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### HISTORY

- 1998** - Founded in 1998, as a spin off from AVEBE
- 2005** - Global presence in Malaysia, US and Europe.
- 2012** - Rondeel starts using PaperFoam egg package
- 2014** - Opening San Francisco experience center
- 2016** - All production under PaperFoam holding company.
- 2020** - Opening production location CZ
- 2021** - Doubled capacity in both US and EU
- 2022** - Award winning packages

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### PAPERFOAM AROUND THE WORLD

**HQ**  
The Netherlands

**Sales & Design office**  
Netherlands  
Berlin  
New York  
Texas

**Production locations**  
Netherlands - pilotplant  
Czech Republic  
Malaysia  
USA, North Carolina

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### PAPERFOAM PROFILE

| Worldwide Employees |                   | Annual turnover |      |
|---------------------|-------------------|-----------------|------|
| Office employees    | Factory employees | 2019            | 2020 |
| 65                  | 250               | 20M             | 21M  |
| Designers/Engineers | Sales             | 2021            | 2022 |
| 15                  | 8                 | 19M             | 20M  |

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### WHAT IS PAPERFOAM?

**Ingredients**  
Starch from industrial potatoes is mixed with water, cellulose fibers and premix. The resulting mixture can be used in the injection molding process.

**Injection molding**  
Baking process.

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### BENEFITS

| Material   | Process   | Automation   |
|--|---|--|
| <ul style="list-style-type: none"> <li>Freedom of design</li> <li>High level detailing</li> <li>Excellent fitting and protection</li> <li>Full range of colors</li> <li>Particle-free</li> <li>Scratch-free</li> <li>Friction fit and clamping</li> <li>Natural and renewable</li> </ul> | <ul style="list-style-type: none"> <li>Fast process from design to tooling</li> <li>Easy upscaling with multiple tools</li> <li>Short leadtimes for tooling</li> <li>Tools last unlimited cycles due to low pressure injection molding</li> </ul> | <ul style="list-style-type: none"> <li>Possible to add design features for autmatisation (De-nesting, stacking, etc.)</li> <li>Experience with automatization for high volume projects like Xbox and Valve.</li> </ul> |

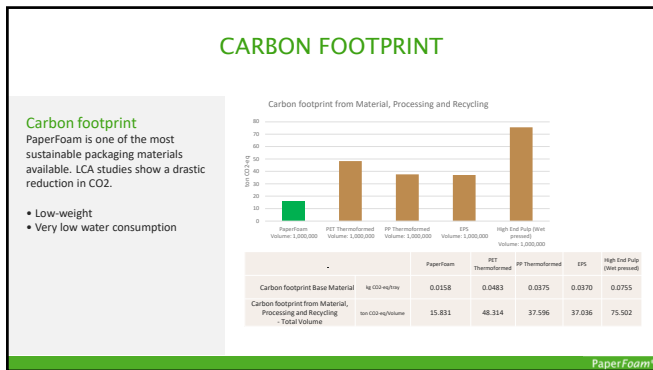
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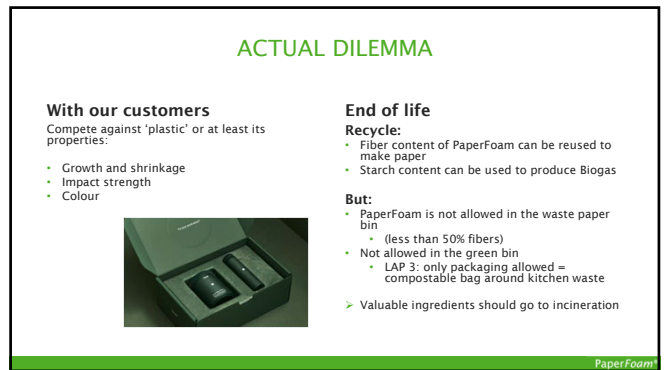
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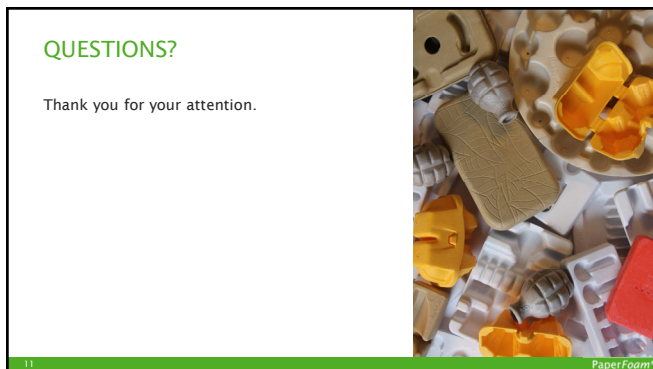
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