

In the Phase II effort, CG² will further the advances initiated in Phase I by developing enhanced sensor algorithms that exploit the latest innovations in programmable GPU technology and PC-based IGs that incorporate same-- including enhanced color precision capabilities and the use of Cg, the new high-level language developed by NVIDIA and Microsoft for programming GPUs. Key areas of investigation within Phase II include enhancing dynamic calculation efficiency and developing advances in realtime atmospheric that provide a level of fidelity beyond any commercially available product in the market today.

“CG² is leading the way in R&D for physics-based sensor simulation on open architecture platforms”, said Chris Blasband, director of Sensor Technology at Quantum3D. “The new capabilities that result from our current efforts will significantly further the state-of-the-art in sensor simulation, as well as enable wider adoption of precision sensor simulation technologies by greatly enhancing the fidelity and performance we achieved in our prior efforts.”

CG² and Quantum3D brings its unique expertise in real-time, physics-based, dynamic sensor simulation and industry leading PC-based image generation hardware and software to this project. Quantum3D anticipates that the technology developed under this Phase II SBIR effort will be integrated into viXsen™ and Mantis™, Quantum3D’s advanced realtime image generation software products, and will be deployed on Quantum3D’s Independence™, AAgility™ and Obsidian® families of open architecture IGs equipped with NVIDIA GPU technologies and nVSensor™, Quantum3D’s advanced sensor post processor, including. Demonstrations of viXsen, Mantis, nVSensor and the complete line of Quantum3D products and solutions and CG2 services for the realtime visual computing market will be conducted at I/ITSEC 2002 in Orlando, FL in Quantum3D Booths No. 852 and 1220 and in numerous partner booths.

About CG²

Founded in May 1995, CG2, Inc., a Quantum3D company, is a leading supplier of affordable services, software, digital media and integrated products for the realtime visual computing market. CG2’s award winning products and capabilities include realtime multi-spectral 3D model and database development and conversion, turnkey solutions for institutional, appended and embedded training applications and development, operations and support of “hardware-in-the-loop” sensor simulation applications. For more information about this contract or other CG2 services and solutions please see www.cg2.com or contact info@cg2.com. For more information about Quantum3D or any of the Quantum3D family of realtime visual computing products, please see www.quantum3d.com or contact salesinfo@quantum3d.com.

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