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Icarus Studios' *Fallen Earth* Will Feature SpeedTree® RT

COLUMBIA, SC – *Fallen Earth*, an online game due out in 2006-2007 that is already receiving praise from the games press for beauty and uniqueness, will feature SpeedTree® RT, real-time's most popular foliage solution.

"It's the best solution out there for trees," said Christophe Watkins, vice president of *Fallen Earth* developer Icarus Studios. "We looked at other solutions, and SpeedTree's the best."

"SpeedTree's realism, processor efficiency and wind effects were critical to *Fallen Earth's* comprehensive ecosystem, which covers 7,000 square miles," Watkins said. "We wanted the game's post-apocalyptic backdrop to have an epic feel where players could see vast distances with canyons, forests, and towns in the distance, and Speedtree really helped us deliver on that experience."

Gamemethod.com and Warcry.com have both written glowing reviews of *Fallen Earth*. The title "gleams with personality," says Warcry, while Gamemethod calls it "certainly a title to be anticipated," that promises "a lot of eye candy."

Icarus was formed in July 2001 to take advantage of a unique convergence of market opportunities. The aggressive growth of broadband Internet access and the explosion of next generation game consoles, computers and mobile phones are occurring simultaneously with the expanding demand for IP owners, broadband access providers and video game publishers to deliver cross-media content and experiences to their customers.

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.