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June 21, 2005

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SpeedTreeRT™ to Bring Foliage to *Gothic III*, One of Europe's Most Anticipated 2005 Titles

COLUMBIA, SC – Piranha Bytes, the German game developer who created one of Europe's most popular role playing games with their *Gothic* series, will include SpeedTreeRT™ in their next installment in the franchise, *Gothic III*.

“We wanted to continue evolving the incredible environments that have made *Gothic I* and *II* best selling titles,” said Horst Dworzak, Lead Artist at Piranha Bytes. “SpeedTree ensures that the trees and plants of this new world will live up to our player's expectations.”

Many European game sites have included *Gothic III* on their “most wanted” lists, making it one of the continent's most highly anticipated titles of the year.

More information about *Gothic III* may be found at www.gothic3.com.

Piranha Bytes, based in Essen, Germany, is the developer of a number of top selling games, including *Gothic I*, *Gothic II* and *The Night of the Raven*, an addon to *Gothic II*.

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.