

**FOR IMMEDIATE RELEASE**

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## **Microsoft Game Studios Chooses SpeedTree® RT for Multiple Projects**

COLUMBIA, SC – Interactive Data Visualization recently inked a major agreement with Microsoft Game Studios for use of the SpeedTree® RT foliage software into 2008.

Best selling Microsoft racing game *Project Gotham Racing® 3* and the newly-released *Project Gotham Racing® 4* feature extensive use of SpeedTree.

IDV's award-winning technology will also be appearing in a number of Microsoft projects yet to be announced. These new titles will be published on Games for Windows® and Xbox 360™.

“Our partnership with Microsoft ensures that their customers will continue to experience richer, more enjoyable gaming worlds,” said IDV President Michael Sechrest. “We are very grateful that our technology will be included with Microsoft’s offerings.”

**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 200 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).

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