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First Effort from 8monkey Labs to Include SpeedTree® RT

COLUMBIA, SC – A first person shooter under development by new studio 8monkey Labs will feature SpeedTree® RT, company officials announced today.

The title also utilizes 8monkey Labs' own proprietary Marmoset game engine, said Studio Director Mark Doeden.

“The SpeedTreeRT vegetation system allows for full and easy integration into the engine's rendering system,” Mr. Doeden said. “The result is a massive, beautifully lit outdoor environment rendered lightning-fast.”

8monkey Labs is an independent game developer located in America's heartland, Cedar Falls, Iowa. With a publisher secured, 8monkey Labs is currently in development of its debut title, a AAA first person shooter. The firm is also developer of the Marmoset engine, which features a photographic, HDR image-based lighting model, perspective shadow mapping, and shaders for parallax and normal mapped surfaces, including skin, hair, brushed metal, and water.

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.

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.