



## MULTIGEN-PARADIGM ANNOUNCES A UNIFIED SERIES OF INCREMENTAL PRODUCT RELEASES

*Synchronized product release builds upon September 2006 release with a binary compatible set of Creator™ and Vega Prime™ products that incorporate new features and capabilities, as well as software fixes to identified issues.*

### **FOR IMMEDIATE RELEASE:**

**Richardson, Texas, April 11, 2007** - MultiGen-Paradigm®, Inc. today announced availability of a unified product release that includes enhanced incremental versions of Creator™, Creator Terrain Studio™ (CTS), Sensor Prime™, Vega Prime™, Lyra and Lyra Sensors products. Maintained customers will begin receiving their products during the second week of April 2007.

This unified release delivers further enhancements to aesthetics and realism, support for more hardware and operating systems, increased data interoperability, and ease of use productivity tools. Additionally, numerous application development and scene configuration enhancements to the visualization development tools and high performance application products are included in this release.

The Shader Infrastructure technology introduced in Vega Prime 2.1 is enhanced to coordinate the construction and use of shaders by all parts of Vega Prime (modules and loaders). Advanced rendering techniques can be combined to generate a complete shader so that objects fit seamlessly into the scene. This innovative technology enables dramatic improvements in rendering quality, protects the application developer from changes in the underlying graphics hardware, and preserves the years of investment made in developing applications, OpenFlight™ models, and databases.

A new offering in this release is an optional integrated Vega Prime module that allows SpeedTree® technology from IDV, Inc. to be added to Vega Prime applications for visual rendering of realtime 3D trees and other vegetation. SpeedTree renders lush and full trees that blow in the wind while maintaining a small memory footprint and low runtime load. A wide range of innovations including real-time wind effects, static and dynamic lighting algorithms, and seamless LOD transitions are brought together in SpeedTree to add realistic trees to your simulation.

“By obtaining additional customer feedback and continuing to follow our product roadmap, we are able to address areas in these incremental product releases that provide our customers with the greatest value,” stated Christian Cole, Director of Product Management for MultiGen. “Following on the success of our September 2006 releases we felt it appropriate to continue adding to our visualization capability including expanded compatibility with partner modules to satisfy customer use cases.”



“We have been able to sharpen our product focus in several areas of the visual simulation industry,” said MultiGen President and CEO Sandeep Divekar. “This incremental release continues to build upon our commitment to our customers – delivering increasingly accurate solutions with great value. Our entire MultiGen team is excited about the capabilities we continue to provide to our valued customers.”

For more detailed product information, or pricing and upgrade information, contact your local sales representative or distributor or visit [www.multigen.com](http://www.multigen.com) for further information.

### **About MultiGen-Paradigm**

MultiGen-Paradigm, founded in 1981, enables our customers to rapidly create realistic cost effective visual simulations by providing content creation and visualization tools, services, training, and data. MultiGen’s approach provides the customer with control of their simulation outcome by offering levels of services and tools to fit their development style and project scope. MultiGen based solutions offer ease-of-use with continually improving realism, performance, fidelity, and accuracy of simulation in all wavebands, while reducing bandwidth and cost requirements and maintaining interoperability and correlation with industry standards.

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