



CyberLink (5203.TW)

Q2 2026 Investor Conference

The Innovative Solution Provider for **CREATE & PLAY** of Digital Media
and **Facial Recognition & AI**

July 28, 2026

Safe Harbor Notice

The following pages contain projections & estimates of financial information as well as market and product developments for future periods. These projections & estimates are based on information currently available, which we believe to be reliable, but they involve risks & uncertainties. Our actual results of operations & financial condition may differ significantly from those contained in the projections & estimates. The projections & estimates should not be interpreted as legally binding commitments, but rather as flexible information subject to change occasionally.

Agenda

- Q2 2026 Financial Results (Unaudited)
- Products and Business Overview

Q2 2026 Financial Results

(Unaudited)

Q2 2026 Financial Highlights

Q2 2026 Income Statement

- Revenue NT\$528.1M, -11.8% YoY
- Operating Income NT\$17.9M, -80.4% YoY
- Net Profit NT\$25.7M
- EPS NT\$0.33

H1 2026 Income Statement

- Revenue NT\$1,113.5M, -4.9% YoY
- Operating Income NT\$96.6M, -39.2% YoY
- Net Profit NT\$131.7M, +82.7% YoY
- EPS NT\$1.66

Q2 2026 Consolidated IS

NT\$ thousands	2026 Q2	%	2026 Q1	%	QoQ	2025 Q2	%	YoY
Revenue	528,130	100.0%	585,334	100.0%	-9.8%	598,957	100.0%	-11.8%
COGS	(76,887)	-14.6%	(90,690)	-15.5%	-15.2%	(85,063)	-14.2%	-9.6%
Gross Profit	451,243	85.4%	494,644	84.5%	-8.8%	513,894	85.8%	-12.2%
R&D Expense	(185,867)	-35.2%	(182,048)	-31.1%	2.1%	(177,477)	-29.6%	4.7%
S&M Expense	(210,866)	-39.9%	(209,731)	-35.8%	0.5%	(214,446)	-35.8%	-1.7%
G&A Expense	(36,572)	-6.9%	(35,307)	-6.0%	3.6%	(30,487)	-5.1%	20.0%
Expected Credit Loss (Income)	0	0.0%	11,057	1.9%	NA	0	0.0%	NA
Operating Expense	(433,305)	-82.0%	(416,029)	-71.0%	4.2%	(422,410)	-70.5%	2.6%
Operating Income	17,938	3.4%	78,615	13.5%	-77.2%	91,484	15.3%	-80.4%
FX Gain(Loss)	(3,961)	-0.7%	17,030	2.9%	NA	(143,422)	-23.9%	-97.2%
Investment Gain(Loss)	0	0.0%	0	0.0%	NA	0	0.0%	NA
Other Income(Loss)	33,407	6.3%	32,074	5.5%	4.2%	32,749	5.4%	2.0%
Non-Operating Income (Loss)	29,446	5.6%	49,104	8.4%	-40.0%	(110,673)	-18.5%	NA
Income before Tax	47,384	9.0%	127,719	21.9%	-62.9%	(19,189)	-3.2%	NA
Net Income	25,720	4.9%	105,954	18.1%	-75.7%	(30,249)	-5.1%	NA
EPS (NT\$)	0.33		1.34			-0.38		

H1 2026 Consolidated IS

NT\$ thousands	2026 H1	%	2025 H1	%	YoY
Revenue	1,113,464	100.0%	1,170,482	100.0%	-4.9%
COGS	(167,577)	-15.1%	(176,196)	-15.1%	-4.9%
Gross Profit	945,887	84.9%	994,286	84.9%	-4.9%
R&D Expense	(367,915)	-33.0%	(353,011)	-30.2%	4.2%
S&M Expense	(420,597)	-37.8%	(420,822)	-36.0%	-0.1%
G&A Expense	(71,879)	-6.5%	(61,649)	-5.3%	16.6%
Expected Credit Loss (Income)	11,057	1.0%	0	0.0%	NA
Operating Expense	(849,334)	-76.3%	(835,482)	-71.5%	1.7%
Operating Income	96,553	8.6%	158,804	13.4%	-39.2%
FX Gain(Loss)	13,069	1.2%	(122,760)	-10.5%	NA
Investment Gain(Loss)	0	0.0%	0	0.0%	NA
Other Income(Loss)	65,481	5.9%	66,681	5.7%	-1.8%
Non-Operating Income (Loss)	78,550	7.1%	(56,079)	-4.8%	NA
Income before Tax	175,103	15.7%	102,725	8.6%	70.5%
Net Income	131,674	11.8%	72,053	6.2%	82.7%
EPS (NT\$)	1.66		0.91		

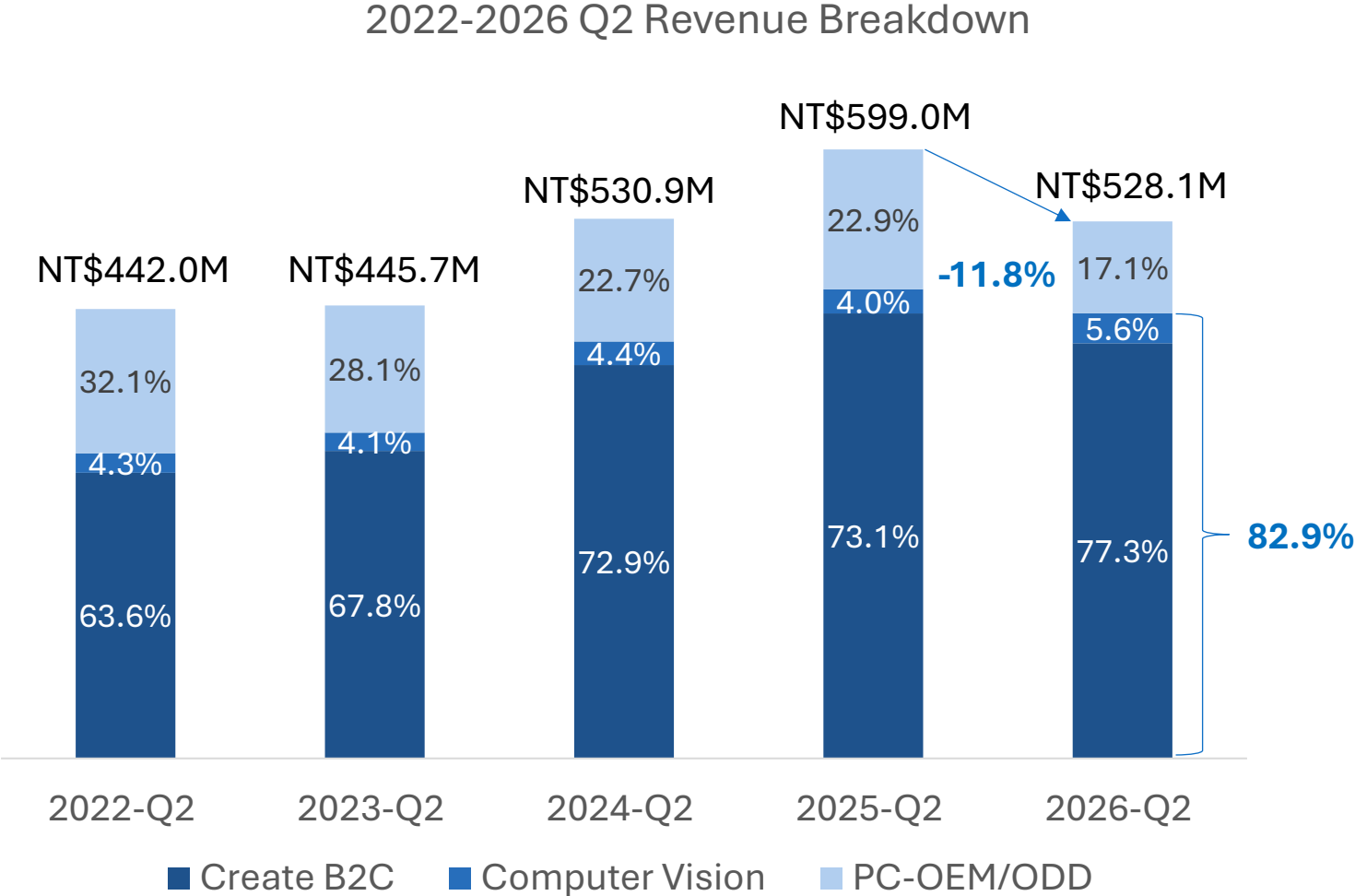
Revenue Breakdown by Product Group

Revenue expressed in NT\$ thousands

Product Group	Q2 2026 Revenue	%	YoY
Create B2C	408,425	77.3%	-6.7%
Computer Vision	29,632	5.6%	23.8%
PC-OEM/ODD	90,073	17.1%	-34.4%
TOTAL	528,130	100.0%	-11.8%

Product Group	H1 2026 Revenue	%	YoY
Create B2C	855,902	76.8%	0.4%
Computer Vision	59,662	5.4%	-0.3%
PC-OEM/ODD	197,900	17.8%	-23.2%
TOTAL	1,113,464	100.0%	-4.9%

Trend of Revenue Breakdown by Product Group in Q2 2026



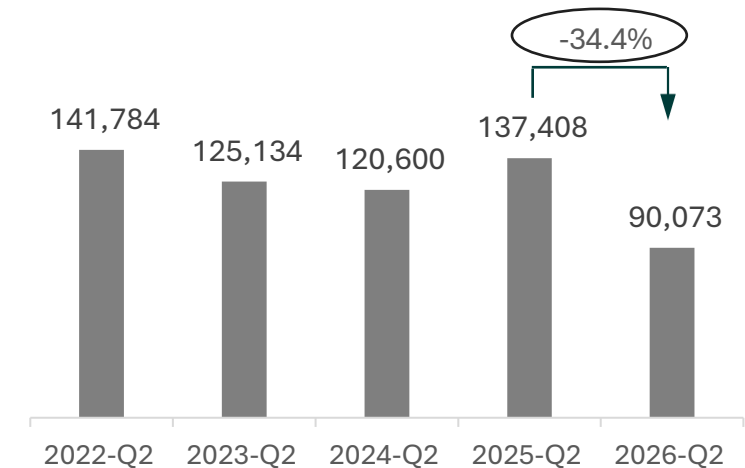
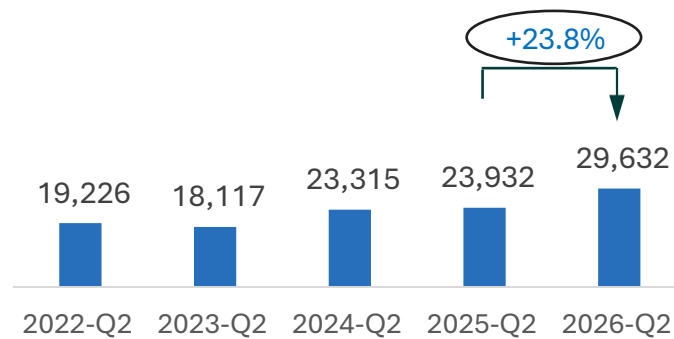
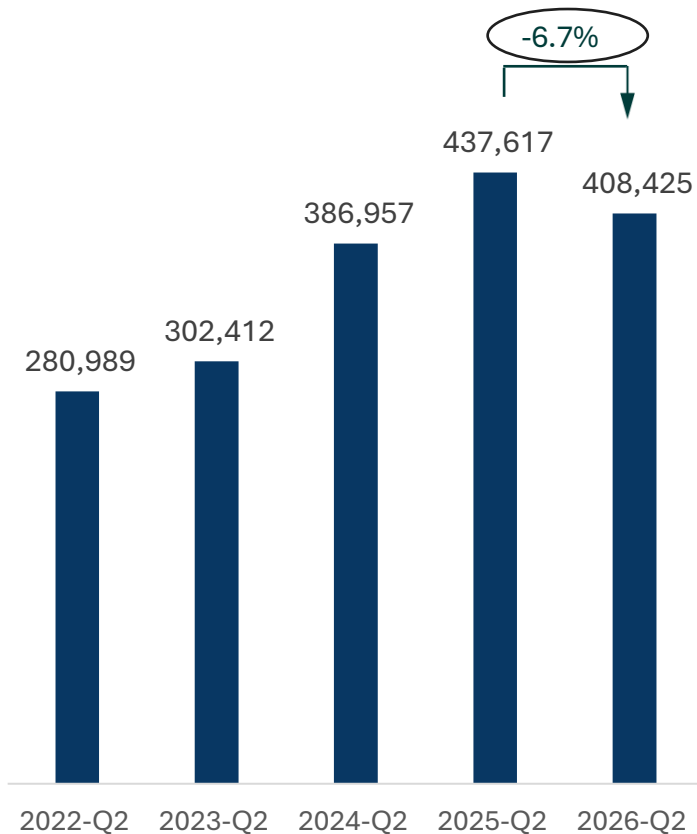
Revenue Trends for Three Product Groups in Q2 2026

Revenue expressed in NT\$ thousands

Create B2C revenue decreased by 6.7% YoY to NT\$408.4M, representing 77.3% of total revenue

Computer Vision revenue increased by 23.8% YoY to NT\$29.6M, representing 5.6% of total revenue

PC-OEM/ODD revenue decreased by 34.4% YoY to NT\$90.1M, representing 17.1% of total revenue



Products and Business Overview

Q2 2026 Product Line Overview

Create B2C

Creative editing software

- Continued AI integration to enhance product features
- Optimizing products to support NVIDIA's newly launched AI PC chips
- GenAI is facilitating product & marketing globalization, greatly expanding language support

Computer Vision

Mainly FaceMe products

- Deepening engagement with existing large clients and expanding into new use cases
- Strengthening collaboration with VMS, SI, and channel partners

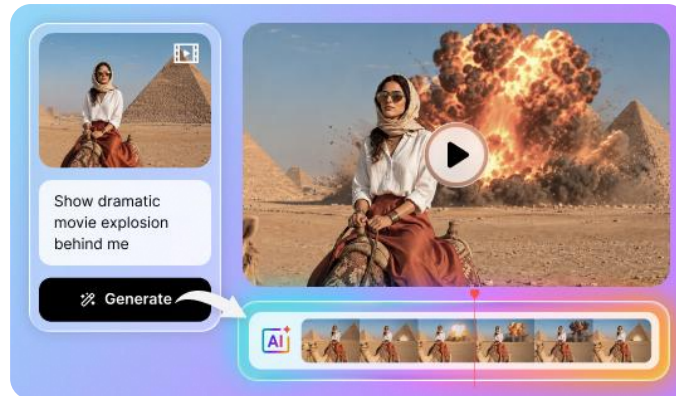
PC-OEM/ODD

- PC shipments declined YoY, impacting product sales

Create B2C

Integrating AI Technology to Streamline Creation Workflows

More New Features



AI Chat-based Video Editing

(PowerDirector: Video Edit by Chat)

(MyEdit: Video Edit by Chat)

(MyEdit: Photo Edit by Chat)



Automated Video Optimization

(PowerDirector: Video Quick Actions)



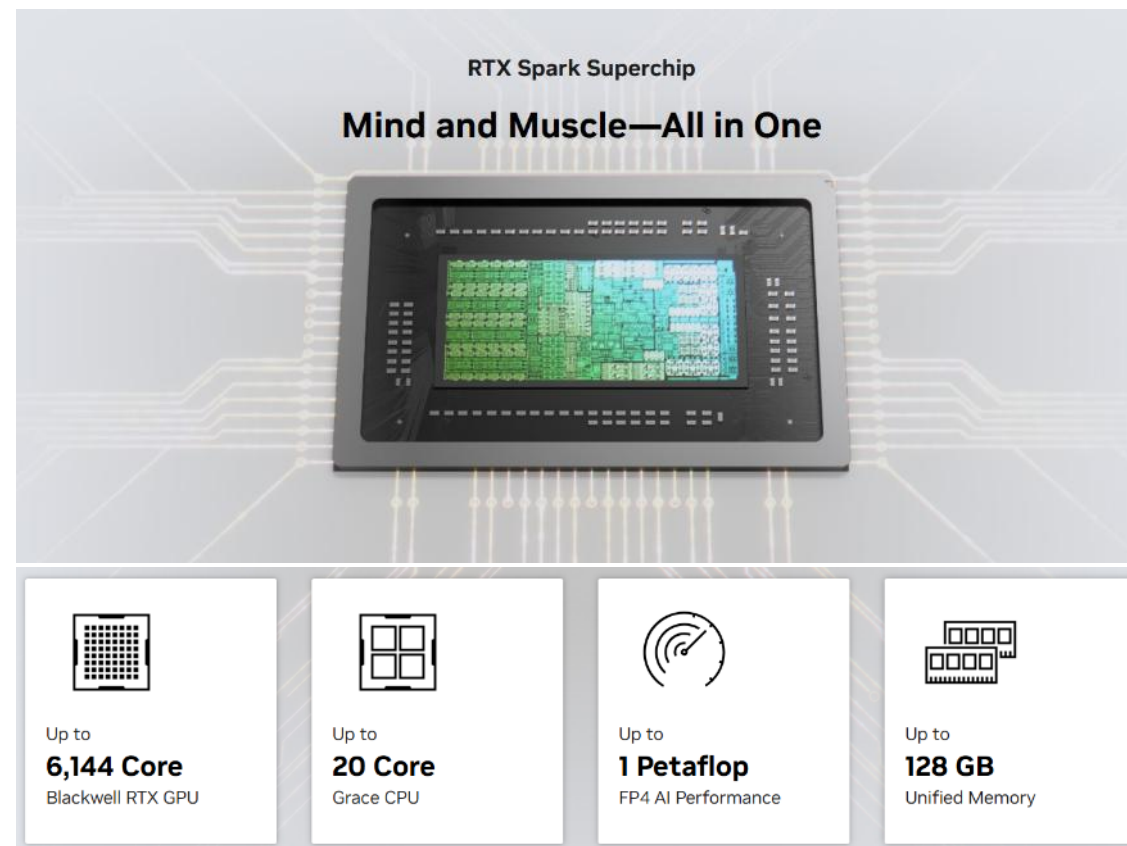
AI Ad Creative Design Studio

(Promeo: AI Design Studio)

Create B2C

NVIDIA's Entry into the PC Edge Market Is Expected to Accelerate AI PC Development

- NVIDIA is entering the PC edge processor market with its RTX Spark (N1x) chip. With its GPU and AI-computing ecosystem advantages, it is expected to drive AI PC penetration
 - High-spec chip architecture supports on-device computing of large-parameter AI models
 - PC products are expected to start shipping this fall
- CyberLink is porting its edge-computing AI features to the N1x platform and discussing marketing and business collaboration with leading global PC brands
- We expect to support all three major platforms, Intel, AMD, and NVIDIA, in Q3



Source: [NVIDIA Website](#)

GenAI-driven Operational Optimization Is Showing Results

Significantly improving quality while lowering operating costs



AI Customer Service Agent

- **Cost savings:** physical support-center case volume down over 60%; monthly costs expected to fall nearly 40%
- **Better experience:** much faster issue resolution and higher customer satisfaction



Product & Marketing Globalization

- **Multilingual UI:** product UI now supports 16 languages
- **Product marketing:** 14 languages added to push notifications; automated eDM marketing asset generation for multiple countries
- **Product exposure:** 6 languages added to product introduction pages



Creative Assets & Templates

- **Automated asset & template generation:** thousands of assets and templates generated to date (including photo collages, stickers, virtual try-on styles, creative image-generation templates, etc.)

FaceMe Deepens Client Adoption and Enhances Product & Partner Development

- **Penetrating existing core clients and expanding use cases**
 - eKYC financial services applications expanded: Taiwan insurers and banks
 - Two-factor authentication: PC login for Japanese government agencies, access control for smart buildings and factory sites
 - Factory inspector identity verification: multiple well-known automakers
 - Personnel access control for large data centers
 - Airport automatic e-Gates and blocklist screening
- **Optimizing edge-computing support, lowering clients' hardware costs and accelerating adoption**
- **Deepening VMS integration and promotion, and expanding marketing & channel partners**



Computer Vision

FaceMe Q2 International Exhibitions & Partner Marketing Events



Q3 Outlook

- Q2 2026 revenue fell by 11.8% YoY. Continued pressure from lower SEO traffic and reduced PC shipments may result in a YoY revenue decline in Q3
- Keep enhancing product features on AI PC platforms and collaborating with leading global PC brands on marketing
- Continue to refine product development and marketing to strengthen revenue momentum
 - Flagship products, PowerDirector and PhotoDirector, will release their annual versions
 - Continue to strengthen Agentic Editing capabilities across key products (PowerDirector, PhotoDirector, Promeo, MyEdit)
 - Continue to add AI creative editing features to increase average revenue per user
- Continue to utilize GenAI to optimize operations, improve quality, and reduce operating costs

For more information about CyberLink:

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Thank You!