

Who We Are

- The developer and manufacturer of award winning, high performance, reliable 3D printers
- Creator / distributor of 3D educational tools, content and materials
- World's first supplier of comprehensive STEAM based training and content platform

Corporate Overview

Tinkerine Studios Ltd. ("Tinkerine"), was incorporated on May 8, 2012 under the laws of the Province of British Columbia and performed a reverse take-over ("RTO") with White Bear Resources Inc. on April 4, 2014 and thereby became publicly listed on the TSX Venture Exchange under the symbol TTD. Subsequently Tinkerine has become quoted on the OTC symbol TKSTF, and the FSE as WB6B.

Revenue Model

- 55%+ gross margin
- Partnership model reduces OPEX
- Near profitability
- Revenue generated from:
 - Printer sales (multi-channel, global sales)
 - Recurring revenue from sales of filament and educational content

Products

Tinkerine™ U

- First comprehensive STEAM based training and content delivery platform
- STEAM = Science, Technology, Engineering, Art, Math
- Serves a US\$86 billion educational technology market
- Serves a US\$122 billion online training market
- Targets: Educators, technicians, scientists, makers, consumers
- 100% compatible with DittoPro 3D Printer

Ditto™Pro 3D Printer

- Award winning 3D printer
- Highly reliable, and easy to use
- Costs 65% of the competitors product
- Prints large objects
- Fast print speed with high resolution (50 microns)

PLA Filament

- Quality plastic with high purity
- Wide range of custom colours

People

Industry trailblazers who are:

- Highly experienced
- Worked with industry leaders such as Makerbot, HP, and Shapeways
- Leveraging their combined experience to create and deliver best in class products
- Dedicated to building shareholder value
- Have personally invested into the company

Major Trends in the Global 3D Printing and Education Markets

- 3D printing currently a \$3.8 billion dollar market (please specify currency)
- Japanese government currently funds 2/3 of 3D printing Capex at universities and technical schools
- Investment fosters R&D
- Currently \$4 trillion spent annually on educational programs and tools related to 3D
- Smart Tech and learning market to grow from \$122 Million to \$345 Billion by 2019

Expanding Markets

- Global market opportunity
- Strategic roll out plan to:
 - North America
 - Americas
 - South East Asia
 - and EMEA markets

Future Ready, Scalable Technology

- Large content library
- Scalable technology

For more information, please contact us:

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