



FOR IMMEDIATE RELEASE

February 21, 2006

CONTACT

Kevin Meredith

(803) 356-1999 | meredith@idvinc.com

SpeedTree® RT to Power Foliage in Vietnam Simulation

COLUMBIA, SC – Russian game publisher 1C Company has licensed SpeedTree® RT for *Whirlwind of Vietnam: UH-1*, a helicopter simulation game under development by Moscow-based G5 Software.

The game, due out in 2006, features all the US helicopter models and other equipment used in the Vietnam War, and enables players to conduct missions in some of the best known episodes of the conflict.

SpeedTree was chosen for the game for its ability to efficiently render the vast forests and jungles of Vietnam.

“We were really glad when we saw SpeedTreeRT in action,” said Sergey Gerasev, *Whirlwind of Vietnam: UH-1* producer at 1C Company. “One of the differences between a plane and a helicopter sim is in tree rendering. When you're developing a helicopter game, you often come across the problem of having a huge amount of trees on the screen which can be seen both from above and from the ground. SpeedTree enables the rendering of realistic trees in both views.”

SpeedTreeRT, winner of the 2005 Front Line Award for middleware, delivers highly realistic trees and plants, with adjustable wind effects, user-configurable and seamless LOD transitions, and an included library of hundreds of tree, plant and marine models representing more than 170 core species. SpeedTreeRT includes SpeedTreeCAD, a Windows application used to create and edit animated trees in real-time. More information is available at www.speedtree.com.

Interactive Data Visualization, Inc. (IDV), develops software products with a focus on real-time three dimensional applications for the game development, visual simulation, engineering visualization, and animation industries. IDV, a privately held corporation, was founded in 1999 in Columbia, South Carolina. More information is available at www.idvinc.com.