



**FOR IMMEDIATE RELEASE**

June 21, 2005

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## **SpeedTreeRT™ Licensed for New Silicon Knights Title**

COLUMBIA, SC – Silicon Knights®, the Canadian developer of such titles as *Metal Gear Solid: The Twin Snakes™*, *Blood Omen: Legacy of Kain™*, and *Eternal Darkness: Sanity's Requiem™*, will use SpeedTreeRT™ for the first title in the new *Too Human™* trilogy.

“SpeedTree is the only foliage solution available that delivers the look and feel this new game must have,” said Denis Dyack, President of Silicon Knights. “As players come to view games as an art form in their own right, they will expect the natural and wind-blown trees of SpeedTree.”

The *Too Human* trilogy will immerse players into vast, immersive worlds where cybernetic gods and machine giants clash in epic battles for supremacy.

### **About Silicon Knights:**

Silicon Knights® is a guild of talented individuals who are dedicated to creating state-of-the-art and superior original video games through strong educational backgrounds, professional artists, and unique game design. The company believes that its culture has only begun to explore the potential of computer games and that computer games will evolve into the dominant art form of the 21st century. Silicon Knights aims to completely engage and immerse the game player by combining the very best elements of technology, art, music, game play, and story line. Silicon Knights is represented exclusively by Interactive Studio Management. For more information about Silicon Knights or any Silicon Knights product, please visit the company's web site at [www.siliconknights.com](http://www.siliconknights.com).

**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](http://www.idvinc.com).