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CONTACT
Kevin Meredith
(803) 233-0073
meredith@idvinc.com

IDV Releases SpeedTreeRT™

Ground-Breaking Tree Creation Software for Game & Visual Simulation Development

COLUMBIA, S.C. – SpeedTreeRT™, which breaks ground on several fronts in 3D tree-creation for games and simulations, is now available for sale with a variety of pricing terms.

"The launch of SpeedTreeRT culminates a creative and collaborative development process, thorough beta testing and extensive use and input from dozens of professional evaluators," says Chris King, president of 3D software firm Interactive Data Visualization, Inc. (IDV). "With this launch, SpeedTree now becomes the de facto tree solution for real-time games and visual simulations."

SpeedTreeRT delivers low-polygon[1], highly realistic trees, with adjustable wind effects, seamless LOD transitions[2], and a huge variety of trees from an included library of over 90 trees from 30 core species. The license fee for a single title or simulation is $5,995 US, with other pricing and licensing arrangements negotiable.

An evaluation version of the software is already in use and has proved essential to the efforts of a number of game and simulation development firms.

"We've been surprised by how quickly the evaluation version of the software has become critical to our users' development projects," says Mr. King. "Several major game creators and military simulation developers have really put SpeedTreeRT through its paces. Their insight has led to valuable improvements in the software, and their praise for SpeedTree has been really gratifying."

SpeedTreeRT is one of several members of the SpeedTree line, along with SpeedTreeMAX, a 3ds plugin, SpeedTreeVIZ, a plugin for the Autodesk VIZ application, and SpeedTreeCAD, a

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[1] A polygon is a single graphical unit, typically a triangle, from which all objects in a game or simulation are visually created. Trees have presented a special challenge for 3D creation because depicting leaves and branches realistically requires the use of thousands or even millions of polygons, increasing the demands on computer power and reducing processor speed.

[2] In an efficiently-designed game, the LOD (level of detail) of a tree should be highest when the tree is closest to the game player. As the player moves away from the tree and its detailed appearance is therefore less important, level of detail in the tree is automatically decreased by the game to reduce demand on the processor. As trees change level of detail, they often pop or flash – a distraction for the gamer that SpeedTreeRT has eliminated with a proprietary LOD transition system.

Windows application used to create and edit animated trees in real-time. The SpeedTreeRT SDK ships with a copy of SpeedTreeMAX and SpeedTreeCAD.

The SpeedTree MAX and VIZ products are available exclusively through top 3D software distributor Digimation, at a price of $395 USD each. See www.digimation.com for more info.

To download SpeedTreeRT, or to learn more about the software, visit www.idvinc.com/speedtree.

Interactive Data Visualization, Inc. is a worldwide provider of software products and services in the fields of animation, visual simulation, and engineering visualization. Founded in 1999 by a team of experienced software engineers, IDV's mission is to provide visualization software that is innovative in its design and robust in its function. IDV is a privately held corporation, located in Columbia, South Carolina. For more information about IDV, visit www.idvinc.com.

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