



THE CHALLENGE.

Europe's Textiles Economy

- In 2020, an estimated total of 6.6 million tonnes of textile products were consumed in the EU. This equates to 15kg per person;
 - 6.0kg of clothing
 - 6.1kg of household textiles
 - 2.7kg footwear.
- To produce these textiles, an estimated 175 million tonnes of primary raw materials were used.
- Over the last 20 years, the use time of clothes decreased by 36%, with each garment used an average of seven or eight times
- In 2017, it was estimated that less than 1% of all textiles worldwide are recycled into new products

THE CHALLENGE.

Given this, from a global lifecycle perspective, in 2020 the EU's textile consumption had, on average;

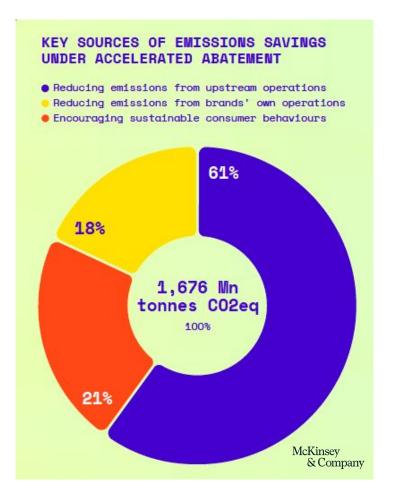
- The 4th highest impact on the environment and climate change
- The 3rd highest impact on water and land use
- The 5th highest impact in terms of raw material use and greenhouse gas emissions.

'60% OF THE **ACCELERATED ABATEMENT*** POTENTIAL LIES IN DECARBONISING UPSTREAM OPERATIONS, 18% LIES IN BRANDS' OWN OPERATIONS, AND 21% RELIES ON ENCOURAGING SUSTAINABLE CONSUMER

BEHAVIOURS THROUGH

CIRCULAR BUSINESS

MODELS'



^{*}Abatement refers to the reduction of greenhouse gas (GHG) emissions that the fashion industry is responsible for.'





'BY 2030, WE NEED TO
LIVE IN A WORLD IN WHICH
1 IN 5 GARMENTS ARE
TRADED THROUGH CIRCULAR
BUSINESS MODELS.'

Source: McKinsey & Company. (2020). Fashion on Climate.

THE SOLUTION.

Extending the **active service life of garments** is considered one of the most effective ways to reduce the overall impact of the clothing industry.

Optimising the use of clothing...

- ...could contribute to decreasing the need for production of new garments and;
- 2. ...reduce the growing volume of textile waste that is generated every year.

Extending the life of clothes by an extra **nine months** of active use would **reduce the carbon, water, and waste footprints by around 20–30 % each.**

THE ENVIRON-MENTAL IMPACT.

According to latest research by Ellen MacArthur;

- Resale and remake models can generate a CO2e reduction of up to 47%, compared to the linear model
- B2C rental models can generate a CO2e reduction of up to 41%, compared to the linear model
- Repair models can generate a CO2e reduction of up to 31%, compared to the linear model



THE ENVIRON-MENTAL IMPACT.

Displacement rate

 Is the reused item displacing the purchase of something new?

Utilisation rate

 Will the item be used more actively compared to a non-reused item?

Operational impacts

 Does the model still have a net impact reduction when considering the impacts of logistics, laundry, packaging and textile waste streams?

Design for cyclability

Is the model incentivising design for for durability and/or recyclability?

THE SOCIAL IMPACT.

- On average a social enterprise creates between 20 and 35 jobs per 1,000 tonnes of textiles collected with a view of being reused.
- With increased collection, sorting and reuse / recycling, the textile sector has the potential to create 120,000 jobs in the EU
- In Netherlands, research shows that focusing on repair, reuse and resale would have the largest job-creating potential, leading to an increase of 25%.
 - Core circular jobs e.g. textiles collection and sorting, repair and resale.
 - Enabling jobs which accelerate and upscale core activities e.g. developing digital technologies, transport logistics, education and governance.

Source: Rreuse (2021) Job creation in the reuse sector Source: Circle Economy (2020) Putting Textiles to Work

Source: SITRA (2021) How does the Circular Economy change jobs in

Europe?

THE SOCIAL IMPACT.

Quality of work

- Are stakeholders being paid a living wage?
- Is the work at hand decent, safe, formalised work with adequate social protection?
- How might this new business model potentially shift jobs away from ready-made garment industries and/or other reuse economies, and how can this be accounted for?

Upskilling the workforce

- Are skilled workers able to progress in their careers? Does this career path require retraining?
- What new roles emerge from this new business model? Which workers have access to these new roles?

Inclusive job opportunities

- Is the impact on stakeholders equitable across gender; part-time vs full-time; workers with disabilities; at all levels: managers vs. workers?
- Are consumers faring better with reuse options? For example, are is clothing more accessible through reuse?
- Have reuse products and services been designed inclusively?

Source: WRAP (2020), Square Your Circle How to Ensure a Just Transition to

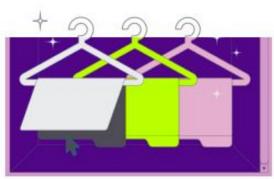
Reuse Business Models in Apparel

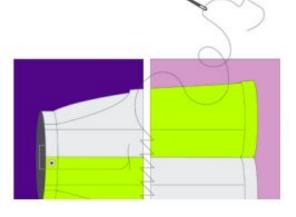
Source: Circle Economy & EEB (2020) Promoting Fair and

Circular Business Models









RESALE

This includes peer-to-peer sale of second-hand items (online and offline), third-party marketplaces (online and offline), and own-brand re-commerce and take-back (online and offline)

RENTAL

This includes one-off peer-to-peer rentals by private owners, as well as large-scale rental and subscription models by multi-brand platforms or individual brands

REPAIR

This is the operation by which a faulty or broken product or component is returned back to a usable state



CIRCULAR BUSINESS MODELS:

THE ARCHETYPES

RESALE MODELS: Extend the useful life of a product, by selling it more than once.

- Own brand resale: Online or offline resale model owned and operated by a brand
- **Incentivised 3rd-party resale:** Online or offline resale model, whereby brand incentivises their consumer to engage, by directing them towards a third party platform who manages and controls the actual resale of the garments.
- 3rd-party resale: Online or offline resale platforms and/or marketplaces that are owned and operated by third-party innovators and retailers (eg. Consignment stores, RESPONSIBLE, The Renewal Workshop)
- Peer to peer resale: P2P resale via offline marketplaces, events or online platforms (Eg. Nuw Wardrobe, Vestiaire Collective, Depop)
- Charity or non-profit resale: Online or offline resale model operated by and/or for a charity or nonprofit organization, usually donation-based (Eg. Thriftify, Salvation Army)



CIRCULAR BUSINESS MODELS:

THE ARCHETYPES



- Pay-per-use or Rental one-off model: A one-time rental fee applies
- **Subscription model:** A fixed fee debited on a regular basis (e.g. 30 days)
- **Leasing model:** Similar to subscription, but with a set duration (e.g. 12 months), after which customers usually have the option to buy the product or exchange it for a new one
- **Hybrid model:** A combination of the above

REPAIR MODELS: Extend the useful life of a product, by returning a faulty or broken product back to a usable state

- **In-use repair:** Upgrade, repair, and maintain products, as a service, while they are still in-use
- Post-use repair: Take back product at end-of-use, to upgrade, repair, and maintain again for eventual reuse.
- Hybrid model: A combination of the above





THE BUSINESS OPPORTUNITY.

Established fashion brands that will embrace new ownership models will further their relevance to consumers and reap additional benefits:

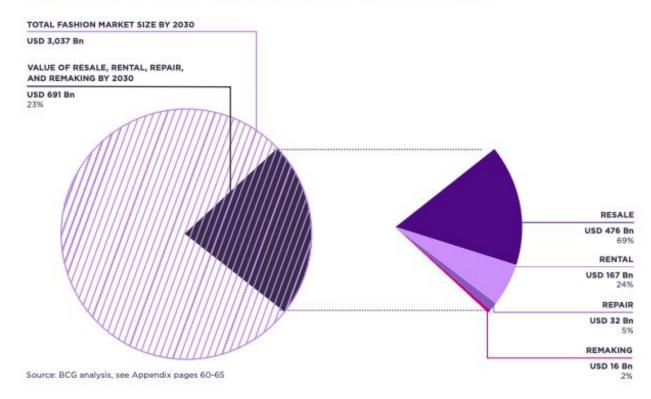
- Reduce environmental impact
- Increase revenue or margin per single item
- Control existing second hand markets
- Tap into new customer segments
- Speak to the attitudes and values of a new generation
- Increase footfall an strengthen the relationship with your customer



These business models have the potential to grow to 23% of the global fashion market by 2030 – representing a USD 700 billion opportunity.

Ellen MacArthur Foundation

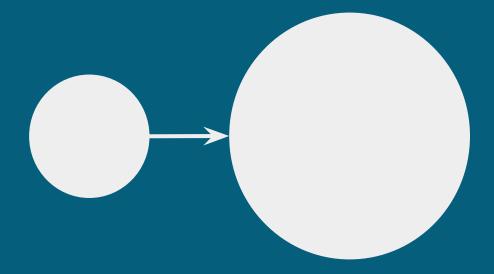
FIGURE 5: ECONOMIC VALUE OF RESALE, RENTAL, REPAIR, AND REMAKING BY 2030



RESALEMARKET GROWTH

- The resale market is growing faster than traditional retail market with 15% annually.
- Within 10 years, the resale market could be bigger than fast fashion.





2019

- \$28 billion overall
- \$7 billion resale
- \$21 billion thrift & donation

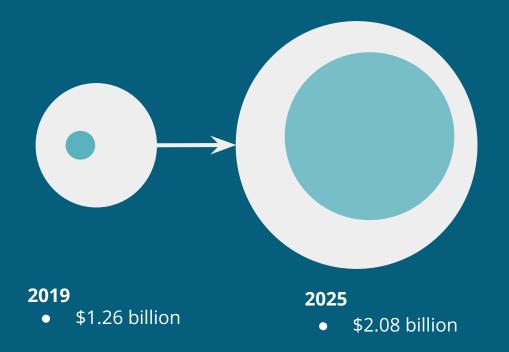
2024

- \$64 billion overall
- \$36 billion resale
- \$28 billion thrift & donation

RENTAL MARKET GROWTH

C CIRCLE ECONOMY

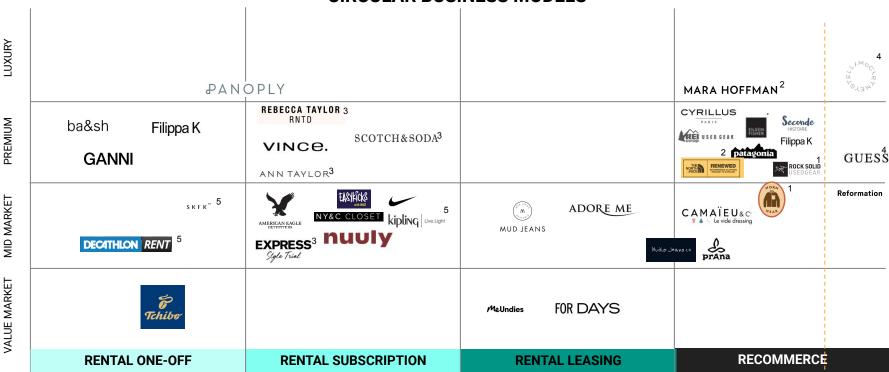
 The rental market is projected to grow faster than traditional retail market with 11%.



EXISTING BRAND INITIATIVES IN 2019



CIRCULAR BUSINESS MODELS



¹ Trove B2B

² The Renewal Workshop B2B

CaaStle B2B

⁴ Partnership with ThredUp, customers receive brand discount voucher

EXISTING BRAND INITIATIVES IN 2020



CIRCULAR BUSINESS MODELS



¹ Trove B2B

MID MARKET

VALUE MARKET

10. x Fashionphile

² The Renewal Workshop B2B

³ CaaStle B2B

⁴ Partnership with TheRealReal, customers receive brand discount voucher

⁵ About You facilitated by RE-NT

⁶ Lizee B2B 7 Stuffstr

⁸ Collaboration with DePop

^{9.} Partnership with Thredup











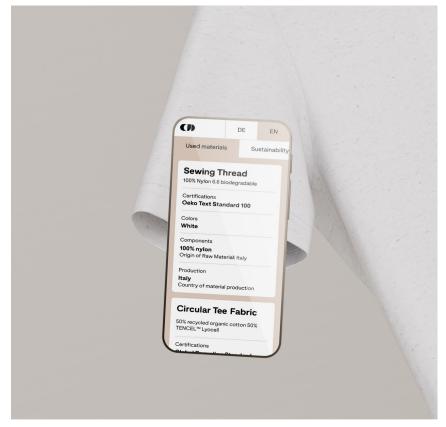














EON **XHOUDINI**







RENT THE RUNWAY



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RETAIL BUM

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 ew York City-based Rent the Runway is entering the \$33 billion fashion resale market.

The company's customers will soon be able to buy pre-owned designer clothes in addition to renting the outfits, the company's CEO, Jennifer Hyman, said. Customers that are looking to buy outfits do not need to have a membership. Previously, <u>Rent the Rumway</u> only allowed paying members to buy used dresses from brands such as Rebecca Minkoff, Lululemon and Tory Burch at a discounted rate.

The <u>initiative</u> is part of the company's effort to grow its business and expand its reach to new customers, especially as consumers are now resuming their prepandemic routines and are starting to socialize and return to working from offices.

"We think that we'll be able to convert more people to shopping secondhand," Chief Executive Officer Jenn Hyman said.

"And from there, once they have the experience of buying something from us and seeing the quality, many of those people will end up converting into rental."

