

press release

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Epic's New UDK Includes SpeedTree® 5

COLUMBIA, SC – Unreal® Development Kit (UDK), the free version of Unreal® Engine 3 released today by Epic Games, will include SpeedTree® v5.0 as the new tool's exclusive foliage solution.

“SpeedTree has been a key ingredient in the recipe of our own games, so it is especially exciting to have it available to everyone, from hobbyists to professional game developers. We're proud to include SpeedTree v5.0 with UDK,” said Epic Games Vice President Mark Rein. “SpeedTree's participation ensures that UDK users get the world's top foliage modeler and a gallery of beautiful, windblown and highly efficient trees and forests.”

IDV President Michael Sechrest noted that use of SpeedTree in the UDK furthers years of partnership between IDV and Epic Games. “Epic has consistently turned to SpeedTree in designing outstanding video games, including Unreal Tournament 3 and Gears of War 2,” said Mr. Sechrest. “SpeedTree was also one of the first members of the Unreal Engine 3 Integrated Partners Program, and has been used by game developers around the world creating games using UE3.”

Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and cross-platform game engine technology. The company has created multiple million-selling, award-winning titles in its “Unreal” series, including “Unreal Tournament 3” for PC, PLAYSTATION®3 and Xbox 360®. Epic's “Gears of War” won over 30 Game of the Year awards, and the sales of “Gears of War” and “Gears of War 2” have eclipsed 11 million units. Epic's Unreal Engine 3 is the three-time consecutive winner of Game Developer magazine's Best Engine Front Line Award and is this year's Hall of Fame inductee. Unreal Engine 3 has also been recognized as the number one game engine by Develop magazine. Additional information about Epic can be obtained through the Epic Games Web site at www.epicgames.com.

SpeedTree, winner of the 2005 Front Line Award for middleware, delivers beautiful, amazingly natural real-time trees and plants with seamless LOD transitions, an array of lighting, physics & wind effects, and an SDK programmed to support any level of engine integration. SpeedTree includes the SpeedTree Modeler, a Windows application that offers a unique hybrid of hand and procedural modeling options. For more information about SpeedTree, visit 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. For more information about IDV, visit www.idvinc.com.