





## **Company Overview**

- Global brand, one of the few in the movie industry
- The premium 3D movie going experience & people are loyal to it
- Most extensive large format theatre network in the world and growing rapidly
- 1+ billion people have enjoyed The IMAX Experience
- Leader/pioneer in 3D technology
- Patented technology/theatre geometry creates the immersive IMAX Experience

IMAX

The world's most immersive cinematic experience; highly recognized global brand





## Demographics

- IMAX's core audience is youthful, with the main focus on school aged children between the ages of 8-12. Parents are also key drivers of our turnstiles.
- Approximately 25% of the IMAX audience comes from organized school groups. In fact, we supply film-related, educational support materials to thousands of school districts around the world.
- A typical IMAX customer is well educated and earns a higher income than a traditional moviegoer.
- The IMAX customer base is very internet savvy.
- Given IMAX's unique experience, it has become a favorite of the 15-24 year-old "techie" crowd, who has been favoring in-home content via big screen TV's, video games and the net.





### **Box Office**

#### Hubble 3D - Mar 10

- playing for 61 weeks
- \$32,507,668

#### Under The Sea 3D - Feb 09

- playing for 117 weeks
- \$38,951,590

#### Deep Sea 3D — Mar 06

- playing for 269 weeks
- \$90,339,451

#### Magnificent Desolation 3D - Sep 05

- playing for 292 weeks
- \$40,170,055

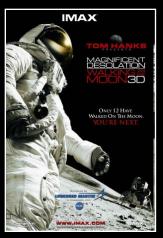
#### Space Station 3D - Apr 02

- playing for 468 weeks
- \$117,039,873























# THEATRE NETWORK









IMAX theatres are located in some of the most prestigious museums and science centres around the world along with major multiplex chains.





