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## **4HEAD Studios™ Chooses SpeedTreeRT™ for *The Guild II***

COLUMBIA, SC – Germany-based developer 4HEAD Studios, developers of *Back to Gaya*, *Europa 1400* and other successful titles, has licensed SpeedTree for *The Guild II*, a role-playing game based in medieval Europe and due out in summer 2005.

4HEAD founder and Managing Director Tobias Severin said SpeedTree was chosen for its graphical excellence and because it would help the firm make the best use of its developer resources.

“By using this excellent tool, we can concentrate on our strength: creating great games,” Mr. Severin said. “We are really excited about the performance and render quality of SpeedTree.”

More information about *The Guild II*, as well as screenshots and a movie trailer, may be found at <http://www.theguild2.com/>.

**4HEAD Studios**, was founded in 1997 in Hannover, Germany, by Mr. Severin and Lars Martensen. The firm creates PC games and sells and markets them around the world.

**SpeedTreeRT** delivers low-polygon, highly realistic trees and plants, with adjustable wind effects, seamless LOD transitions, and an included library of hundreds of tree, plant and marine models from more than 160 core species. SpeedTreeRT includes SpeedTreeCAD, a Windows application used to create and edit animated trees in real-time.

**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. For more information about IDV, visit [www.idvinc.com](http://www.idvinc.com).