



PRESS CONTACT INFORMATION

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FOR IMMEDIATE RELEASE

CG² Secures Contract to Integrate Material Encoded Textures with Computer Generated Forces (CGF)

CG² Wins Another NAVY SBIR Phase I Contract

Orlando, FL, November 26, 2001: CG², Inc has been selected by the Office of Naval Research through the Navy SBIR Program to receive a Phase I Small Business Innovative Research (SBIR) contract to develop a Computer Generated Forces (CGF)/Semi-Automated Forces (SAF) System that is not constrained by current polygon/vector based texturing methods. This SBIR contract is the second to be awarded to CG² in 2001, the first of which was awarded to develop real-time graphics methods for texel level sensor simulation (See separate release 11/26/01.) Both contracts are sponsored by Naval Air Systems Command (NAVAIR), this Phase I contract award is valued at up to \$100,000 over the course of six months.

The objective of this contract is to perform research in the field of constructing material-encoded imagery for advanced visualization /simulation applications. CG² will apply a team of highly qualified engineers over a six month period to the Phase I project which is expected to yield significant results in material-encoded imagery technology. With CG²'s approach a single battle space model will be used for all views presented by a human-in-the-loop (HITL) training simulation. Rather than build a battle space model based upon the optical response of materials, which resulting in a waveband dependent model, the model will be constructed of material-encoded imagery. "CGF simulation stand to benefit greatly from the advent of material encoded imagery digital battle space models", said Tom Florence, vice-president of Federal Systems at CG², Inc. "Applying material-encoded textures and databases to training environments will propel scenarios to an entirely new level of "realistic-training".

The successful completion of this Phase I contract will set the stage for advancing the implementation of highly correlated descriptions of the SAF training environments. Creation of these highly correlated descriptions will enable SAFs to support several different sensor formats in parallel for different networked simulators.

For More Information

For more information about CG² visit www.cg2.com or call 256-217-2703.

CG², Inc. Background

Founded in May 1995, CG², Inc. (Huntsville, AL) is a leading supplier of affordable, high-performance software products and services for real-time 3D graphics visualization, real-time 3D-model development, real-time image generation, and simulation development. CG² develops and sells its innovative software products for computer generated graphics to the commercial aerospace, automotive, and government agencies.

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