



**FOR IMMEDIATE RELEASE**

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**Shadowpool Studios Licenses SpeedTree® RT  
for *Trials of Ascension***

**COLUMBIA, SC** – Washington-based developer Shadowpool Studios has licensed SpeedTree® RT for their upcoming title *Trials of Ascension*, a massively multiplayer online role-playing game set in the fantasy world of TerVarus.

“SpeedTree’s low cost and ease of integration makes it a must have for any developer looking to implement dynamic flora while minimizing development time and cost,” said Shadowpool Studios founder and CEO Don Danielson

More information about Trials of Ascension may be found at <http://www.shadowpool.com>.

**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. More information is available at [www.speedtree.com](http://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. More information is available at [www.idvinc.com](http://www.idvinc.com).