

## **FY22 RESULTS**

#### 22 August 2022

Aidan Williams – Chief Executive Officer Rob Goss – Chief Financial Officer



### **Overview of Audinate Today**





Growing network effect of Dante enabled products in market – now **3,610** 



#### **Products**

Dante comprises software and hardware that resides inside the audio and video products of Audinate's Original Equipment Manufacturer (OEM) customers

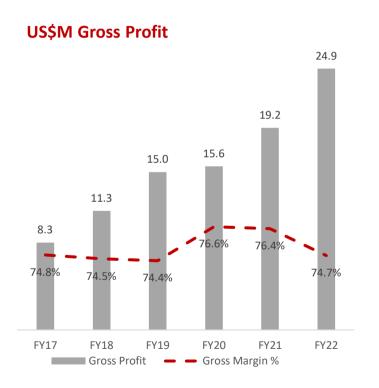
For further information on Dante: https://www.audinate.com/meet-dante/what-is-dante







## **Gross profit growth continues**



<b>Key Financial Metrics</b>		Variance vs FY21	Variance vs FY21	
A\$46.3M	Revenue	38.7%	✓	
US\$33.4M	US\$ Revenue	33.4%	✓	
74.7%	Gross Margin %	(1.7%)	-	
A\$4.3M	EBITDA	40.9%	<b>√</b>	
A\$44.5M	Cash & Term Deposits	(\$21.0M)	-	

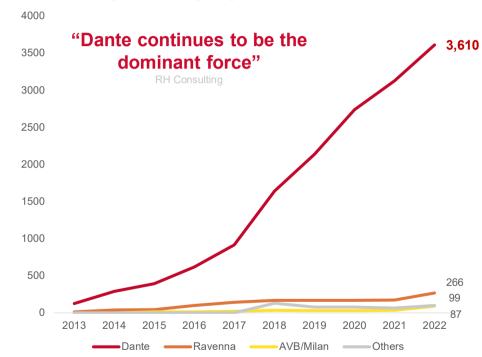
Note: gross margin % calculated using AUD



### **Leading Global Supplier of Digital Media Networking**







- 1) RH Consulting, Networked Audio Products 2022 and Audinate company data
- 2) Audinate identified 165 old products no longer available graph has been updated to remove these products evenly over the last five reporting periods, representing the likely period of their discontinuation



## Another year of strong execution in FY22

#### **FY22 Objectives Actions** ✓ 126 design wins – most designs wins ever, despite supply chain Dante video design wins and next ✓ 76 design wins relate to next generation software products (60 in 2H22) generation software products √ 26 video customers ✓ Initial Dante Studio video software product released – 2 further modules in CY22 Launch new Dante video software ✓ First Dante video OEM software product in advanced stages of customer trials (Dante AV-H) ✓ Dante Cloud (cloud based DDM) now in beta and cloud services products Dante Ready feature (previously IFE) launched in June 22 Initiatives to reduce adoption Dante Controller release including Dante Activator completed Manage √ 1st third party App released and sold through Dante Controller friction (including in-field enablement (IFE) Supply Chain ✓ Audinate website now available in 8 languages Improve Dante adoption by non-√ 10k non-English users of Dante Controller (system setup & troubleshooting software) **English speakers** ✓ Training conducted in 9 languages to >12k professionals (>75% new contacts) √ Information Security Management System implemented – based on ISO 27001 Strengthen products, services & Cybersecurity Steering Committee and Cyber Working Group fully operational Integrate ✓ Group-wide Cyber training completed in 2H22 systems against cyber-risk Silex video ✓ Ambitious hiring targets substantively achieved – headcount now 178 Implement business scalability Supply Chain knowledge and expertise strengthened with key hires



✓ Global Payroll Outsourcing completed in 2H22

initiatives

## Ongoing product innovation to drive growth

Audinate reveals K-array as first with Dante Ready products



Saturday 8:45am

Dave! The audio is out and the conference starts at 9am!



Thursday 2:13pm (early warning of issue)

Device 'Conf-main' is offline.
Dave has time to fix the issue



### Dante Studio™

Software that makes Dante AV video workflows simple

Try Dante Studio for free

#### **Dante Ready**

- Feature enables Dante users to add more audio channels (capacity) to audio equipment in the field
- Available now for use in products with DEP and DAL
- One-time revenue model, with improved \$GP vs CCM
- Sold via Dante Controller or OEM website
- Increases proliferation by reducing marginal cost of adding Dante

#### **Dante Cloud**

- SaaS product enables remote management of Dante installations
- Builds upon DDM functionality
- Now in beta, commercial launch FY23
- Targeted at Managed service providers & Installation mangers
- Delivery of value added services building upon widespread adoption of Dante networking technology
- More details: <u>Dante Cloud</u>

#### **Dante Studio**

- Software product delivering essential video functionality to PC & Mac users for receiving & transmitting Dante video
- Similar to DVS and Via audio software
- Free trial now, commercial launch FY23
- Recurring subscription revenue model
- Additional features to be added in CY23
- Important foundational functionality to unlock video networking TAM
- More details: <u>Dante Studio video</u>



### **Dante Video Update**

- Silex video business integration complete
- Silex manufacturing restored and operational
- Refined integrated product roadmap complete
- 26 video OEM customers (design wins + Silex)
- First phase Dante Studio launched

#### **Next steps**

- Release of Dante AV-H
- Release 2 additional components to Dante Studio
- Video-end point support in DDM
- Target >10,000 end points in FY23
- Target > US\$3m in video revenue in FY23

# Dante AV

Dante brings award-winning technology to video

See the power of Dante AV

#### **Dante AV-H**

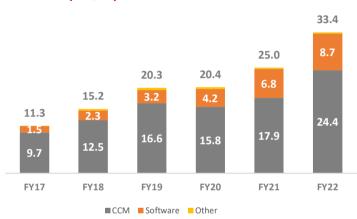
- Software **solution** for OEMs to develop fully manageable video products that embed into the Dante Ecosystem.
- Brings OEM products into the Dante Controller
  - · allow signal routing and management
- Adds Dante Audio to products that need an audio solution
- Deployable on H.264 based video chipsets into OEM products including cameras and I/O boxes
- Designed to support both existing and new product designs
- Currently testing in OEM products





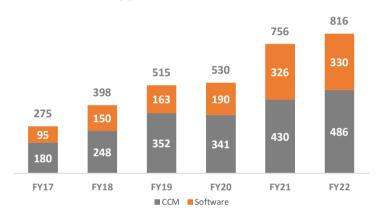
## Chips, cards & modules drive revenue growth

#### Revenue (US\$M)



- US\$ Revenue increased 33.4% compared to FY21
- GP margin has reduced from 76.4% in FY21 to 74.7% in FY22 as CCM growth outperformed software product
- Chips, cards & modules (CCM) includes AVIO adapters
- Software includes Royalties, Dante Embedded Platform (DEP), Dante Application Library (DAL), Dante Domain Manger (DDM), Dante IP Core & retail sales
- Audinate invoices customers & pays COGs in USD

#### Dante units shipped ('000s)



- Units shipped grew 8% compared to FY21, with CCM units up 13%
- CCM Brooklyn, Broadway and Dante AV units grew at >30%.
   Access to raw materials limited the supply of Adaptor and Ultimo units with unit volumes decreasing by <10%</li>
- Software Strong growth in a range of software products including IP Core, DEP, and DDM (>30%), offsetting decline in high volume lower value Reference Design royalties which declined 13k units.
- Excluding the impact of Reference Designs all other Software units grew at 30%

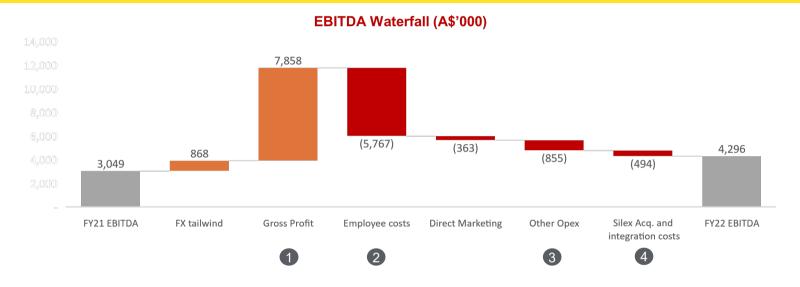


### **Income Statement**

- **1** US\$ revenue increased 33.4% to U\$33.4M A\$ revenue increasing 38.7% to A\$46.3M
- 2 Gross margin remained relatively strong in FY22 at 74.7% despite supply chain cost pressures.
- 3 Employee expenses were higher than PY with headcount increasing from 135 (FY21) to 178 (FY22).
- Sales & Marketing expenses increased due to more travel and recommencement of trade shows.
- **6** Other operating expenses include \$0.5M of acquisition and integration related costs from the Silex acquisition
- **6** Depreciation and amortisation expenses are higher than prior year due to increasing focus on developing Audinate's products, reflecting the expansion of the engineering team
- 7 FY21 included \$0.8M of other income related to one-off COVID-19 related government grants received
- Income tax expense reflects non-recognition of an asset for Australian tax losses.

	(AU\$'000)	FY22	FY21	Change	Change
0	Revenue	46,292	33,369	12,923	39%
	Gross profit	34,591	25,504	9,087	36%
2	Gross Margin %	74.7%	76.4%		
3	Employee expenses	(23,890)	(17,811)	(6,079)	34%
4	Sales & marketing expenses	(2,614)	(1,688)	(926)	55%
6	Other operating expenses	(3,791)	(2,956)	(835)	28%
	Operating expenses	(30,295)	(22,455)	(7,840)	35%
	EBITDA	4,296	3,049	1,247	41%
6	Depreciation & amortisation	(8,658)	(6,534)	(2,124)	32%
	Interest expense	(173)	(105)	(69)	66%
	Foreign currency loss	(34)	(590)	556	(94%)
7	Other income	185	1,094	(909)	(83%)
	Loss before tax	(4,384)	(3,086)	(1,298)	42%
8	Income tax	(73)	(355)	282	(79%)
	Loss for the year	(4,457)	(3,441)	(1,016)	30%

## Additional revenue drives EBITDA growth



- 1 Gross profit dollars improved due to a US\$8.4M increase in revenue
- 2 # of employees increase from 135 (FY21) to 178 (FY22)
- 3 \$0.9M increase in Opex as the team expands and travel recommences
- 4 \$0.5M Silex acquisition and integration costs

#### EBITDA (A\$M)

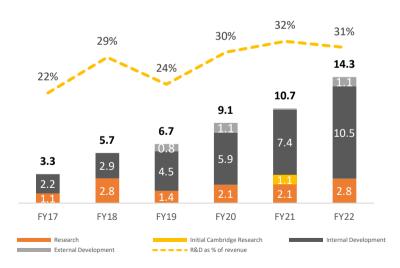




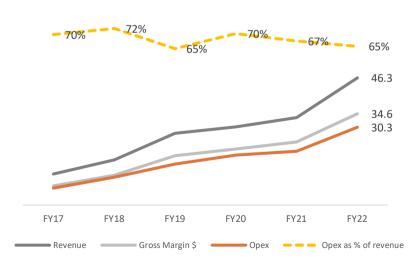
## Ongoing revenue growth reinvested in R&D

- Ongoing focus on innovation and R&D to maximise future growth opportunities
- Operating leverage in the cost base is once again evident as additional revenue drives EBITDA growth

#### Research and Development (A\$M)



#### Revenue, cost trends (A\$M)





### **Cash-flow Statement**

0	FY22 Operating Cashflow has been impacted by			
	- increase in inventory - increase in debtors (record June) - bonuses paid (none paid FY21) - receipt of COVID grants in FY21	\$3.7m		
	- increase in debtors (record June)	\$3.2m		
	- bonuses paid (none paid FY21)	\$2.4m		
	- receipt of COVID grants in FY21	<u>\$1.0m</u>		
		\$10.3m		

- Payments for intangible assets primarily represent internal employment and overhead expenses capitalised to development costs.
- Initial cash consideration of \$9.1M for the acquisition of the Silex video business

	(AU\$'000)	FY22	FY21
	Receipts from Customers *	43,021	33,484
	Payments to suppliers and employees *	(41,935)	(27,677)
	Interest received	182	291
	Interest paid	(91)	(105)
	Government subsidies	-	1,048
	Income Tax Paid	(196)	(298)
1	Operating activities	981	6,743
	Payments for property, plant and equipment *	(897)	(552)
2	Payment for intangible assets *	(11,160)	(7,478)
3	Payment for acquisition of business	(9,104)	-
	Investment in Term Deposits	-	(27,000)
	Investing activities	(21,161)	(35,030)
	Proceeds from the issue of shares	52	40,032
	Share issue transaction costs	(23)	(1,256)
	Principal elements of lease payments *	(767)	(635)
	Financing activities	(738)	38,141
	Net decrease in cash	(20,918)	9,854
	Free Cash Flow (sum of * )	(11,738)	(2,858)



### **Balance Sheet**

- Cash & term deposits of \$44.5M, with no debt
- Trade and other receivables up \$3.3M to \$6.5M with a record sales month in June
- Increased inventory balance by \$3.7M to \$5.6M to manage supply chain challenges
- Intangibles primarily represent internal development costs capitalised & Silex goodwill
- **6** Other liabilities includes A\$1.2M for contingent consideration for Silex revenue earn-out
- 6 Contributed capital includes \$1.3M from the vesting of employee long term incentives in FY22
- Accumulated losses substantially due to fair value of preference shares at IPO

(AU\$'000s)	30-Jun-22	30-Jun-21	Change (\$)
1 Cash	17,465	38,429	(20,964)
Term deposits	27,000	27,000	-
2 Trade and other receivables	6,513	3,199	3,314
3 Inventories	5,601	1,855	3,746
Property, plant and equipment	1,737	1,482	255
Right-of-use assets	1,784	1,919	(135)
4 Intangibles	28,542	14,094	14,448
Deferred tax asset	90	68	22
Other current & non-current assets	1,706	1,719	(13)
Total assets	90,438	89,765	673
Trade and other payables	3,496	2,524	972
Other liabilities	1,862	102	1,760
Contract liabilities	2,259	2,278	(19)
Income tax payable/(receivable)	35	(41)	76
5 Employee benefits	5,535	3,959	1,576
Lease liabilities	1,967	2,088	(121)
Total liabilities	15,154	10,910	4,244
Net assets	75,284	78,855	(3,571)
Contributed capital	128,266	126,947	1,319
Reserves	1,828	2,261	(433)
Accumulated losses	(54,810)	(50,353)	(4,457)
Total equity	75,284	78,855	(3,571)



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## Supply chain challenges linger

- Chip shortages
- Spot inventory buys
- Variable delivery dates
- Supplier price increases
- Factory closures

- Dante product redesign
- Dante price increases (10-25%) maintain GP%
- Record design wins
- Record demand (backlog)

### Over the next six months

- Supply chain challenges expected to linger
- Support customer transition from Brooklyn II, Broadway & other products
- Temporary margin pressure, e.g. Brooklyn III
- Revenue likely gated by chip supply (vs demand)



## **Continuing growth**

- 1. Support customer transition to more available chips & away from legacy products
- 2. Manufacturers to release Dante video products

### FY23 Priorities

**Priorities** 3. Generate > US\$3 million in video revenue

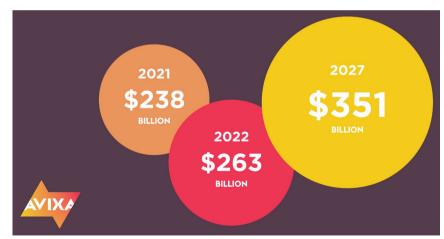
- 4. Drive adoption of new Dante products
- 5. Continued focus on Operational Efficiency



### FY23 Outlook

- Existing headcount of 178 is the foundation for doubling revenue in medium term
- Targeting additional headcount of 10% in FY23, with a focus on building capability in the Philippines
- Record levels of demand, fulfilment curtailed by current component shortage
- Supply chain uncertainty expected to linger, impacting both Audinate and our customers in 1H23
- Global macro-economic uncertainty
- Backlog of sales orders and software revenue run-rate support USD revenue growth in the historical range, subject to the risks described above.
- Focus on significant traction in video, including revenue of at least US\$3 million in FY23

The pro-AV industry is expected to grow 11% in 2022, to hit a new high-water mark of \$263 billion globally. AVIXA estimates the industry will grow nearly 50% over 6 years to \$351 billion in 2027



Source: AVIXA 2022 Industry Outlook and Trends Analysis



## **Investment Highlights**

#### Global Market Leader

- Dominant position as defacto standard in audio networking
- 14x market adoption of its closest competitor

#### **Attractive Financial Profile**

• Gross margins >74% supported by strong IP



- Consistent historical revenue growth from repeat orders
- >\$44M cash & term deposits

#### **Innovative Products**

- Broad intellectual property portfolio developed in Australia
- Extensive investment in R&D

#### **Large Market Opportunity**

 AV just starting digital networking conversion



- Audinate is just entering a fragmented video market
- Balance sheet capacity for strategic M&A

#### **Strong Customer Base**

 Existing customer base of leading global AV companies



 Customer base is broad and expanding

#### **Experienced Management**

Founder-led



- Strong executive team with extensive industry experience
- Built Audinate into a market leadership position



## **ESG** Highlights

### Employee Engagement & Wellbeing

- Top quartile employee engagement
- Employee Assistance Program, monthly wellbeing themes, mental health first aiders and wellbeing support tools

#### **Supporting Families**

 Approved new Paid Parental Leave policy with industry leading leave allowances for primary & secondary carers

#### **Diversity & Inclusion**

- 29% female representation amongst senior executive leadership team
- Global training on sexual harassment & workplace behaviour

#### Supply Chain Management

- Audit of key suppliers completed - no substantial ESG risks in our supply chain
- Commenced development of Supplier Code of Conduct

#### Cyber Security Management

- Strengthened IT, privacy and cyber security protection
- Global training on cyber security

#### **Environment**

 Commenced investigation and baseline of footprint



 Reduced head office impact: sensor lighting, recycling & end of trip facilities

GRI Index Adopted

#### **Dedicated ESG Resource**





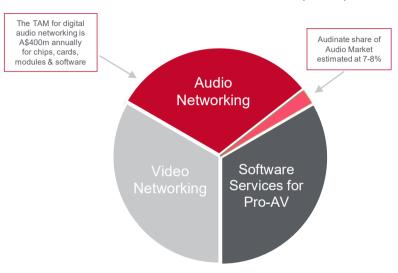
## **Appendices**



### **Audinate is Driving the Transformation of AV**

- Networked digital connectivity is replacing traditional, point-to-point analogue cabling in the AV industry
- Software-based AV systems are replacing hardware AV systems, in the next wave of industry transformation
- Transformation analogous to the impact of VOIP on the telecom industry

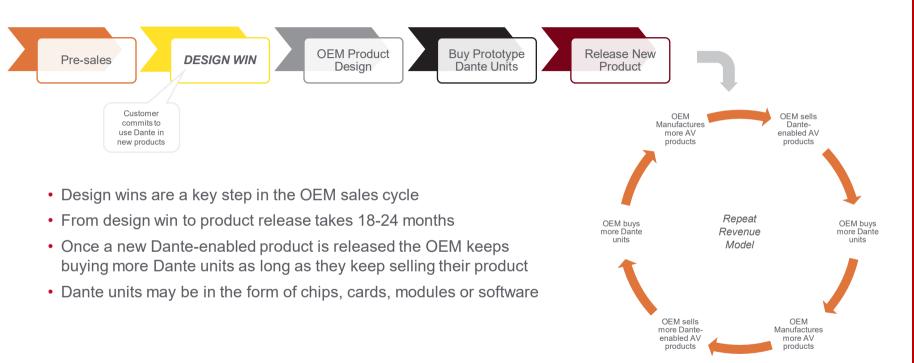
#### Audinate Total Addressable Market ('TAM')\*



\* Management estimate total addressable market exceeds A\$1bn



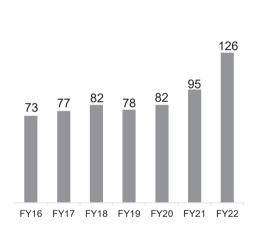
## **OEM Design Wins drive future revenue growth**





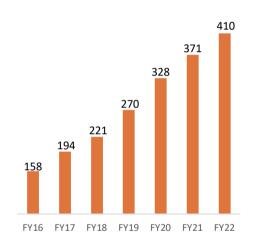
### Design wins through to product launch

#### **Design Wins**



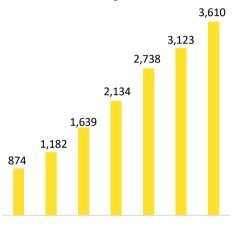
- Moved from an up-front fee to an annual subscription pricing model in mid FY21
- AVIO starter kits have been discontinued and removed from count

### **OEM Brands shipping Dante-enabled Products**



- 410 OEM brands have announced products in the market
- 103 OEM brands are currently developing their first Dante-enabled products

#### Dante-enabled Products Ecosystem



FY16 FY17 FY18 FY19 FY20 FY21 FY22

- Product ecosystem includes 3,610
   Dante-enabled products and growing, with 550 OEMs
- 27% CAGR in product ecosystem
- 14x number of products than the next digital audio networking technology

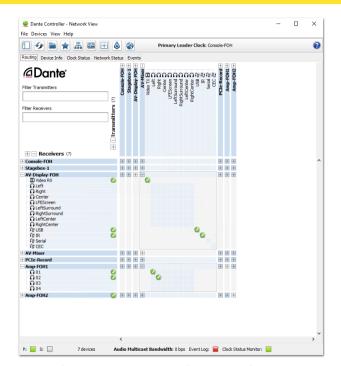


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### **Dante Controller**

#### **Dante Controller**

- · Free system setup tool
  - Downloadable from Audinate homepage
  - · Registration required
  - · Makes virtual wires
  - > 250.000 downloads
- · Manages audio and video signals
- · Simple & easy to use
  - · Standard industry matrix view
  - Training provided via Dante Certification
- · Devices appear automatically
  - Intuitive device names
  - · No magic numbers. MAC or IP addresses
- · Devices remember configuration
  - No need for Dante Controller to remain connected to the network
- · Provide performance logs
  - Details of each device on the network for trouble-shooting
- More background on Dante Controller: <a href="https://www.audinate.com/products/software/dante-controller">https://www.audinate.com/products/software/dante-controller</a>



Dante Controller is the free configuration tool integrators use to create the "virtual wiring" between transmitting devices (e.g. microphones) and receiving devices (e.g. speakers)



### **Dante Audio and Adaptors**

#### **Dante Audio Chips & Modules**

- Hardware based implementations for a range of product counts and price points
- Transports uncompressed audio signals across standard computer networks

#### **Dante Adaptors**

- Connects legacy equipment to Dante (mostly analogue)
- Adds Dante to existing audio products (analogue, USB and AES3)
- Pulls through other Dante products and software
- Established a global distribution channel of online retailers and country distributors
  - 80 resellers and growing
  - Strong initial demand with sales performance and repeat orders
- Adapter modules sold direct to OEMS

#### **Brooklyn**



- 32 & 64 audio channel counts
- Used in Mixing Consoles & Signal Processors

#### **Broadway**



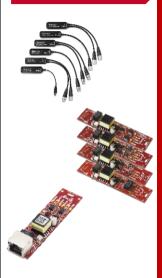
- 8 & 16 audio channel counts
- Used in networked Amplifiers and Ceiling Microphones

#### Ultimo



- 2 & 4 audio channel counts
- Used in networked Speakers and Microphones

#### **Adaptors**





### Dante audio software

#### Dante audio device software

- Software based implementations for a range of product counts and price points
- OEM customers, based on per unit royalty model
- Transports uncompressed audio signals across standard computer networks
- Provides perfect inter-operability with Dante chips, cards & modules and other software products
- Used in a wide variety of audio products, including speakers, microphones, amplifiers, digital signal processors and mixing consoles
- Configured using Dante Controller and can be managed via Dante Domain Manager
- More background available:

Dante IP Core
Dante Embedded Platform
Dante Application Library

#### **Reference Design**



- · Legacy product
- Up to 512 audio channels
- Small number of high-volume customers

#### **IP Core**



- Next generation high performance product
- Up to 512 audio channels
- For FPGA-based OEM products
- BOM savings for OEM by sharing chip

#### **Embedded Platform**



- Up to 128 audio channels
- For Linux-based OEM products
- Supports Intel/x86 & ARM processors
- BOM savings for OEM by sharing chip
- "Dante Ready" available

#### **Application Library**



- For OEMs & Software Developers
- Simple way for software developers to add Dante to their products
- "Dante Ready" available

Device Software



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### **Dante Via & Dante Virtual Soundcard**

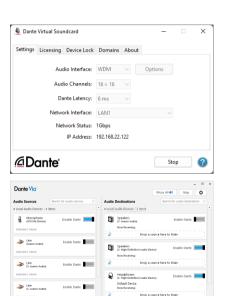
◆ Local Applications - 0 items

#### **Dante Virtual Soundcard**

- Turns a computer into a Dante-powered workstation, integrating a Mac or PC with Danteenabled audio equipment on a network
- Connects to record, process and playout using any audio application and any combination of Dante-enabled devices
- · Up to 64 audio channels
- More information available here: <u>Dante Virtual</u> <u>Soundcard</u>

#### **Dante Via**

- Routes audio from devices and applications to one another – up to 16 audio channels
- Connects devices and applications to an existing Dante network
- Enables the connection of USB and FireWire devices to Dante networks
- More information available here: Dante Via



#### **Get Dante Via**

Buy a Dante Via License >

Permanent License - \$59.99 USD

(activates one computer, transferable)

Combo Pack - \$69.99 USD

Save \$39.99 on Dante Via and Dante Virtual Soundcard when bought together

Local currency, tax and payment methods apply where applicable. Prices may fluctuate due to exchange rates.

Dante Virtual Soundcard is a robust, high channel count application with the single purpose of getting large numbers of audio channels in and out of computers while Dante Via allows for a more diverse set of devices and applications, but at a lower channel count.



### **Dante Domain Manager**

#### **Dante Domain Manager**

- Security
  - · User logins and roles
  - Prevent unauthorised changes
- Scalability
  - Create Dante systems spanning campus networks
  - Group Dante devices into logical managed systems
- Visibility
  - Centralise Dante system management
  - Monitor system status and changes remotely
- More information available at: Dante Domain Manager





Dante Domain Manager offers crucial management Capabilities, further differentiating Dante audio & video



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