

SpeedTree® v5 Licensing Details



| SpeedTree License Fees (for one project on one platform) | Full License Fee | Lease License (some restrictions apply, see below) | |
|---|---|---|----------|
| | | Fee 1 | Fee 2 |
| Video Game | \$9,995 | \$1,495 | \$9,995 |
| Unreal Engine 3 Integration | \$10,995 | \$1,495 | \$10,995 |
| Non-Game Projects, "Serious Games" etc. | Prices above apply where appropriate; contact IDV for other licensing arrangements | | |
| Not-For-Resale Projects | Fees above apply for an unlimited number of projects, such as military training sims, demos, real-time tours etc., developed on a single development platform | | |
| Support (includes updates & help) | 90 days free w/license, then optional at \$2,495 per year per project | | |

All figures in US dollars

Definitions & Additional Terms:

Platforms: SpeedTree is licensed at the above fees for all platforms for which an integration of the SpeedTree SDK exists. Current or planned full license platforms are Windows®, Xbox® 360, Wii™ and "PLAYSTATION®3". Some SpeedTree components, including the SpeedTree Modeler and the Tree Library, may be used to create art assets for other platforms, such as Linux, Mac OS, early gaming consoles, handheld devices etc. Contact IDV for licensing terms.

Lease: Available only for projects with total development budgets not exceeding \$250,000. Upon payment of Fee 1, licensee receives a one-year key for the fully-functional SpeedTree evaluation version, and new keys are provided annually; Fee 2 is due prior to commercial release of the project. Non-expiring source code provided upon payment of Fee 2.

ALL PRICES AND TERMS SUBJECT TO CHANGE WITHOUT NOTICE.

Other License Options: SpeedTree has been licensed in a wide variety of configurations not listed here. If you don't see an option that matches your plans, contact us!

SpeedTree v5 Components and Their Functions

| | |
|-------------------------|---|
| SpeedTree Modeler | Offers tons of intuitive modeling, texture, wind and lighting options |
| SpeedTree Compiler | Compiles and optimizes tree models for real-time use |
| SpeedTree SDK | Operates SpeedTree in real-time; includes grass & terrain support |
| SpeedTree Model Library | A growing list of trees and plants optimized for version 5.0 |

Xbox is a registered trademark of Microsoft Corporation in the United States and/or other countries
PLAYSTATION is a registered trademark of Sony Computer Entertainment Inc.
Wii is a trademark of Nintendo

Go to:
www.speedtree.com for
a free 30-day evaluation

Multiple title/platform
quotes available

Contact:
sales@speedtree.com

Interactive Data Visualization, Inc. | 5446 Sunset Blvd., Suite 201 Lexington, SC 29072 USA
Sales: (803) 356-1999, ext. 10 | www.speedtree.com | sales@speedtree.com

