Investor Presentation

30 July 2019



RB Group operates the leading global online marketplaces, Redbubble and TeePublic, powered by over one million independent artists, bringing more creativity into the world



* Results and figures are from internal management reports and have not been subject to audit

Why RB Group?

- Loved by consumers seeking personalised creative adventures with emerging brand and deepening relationships
- On-demand content supply market leader valuable back catalog, generative artists, fan art partners, scaling 3P fulfilment/operations
- Large addressable market trending toward on-demand commerce
- **Flywheel effects** strengthening the moat
- Range of low risk growth opportunities in core and adjacent
- **Robust economics** as growth enables margin upside, opex leverage and positive cash flows
- Management team that delivers: ~6x gross profit growth since FY2014



RB Group operates two online marketplaces

Supply side





active on RB marketplaces



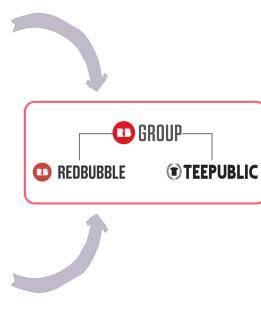
48 brands

on-boarded from content partners



32
3P product fulfilment locations

in global network



Demand side



5.4 million customers

bought from RB marketplaces

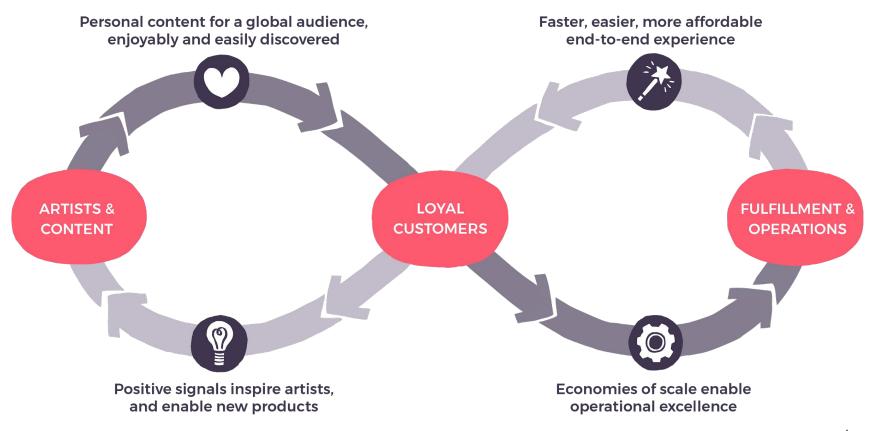


\$328m GTV

on awesome products



RB Group is a flywheel business



RB Group at forefront of a retail commerce revolution

RB Group connects authentic artists and content partners with millions of loyal customers enabling personalised adventures in creativity

Powered by the new gig economy



Enabled by on-demand technology



Tapping into shift towards personalisation

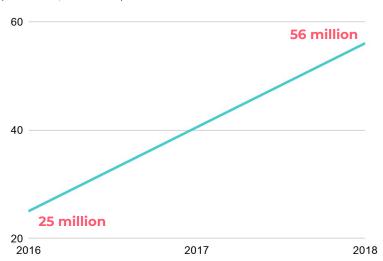


On-demand economy is just getting started

According to 2019 Mary Meeker report

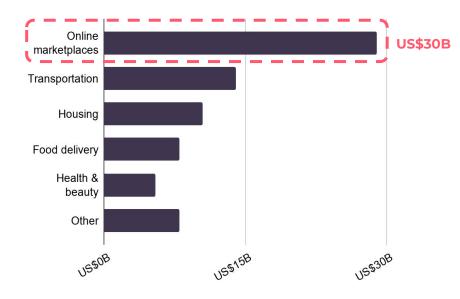
On-demand market has grown ~2x in two years and now has 56 million consumers in the US

On-demand consumers, US (in millions, 2016 - 2018)



Online marketplaces capturing largest wallet share of US spend for on-demand products / services

On-demand products / services - US consumer spend (in US\$ billions, 2017)



RB Group has a huge addressable market

~US\$280B¹ Total global online market for Apparel and Homewares² to grow at 10-14% p.a. to 2020

Within this market, On-Demand Retail is accelerating

 Personalised products on-demand will become more mainstream as technologies mature to support enhanced access to quality and affordable products



RB Group has <1% market share and growing (based on GTV)





Consumers want a new kind of commerce

Long term trend towards personalised retail

Mass Retail today

The RB way



Traditional retailers

- Undifferentiated sea of sameness
- Commoditised offerings
- Conformist brands
- Mass commerce



Personalised experience & professional service

Human connection / social good













RB provides 'creative adventures' for consumers

Our customers say...

Artistry at its coolest! Because you can wear it, it's your expression! - Jake, Canada

For people looking for options outside the ordinary. - Uli, Germany

A creative outlet for me to express my individuality - Audrey, US

Never what you'd expect. It's entirely different... You will see that the world is not boring. - Allison, Canada











Customers love their RB experiences

RB synonymous with creativity for consumers

In a recent visitor survey¹...

96% agreed that they enjoyed spending time on RB

93% agreed that RB encourages creativity

RB customers are loving their experiences

Strong Net Promoter Scores (NPS)^{2,3}





68

52

Highly rated Redbubble iOS app



Rated 4.85⁵ / 5

★★★★★

Source: RB internal data.



^{1.} Company analysis based on recent survey of visitors to Redbubble.

^{2.} Redbubble NPS is a sales-weighted average for survey responses received during FY2019 (as approximated by responses to orders shipped one month earlier)
3. TeePublic NPS is based on CY2018 survey responses for all customers and may include some responses from customers who purchased 12 months ago, i.e. from Jan - Dec 2018

Artists can share and monetise creative content without risk or hassle

Traditional model

The RB Way





- Difficulty in monetising creative talent
- Financial, production and shipping risk
- Limited audience reach



Monetise without financial risk Focus on design only

Liberated from fulfilment

Global audience reach at human scale









RB has artist service in its DNA

In a recent artist survey¹...

88% extremely or very

satisfied with tools & features for uploading and managing their artworks





RB artists say the marketplaces are...

Really fun and easy way to share and sell my art - Liz

I LOVE YOU! You are the most artist friendly - lan

All I have to do is upload the design, and you do everything else - Christina

Reaching all the markets is one of the greatest benefits - Carla

A lot of creative people getting noticed - Mikael

Content partners connecting with fans via RB platform

48 licensed brands and ~350,000 pieces of licenced content

Examples of brands on-boarded during FY19



Partners say that RB marketplaces are...

"A superhighway that can take brands directly to some of their most passionate fans.

Licensors can use the marketplace[s] to increase loyalty, manage fan-generated content on the web, execute instant promotions to a wide base of people already enthusiastic about their brand, and more."

- Long-time licensing executive











the end of FY19. Content refers to product and work combinations:

Fulfilment network - large product range, professional service, timely delivery across 3 continents

Global supply network providing diverse product range and favourable customer experiences

32

Locations

3

Continents

94

Products¹



Shipping days²

Flexibility in fulfilment network also has a number of other benefits

- Margin improvement via reduction of fulfilment and shipping charges
- Range of options for new product launches
- Multiple fulfillers for high volume products and locations
- Increased sales at holiday peak due to late delivery cut-offs
- Natural hedge on FX





FY2019 RB Group operational summary



LOYAL **CUSTOMERS**

FULFILLMENT & OPERATIONS

Active works

24.1m **44**%

Selling artists 369k **437%**

Mobile Marketplace Revenue (MP Rev) growth

> **47**% (45% of MP Rev)

Unique Customers Repeat MP Rev growth **36**%

5.4m ▲20%

(40% of MP Rev)

Marketing as % of MP Rev

10.5% **▲1.4pp**

REDBUBBLE

Members % of Redbubble MP Rev¹ 29%

▲13pp

Active Members on Redbubble 5.7m

▲52%

Member MP Rev / Active Member

\$11.30

438%

Customer NPS²

□ REDBUBBLE

(*) TEEPUBLIC

68

52

▲3pts

Take rate³

29.1% **▲1.8pp**

Gross Profit margin⁴

36.8% **▲1.8pp**

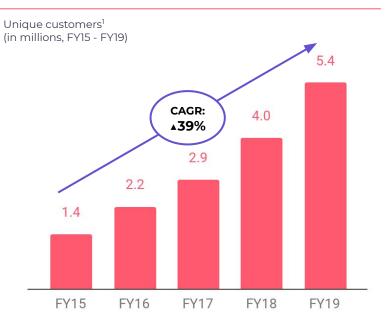
Note: Metrics shown are for the twelve months ending 30 June 2019, with growth rates shown on a Year on Year basis, as compared to the twelve months ending 30 June 2019. Definitions provided in the Appendix. 1. Marketplace Revenue from Members comes from Redbubble only and contribution is measured on a Redbubble basis only.

^{2.} Redbubble NPS is a sales-weighted average for survey responses received during FY2019 (as approximated by responses to orders shipped one month earlier). TeePublic NPS is not updated since last shown, and based on CY2018 survey responses for all customers and may include some responses from customers who purchased 12 months ago, i.e. from Jan - Dec 2018.

Large and growing base of delighted customers

With upside potential from deeper relationships

RB marketplaces are online shopping destinations for 5.4 million unique customers



Customers are really enjoying their experiences across both Redbubble and TeePublic....

Net Promoter Scores (NPS)^{2,3}



TEEPUBLIC

68

52

.... and there is further upside from improving customer engagement and loyalty

average orders

per customer per year



^{1.} Defined as an unique email address. Does not account for overlaps between Redbuble and TeePublic.

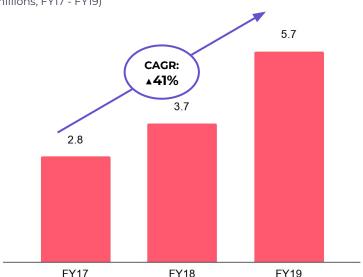
^{2.} Redbubble NPS is a sales-weighted average for survey responses received during FY2019 (as approximated by responses to orders shipped one month earlier)
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Deepening relationships with customers

68% CAGR in Redbubble sales from members

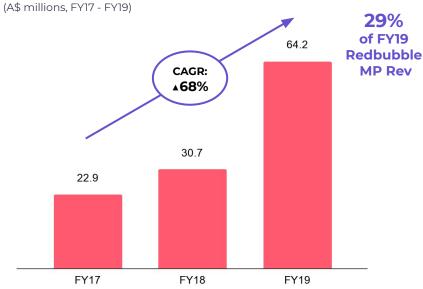
Accelerating base of active members¹ on Redbubble as customers convert to membership

Active members on Redbubble within each period (in millions, FY17 - FY19)



Redbubble sales¹ from members growing strongly and now contributing a meaningful share

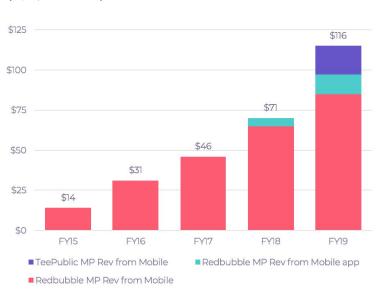
Redbubble Marketplace Revenue from Members per period (A\$ millions, FY17 - FY19)



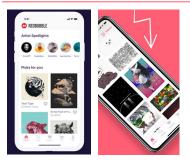
Mobile powering growth and iOS app enhancing loyalty

Sales from mobile continue to grow across both brands

Marketplace Revenue from Mobile (A\$m, FY15 - FY19)



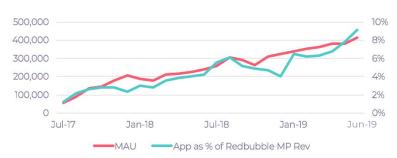
Redbubble mobile iOS app loved by users and scaling rapidly since mid-2017



Rated 4.85¹ / 5

Top 100² shopping app

Monthly active users (MAU) and % of Redbubble Marketplace Revenue (mid-2017 - Jun-2019 by month)





Source: RB internal data and information available from the Apple app store.

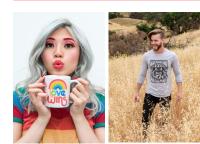
1. Based on average rating as displayed in the Apple iOS app store, as at 30 June 2019.

2. Based on US ranking displayed for all Apple iOS apps categorised as Shopping, as at 30 June 2019.

Marketing efforts diversified across multiple channels

Shifting from generic search driven to branded deeper relationships

Marketing efforts focused on customer acquisition powered by brand



Brand Associated Campaigns

Reaching customers via branded-paid search, affiliates and influencers

Online Paid Channels

Acquiring customers profitably through display, paid social, and transactional ad channels

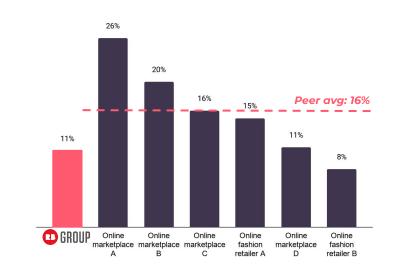


Organic Coverage

Work continuing to regain organic non-branded search rankings

Marketing spend better than e-commerce peers at larger scale with sustained efficiency of spend

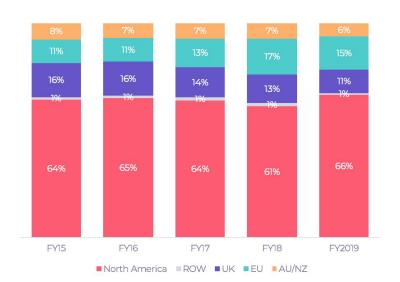
Marketing / advertising spend % of Marketplace Revenue or equivalent (%, last fiscal year)



New geographies and products major drivers of growth and diversification

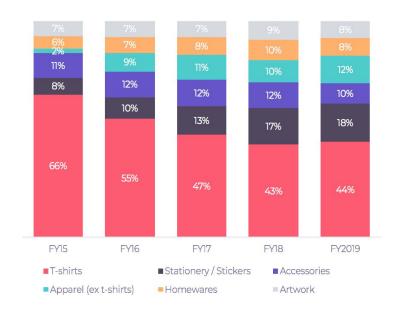
Redbubble growth in EU supported by new languages with similar opportunity for TeePublic

Geographic contribution (% of Marketplace Revenue, FY15 - FY19)



Scalable new product launches to further growth across the Group

Product contribution (% of Marketplace Revenue, FY15 - FY19)



RB is propelled by a large artist community

Who continue to contribute to a large library of content

Large and growing community of ~1 million independent artists

Active artists (in millions, FY15 - FY19)





Evergreen content a vital asset

~60% of revenue

From works published for 1+ years

Made by 33,000 artists¹

- Negligible artist acquisition costs
- Strong artist retention
 3.3 years

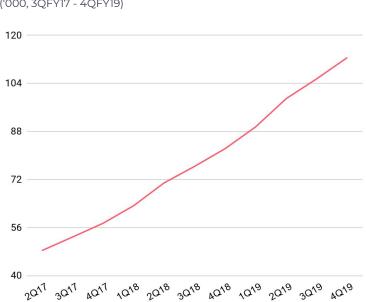
Average artist tenure²

Authentic sellers powering the marketplaces

Tend to offer high quality, original works which resonate with customers

Continuing to grow core segment of high performing authentic sellers¹

Total authentic sellers ('000, 3QFY17 - 4QFY19)



Sales from this segment growing strongly and represent significant contributions to the topline

76%

of Redbubble FY19 sales made by authentic sellers

39%



Redbubble FY19 growth in sales by authentic sellers²



Source: RB internal data.. Notes:

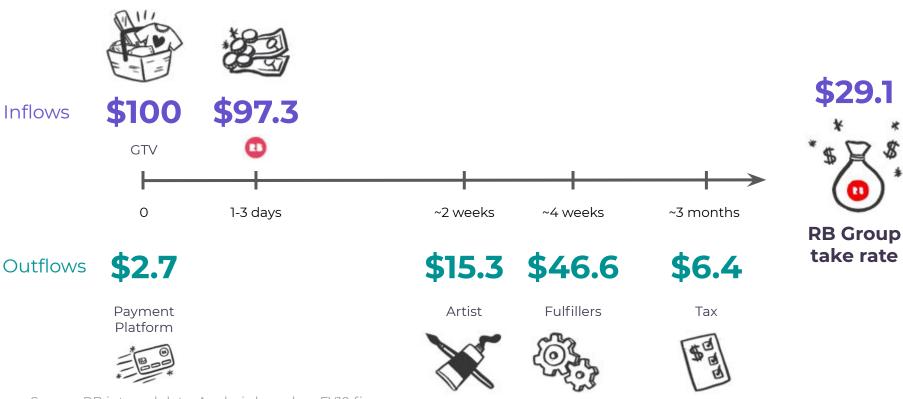
1. Quarterly count of Redbubble artists who have met the criteria to be authentic sellers. TeePublic artists are yet to be segmented.

2. Redbubble Product Revenue is used as a proxy for Redbubble sales and does not include shipping income.

**

Effective take rate¹ of ~\$29 for \$100 of GTV²

RB benefits from a favourable working capital cycle



Source: RB internal data. Analysis based on FY19 figures. Notes:

- 1. Take rate is Gross Profit as % of Gross Transaction Value.
- 2. Gross Transaction Value. Gross Transaction Value less Taxes and Artist Revenue is equal to Marketplace Revenue.

FY19¹ - a year of growth, scaling and shift to profitability

Marketplace Revenue²

Gross Profit

Operating EBITDA

Free Cash Flow⁴

\$257m

\$95m

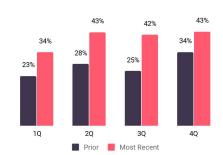
\$3.8m

(\$3.1m)

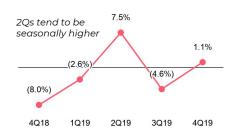
Marketplace Revenue² growth CC³



Gross Profit growth CC³



Operating EBITDA margins



Notes

1. Includes eight months of TeePublic contributions, from 01 Nov 2018.

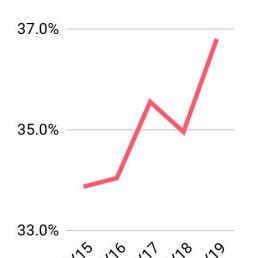
^{2.} Marketplace Revenue is Total Revenue less Artist Revenue (i.e. Margin).

^{3. &}quot;"Constant currency basis" reflects the underlying growth before translation to Australian dollars for reporting purposes. Redbubble sources about 94% of its Marketplace Revenue in currencies other than Australian dollars. Tee Public sources most of its Marketplace Revenue in US dollars but a constant currency adjustment has not been made to its current period contributions as Tee Public is not included in the prior period figures.

Economies of scale emerging at current size

GP margins gradually rising as supply chain efficiencies continue

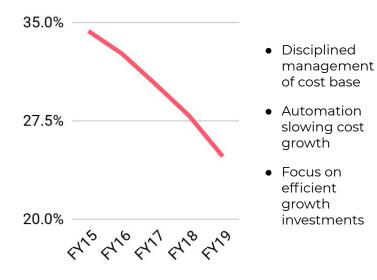
Gross Profit as % of Marketplace Revenue (%, FY15 - FY19)



- Increased scale generating optionality within fulfiller and shipping network
- Sustainable and ongoing margin improvement

Sustainable reduction in core operating costs as % of sales

Operating expenses as % of Marketplace Revenue (%, FY15 - FY19)



RB Group has clear priorities for generating growth and scale

Clear opportunities to propel flywheel for growth

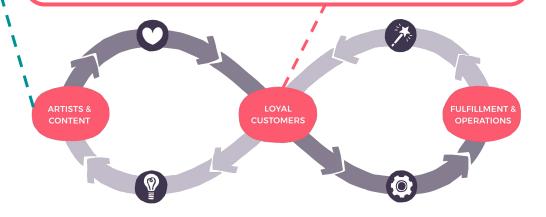
4 key initiatives aligned with core

Artists & Content

- Authentic content
- 2 New products

Customers

- 3 Deeper relationships
- Brand-driven customer growth



1 Authentic artists and enriching content

Fostering artists' commercial success and developing pipeline of fan art partnerships

- Scale content partnerships
- Increase marketing effectiveness of authentic sellers
- Launch of artist dashboard + features to improve engagement and efficacy







New product launches expand market reach

Recent investments expected to reduce engineering time and resources required

- 5 new products and working on additional
 5+ products in CY19
- Enabling faster new product launches
- Supporting more localisation via onboarding of new fulfillers



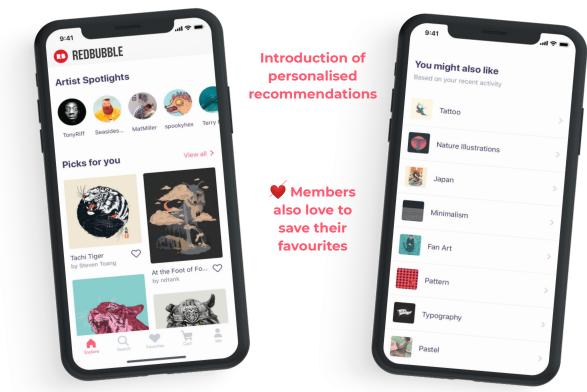




Growing customer membership with personalisation

Starting to deliver on the potential of deeper relationships and increased loyalty

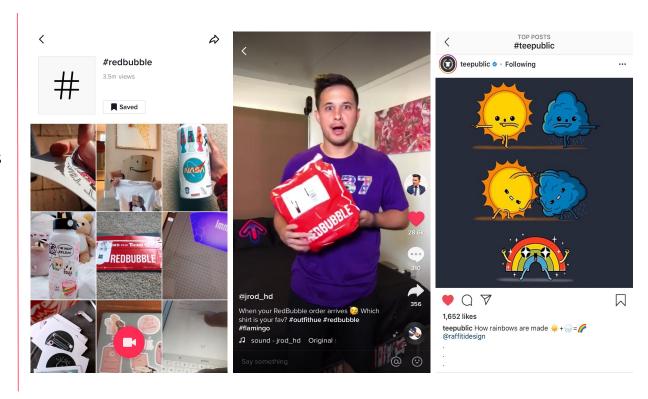
- Opportunity for increasing customer retention and repurchase rates
- Building engaged membership base
- Expand to Android
- Enhanced search relevancy and personalisation



Scaling customer growth powered by brand

Whilst acquiring customers profitably

- Stronger brand awareness to drive customer acquisition and retention
- Diversification from historical 3P channels
- Disciplined shift from transactional toward LTV-based marketing
- Grow TeePublic in Europe



Adjacent growth horizons

- Artist services
- Wholesale on-demand
- Asia expansion
- Selective white labeling
- Retail footprint
- Disciplined inorganic pursuits



RB Group investment highlights

RB Group has a revolutionary vision:

RB Group connects authentic artists and content partners with millions of loyal customers for adventures in creativity that transform the retail commerce experience

- Targeting long term growth focused on large addressable market
- Flywheel effects supporting market leadership and providing strong moat
- Clear opportunities to diversify customer acquisition via brand, shift towards deeper relationships, expand content partnerships, and add new products
- Track record of successful growth in the near term and economics will continue to improve with scale and cash discipline



Appendices

Authentic artists and enriching content

Fostering artists' commercial success and developing pipeline of fan art partnerships

Past 2 Years



- Segmentation of authentic sellers who are uploading original works that resonate with customers
- Launch of Content Partnerships supported by back-end tools and efforts to manage controversial content



- Recently launched artist dashboard providing insights to support their business
- Scale core platform to enable more partnership launches and content growth

2006

2017

2019

Beyond 2019

Historically X



- Marketplace built for independent artists
- Growth in active artists correlated to sales growth
- Redbubble and TeePublic uploaders well received by artists

>>> More commercial success for more artists >>> | Future |



- Connect artists to content partners and scale up partnership model
- Enable artists to better connect with customers
- Widen offering to acquire new artists
- Connect artist experiences across the Group

New product launches expand market reach

Recent investments expected to reduce engineering time and resources required

After a While 1/1/

Expanded to stationery, homewares, accessories, and dedicated women's apparel

Past 2 Years

- Significant investment into v engineering effort to add fulfillers and launch products
- Minimal new product launches

- Engineering effort to:
 - Add new fulfiller with existing product **v** 98%
 - Add existing product to existing fulfiller ▼ 96%
- Working on launching 5+ additional products in CY19

2006

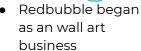
2013 - 2016

2017

2019

Beyond 2019

Historically 1



 T-shirts launched in 2007 and became a large contributor to sales >>> Faster product launches >>> >>> Faster global supply >>>



- Build out core categories on TeePublic and Redbubble
- Faster product launches
- Increasing localisation via onboarding new fulfillers



Growing customer membership with personalisation

Starting to deliver on the potential of deeper relationships and increased loyalty

Past 2 Years



- Building customer membership base and improving retention
- Improved search relevancy
- Shift towards personalisation (i.e. favouriting, explore feed, recommendations, iOS app)

Now 😂



- Member acquisition
- Engagement marketing
- VIP program/targeted promo
- Increasing personalisation via data science capabilities
- Raising brand awareness and customer value proposition

2006

2017

2019

Beyond 2019

Historically 🚝



Low customer retention and repurchase rates despite track record of high Net Promoter Scores (NPS)

>>> Improving customer loyalty / value >>>



- Increase degree of personalisation
- Extend membership program to TeePublic
- Improve merchandising
- Build connection to artists and access to fan art partners

Scaling customer acquisition powered by brand

Whilst acquiring customers profitably

After a While

- Started to add customers from paid channels more meaningfully
- Efforts mostly focused on Google Paid search



Past 4 Years

- Scaled Google Paid
- Added paid social channels







• Emerging sales from Redbubble iOS app

Now

- Working to regain organic search rankings
- Scaling fan art, influencer programs via social
- App acquisition and referrals













2006

2013

2015

2019

Beyond 2019

Historically

 Almost all customers came via organic search channels



>>> Diversification from 3rd party channels >>>

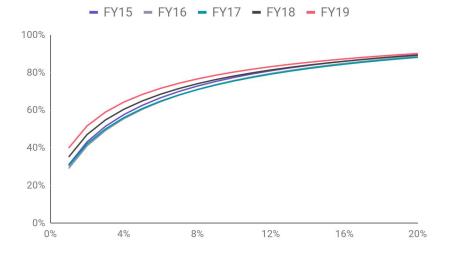
Future

- Disciplined LTV-based marketing including brand building
- Artist / influencer marketing
- More direct acquisition to apps (iOS and Android)

At © REDBUBBLE 33,000 artists or 10% of selling artists represented 80% of earnings in FY19

80% of sales are consistently made by top 10-12% of artists...

Distribution of product revenue across selling artists¹ (FY15 - FY19)



...Whilst the number of top selling artists has continued to increase substantially

of artists contributing 80% of product revenue¹ (FY15 - FY19)



Loyal and growing artist base powers the market

Who also benefit from the multiplying effect of new products

Number of selling artists continues to grow, with strong acquisition and retention





New physical product launches will continue having a multiplying effect on our library

Unique content² sold (m. FY15 - YTD FY19)





^{1.} Excludes self-purchasing, tenure taken exactly at time of sale (as opposed to grouping within yearly cohorts only)

Long tail content is growing and remains a vital asset

With negligible acquisition or retention cost

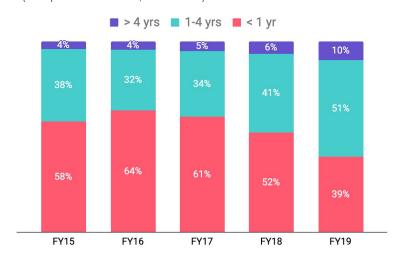
Library scaling rapidly and accumulating as a durable asset across the Group

Active art work library size¹ (m works, FY15 - FY19)



~60% of works sold this year have been published for over a year

Product revenue by age of work² (% of product revenue, FY15 - FY19)



^{2.} Age of works taken exactly at time of sale (as opposed to grouping within yearly cohorts only)

Operational metric definitions

- **Active works**: currently published works (i.e. available for sale to the public) at the end of the period; does not account for overlaps between Redbubble and TeePublic
- **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
- **Authentic sellers:** defined as those artists that tend to upload high quality, original works which resonate well with customers. Data Science work during 2018 has helped identify this critical segment at Redbubble and significant development investment has been focused on increasing the output of this group. TeePublic's artists are yet to be segmented
- Sales from authentic sellers: based on Redbubble Product Revenue (i.e. does not include shipping income) from authentic sellers at Redbubble.
- Unique customers: defined as an unique email address; does not account for overlaps between Redbubble and TeePublic
- **Repeat Marketplace Revenue growth:** year on year growth of Repeat Marketplace Revenue is Group Marketplace Revenue earned from customers who have previously purchased, regardless of the date of their initial purchase
- Sales from members: based on Redbubble Marketplace Revenue from Redbubble members only
- **Members as % of Redbubble Marketplace Revenue:** Marketplace Revenue from member purchases divided by total Redbubble Marketplace Revenue from all purchases for the period
- Active members on Redbubble: unique members who visited either the web or app platform while logged in at least once during the period
- **Member Marketplace Revenue per active member:** Marketplace Revenue from member purchases divided by active members for the period
- **Redbubble NPS:** Sales-weighted average NPS for survey responses received during the period (as approximated by responses to orders shipped one month earlier)
- **TeePublic NPS:** Based on CY2018 survey responses for all customers and may include some responses from customers who purchased 12 months ago, i.e. from Jan Dec 2018

Disclaimer

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