



Press Release

Infiscape Demonstrates Its High-Resolution Graphics Capabilities at SIGGRAPH 2005

In collaboration with SGI, Infiscape presents high-resolution real-time graphics for the Sony 4K Digital Cinema projector.

Ames, IA (July 29, 2005) Infiscape Corporation, in collaboration with SGI, will demonstrate the ability of producing high-resolution real-time graphics to drive the Sony 4K Digital Cinema projector. In the main stage presentation, Infiscape will be using an SGI Prism™ system to run Wow III, an advanced 3D real-time computer graphics application that utilizes the latest shader technologies for highly realistic visuals to deliver an astounding 4K resolution interactive environment.

Infiscape real-time technology delivers the best visual quality and the highest interactive rates. It takes advantage of the multi-channel capabilities of the SGI Prism™ system and the Sony 4K Digital Cinema projector to deliver this high quality visual technology at very high resolution. Infiscape's technology is supported on Linux, Windows, Mac OS X, and a large spectrum of immersive systems ranging from high end CAVE™-like devices to desktop systems.

About Infiscape

Infiscape's consulting, software development, training, and support services help companies and research groups to better utilize the capabilities of immersive visualization and high-end 3D graphics. Immersive visualization is used in a growing number of applications in many industries, such as manufacturing, scientific visualization, entertainment, and visual simulation. The Infiscape team has extensive experience in immersive, interactive visualization, networked virtual environments, advanced rendering techniques, physical simulation, content creation, and art. Through its variety of services, Infiscape gives its customers the practical engineering experience and the creative problem solving that they need to meet their goals. More information can be found at www.infiscape.com or by contacting Carolina Cruz-Neira at carolina@infiscape.com.