MPR from Existing + 16 96 90 **10** 28 50 41 **Reactivated Customers** 1H21 1H22 1H18 1H19 1H20 Proportion of Repeat MPR New Customers Existing Customers Re-activated Customers

Source: RB Group internal data

. Pased on Marketplace Revenue earned from purchases made by repeat customers who have previously purchased, regardless of the date of their initial purchase. These repeat customers represent the sum of existing purchased already in the 12 months prior) and reactivated (purchased before, but not in the previous 12 months).

Highly resilient 3P fulfillment network continues to scale

1H FY22 included one of the largest Holiday volumes in company history

21m+

of units¹ in 1H FY22 (down 18% vs 1H FY21 and up 32% vs 1H FY20) Extension of Last Order by Dates (LOBDs) for US, the Group's largest region

4-6 days during 2021 Holidays compared to 2020 Holidays



During 1H FY22, RB Group also focused on enabling new products at existing locations to improve proximity to customers

Source: RB Group internal data Every item in an order counts as one (i.e. an order with 2x stickers and 1x t-shirt will count as 3 units).



The Harvest Moon Designed and sold by **kirbeekatz**

Delivered new product launches, line extensions and visual merchandising improvements

Designed and sold by micklyn, Lidiebug, and Daniel Watts



Launched new products to gain market share and drive incremental artist sales delivering results ahead of expectations

New products launched:

- Dad Hat (RB)
- Baseball Cap (RB)
- Mousepad (RB)
- Desk Mat (RB)
- Premium T-Shirt (TP)
- Premium Hoodie (TP)
- Eco Tee (TP)
- ~2.2% of November + December MPR¹

Recontextualised merchandise against trending search demand in travel

Aligning product offer with shifts in consumer buying behaviour including new travel test previews:

- Zipper Pouch > Travel Pouch
- Duffle Bag > Travel Bag
- Backpack

Early positive signals on conversion uplifts

Delivered product line extensions that aligned to market trends and consumer demands

New line extensions on Redbubble:

- Hoodie Colour Extension
- iPhone Case

~1.4% November + December MPR¹ Increased category conversion rate

1H FY22

achievements

Pets category to launch in CY22

Gain access to new market share by aligning product portfolio to shifts in consumer demand







Designed and sold by **ILoveDoodle**, **Audrey Herbertson**, and dachshundrescue



3. 1H FY22 financial performance and outlook



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Delivering above system growth over the medium term







RB Group has a long term track record of growth

- Topline grew at CAGR of 30% since 1H FY18
- Increasing scale will help to drive further GP and GPAPA improvements

Consolidating global footprint with all regions growing strongly over the last 2 years



Region	% total business	1H FY22 v 1H FY21	1H FY22 v 1H FY20
ROW	1%	(14%)	31%
AU/NZ	7%	5%	101%
UK	10%	(21%)	61%
EU	13%	(19%)	51%
North America	69%	(13%)	64%

Diversified product mix enabled RB Group to maximise opportunities in a changing environment

\$381

\$39

\$38 \$44

\$65

\$40

\$155

1H FY22



Category	% Total business	1H FY22 v 1H FY21	1H FY22 v 1H FY20
Artwork	10%	(14%)	86%
Homewares	10%	(23%)	71%
Stationery and Stickers	12%	(14%)	14%
Other Apparel	17%	4%	78%
Accessories (including masks)	10%	(56%)	104%
T-shirts	41%	8%	64%

Source: RB Group internal data

Bridge between Reported and Underlying Marketplace Revenue



1H FY22 underlying Marketplace Revenue growth was down 5% YoY (5% cc)

Taking a longer term view, 1H FY22 Marketplace Revenue was 60% (68% cc) higher than 1H FY20

Strong balance sheet provides significant strategic flexibility



All time peak of \$143m cash at bank with nil debt provides ample flexibility to:

- Accelerate mid-term growth through investments across four key strategic themes
- Fund M&A opportunities
- Consider future capital management

Other Balance Sheet related items:

- Revenue yet to be recognised: \$17m
- Off Balance Sheet tax losses¹: \$41m

Cash as at 31 January 2022 was \$106m, post seasonal payments made to marketplace participants

Outlook

Redbubble provided updated outlook statements in its market announcement on 18 January 2022.

Redbubble now expects FY22 Marketplace Revenue to be slightly below FY21 underlying Marketplace Revenue. FY22 EBITDA margin as a percent (%) of Marketplace Revenue is now expected to be negative low single digits.

The business remains confident and excited about the medium to longer-term opportunity to grow strongly its online marketplaces for consumers and extend Redbubble's global market leadership as the largest platform for independent artists.

Marketplace Revenue (A\$m, FY19 - FY22)



Mask sales contributed \$57 million to FY21 Marketplace Revenue, resulting in FY21 underlying Marketplace evenue of \$497 million.

RB Group is committed to medium term aspirations that will deliver a step change in the scale of the business

Medium Term Aspiration



in Gross Transaction Value

\$1.25b

in Marketplace Revenue

\$250m in Artist Revenue

We believe this is achievable through organic investment and growth We will look for M&A opportunities that will help to accelerate this aspiration

The enhanced scale will expand margins and increase profitability

	CY21	CY24+	Implications
- Artist Revenue	92.8	\$250m+	Step change in value for Artists
Marketplace Revenue	488.6	\$1.25b+	Grow MPR at CAGR of 20-30%
GP (% of MPR)	38.2%	40-42%	Grow the product portfolio while maintaining similar margin structures
Marketing (%)	14.7%	12-15%	Increase overall marketing spend to include investment in Brand Marketing
Operating expenses (%)	19.9%	12-15%	Realise scale efficiencies in core systems and processes
EBITDA (%)	2.4%	13-18%	In the short-term EBITDA as a percent of MPR will reflect ongoing investments across the business





sunshine enrapture me Designed and sold by **leafandpetal**





Kingfisher Designed and sold by **drewpicturez**

2Q and 1H Income Statement Summary – RB Group

P&L (A\$M)	2Q		YOY (2Q FY22 v 2Q FY21)	2-year (2Q FY22 v 2Q FY20)	1H		YOY (1H FY22 v 1H FY21)	2-year (1H FY22 v 1H FY20)
	FY21	FY22	Growth	Growth	FY21	FY22	Growth	Growth
Total Revenue	241.8	214.9	(11%)	64%	417.6	341.6	(18%)	60%
Less: Artist Revenue	(36.5)	(32.7)	(10%)	67%	(64.8)	(53.5)	(17%)	61%
Marketplace (MP) Revenue	205.3	182.2	(11%)	63%	352.8	288.1	(18%)	60%
Gross Profit	79.5	65.7	(17%)	63%	144.0	108.1	(25%)	63%
GP % (on MP Revenue)	38.7%	36.1%	(2.7)pp	0.0pp	40.8%	37.5%	(3.3)pp	0.8pp
Paid Acquisition (Marketing)	(29.1)	(29.3)	1%	120%	(44.2)	(44.6)	1%	125%
GPAPA (Gross Profit after Paid Acquisition)	50.4	36.4	(28%)	35%	99.8	63.4	(36%)	37%
GPAPA % (on MP Revenue)	24.5%	20.0%	(4.6)pp	(4.1)pp	28.3%	22.0%	(6.3)pp	(3.7)pp
Operating Expenses	(23.6)	(29.6)	25%	49%	(44.6)	(52.9)	19%	46%
Other Income/Expenses ¹	(3.7)	(2.7)	(26%)	(36%)	(6.4)	(2.5)	(60%)	(56%)
EBITDA	23.1	4.1	(82%)	43%	48.8	8.0	(84%)	85%
Depreciation & Amortisation ²	(3.4)	(2.8)	(18%)	(16%)	(7.0)	(5.7)	(18%)	(9%)
EBIT	19.7	1.4	(93%)	1.8	41.8	2.3	(95%)	4.2



Glossary

- Marketplace Revenue (MPR): Total Revenue less Artist Revenue (i.e. margin).
- Gross Transaction Value (GTV): Gross Transaction Value less Taxes and Artist Revenue is equal to Marketplace Revenue.
- **Constant currency:** reflects the underlying growth before translation to Australian dollars for reporting purposes. Redbubble sources about 91% of its Marketplace Revenue in currencies other than Australian dollars. TeePublic sources about 88% of its Marketplace Revenue in US dollars.
- **DDA:** delivery date adjustment
- **COGS:** Cost of Goods Sold
 - GPAPA: Gross Profits after Paid Acquisition
- **3P:** third party
 - Selling artists: currently active artists (i.e. not suspended or deleted) who sold a currently published work during the period; does not account for overlaps between Redbubble and TeePublic.
 - **Content library:** based on indexable content across both Redbubble and TeePublic. To classify as indexable content. the work must be in a published state and available on at least one product, and the artist must be active and payable.
 - Unique customers: defined as an unique email address; does not account for overlaps between Redbubble and TeePublic.
 - Existing customers: customers that have purchased already in the 12 months prior; does not account for overlaps between Redbubble and TeePublic.
 - **Reactivated customers:** customers that have purchased before, but not in the previous 12 months; does not account for overlaps between Redbubble and TeePublic.
 - **Repeat purchases:** based on repeat Marketplace Revenue earned from purchases made by repeat customers who have previously purchased, regardless of the date of their initial purchase.
 - Annual purchase days: frequency of purchase made by customers over a 12 month period.
- Active members on Redbubble: unique members who visited either the web or app platform while logged in at least once during the period.
- Units: every item in an order counts as one (i.e. an order with 2x stickers and 1x t-shirt will count as 3 units).

New products and line extension contribution: Marketplace Revenue earned from sales of products launched or lines extended during the reporting period.

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About Redbubble Group

Founded in 2006, the Redbubble Group incorporates Redbubble Limited and its subsidiaries, including TP Apparel LLC (TeePublic). The Redbubble Group owns and operates the leading global online marketplaces hosted at Redbubble.com and TeePublic.com, powered by over one million independent artists. The Redbubble Group's community of passionate creatives sell uncommon designs on high-quality, everyday products such as apparel, stationery, housewares, bags, wall art and so on. Through the Redbubble and TeePublic marketplaces, independent artists are able to profit from their creativity and reach a new universe of adoring fans. For customers, it's the ultimate in self-expression. A simple but meaningful way to show the world who they are and what they care about.

Disclaimer

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