



FOR IMMEDIATE RELEASE

CG² and Organic Motion Partner to Develop the Future of Virtual Infantry Training Solutions

ORLANDO, FL (I/ITSEC) – Nov. 30, 2010 – CG², a wholly-owned subsidiary of Quantum3D and leading supplier of visualization and training systems, and Organic Motion, a leading computer vision software company, today announced a partnership to help drive next-generation dismounted infantry training. The partnership combines CG²'s ExpeditionDI[®], the industry's first self-contained, wearable and fully-immersive infantry training solution, with Organic Motion's advanced Multi-Soldier Tracking Platform (MSTP) technology to deliver more realistic virtual immersive combat training.

“Organic Motion and CG² have similar goals – to drive the adoption and integration of virtual combat training technologies that improve war-fighter readiness,” said Michael Pavloff, president, CG². “This partnership brings together powerful simulation and training technologies to deliver today's infantry the high-performance, fully immersive training solutions they need to be ready for full combat.”

Deployable on-base or in-theater, ExpeditionDI was developed to expose individual soldiers as well as infantry squads to Contemporary Operating Environments (COE) and the cognitive demands of combat prior to and during deployment. The combined platform utilizes Organic Motion's versatile MSTP high fidelity tracking technology, which eliminates sensors to enable a squad to achieve instant entry into training environments and track and display their movements in real-time. This tracking system is invisible to the trainee while giving the trainer a full 360 degree view, including the capability to review actions from multiple angles during the After Action Review process.

“Organic Motion's technology radically improves the way armed forces can prepare personnel for current warfare operations by feeding precise tracking information into existing simulation systems in real-time, without the need for additional gear or equipment even in enclosed spaces,” said Andrew Tschesnok, CEO, Organic Motion. “By partnering with CG² we are taking a proven

deployed technology and putting it on a development path towards the next generation of Virtual Immersive Combat Training systems.”

Military organizations worldwide are looking for more efficient and cost effective ways to train dismounted soldiers for today’s urban warfare. CG² and Organic Motion’s combined technology offers commanders the ability to train troops in almost any environment by placing them on a virtual battlefield.

For more information on ExpeditionDI, visit CG²’s [website](#) and for more information about Organic Motion’s MSTP, visit www.organicmotion.com/industry/military.

About CG²

CG², Inc. is a wholly-owned subsidiary of Quantum3D, Inc. and is a leading supplier of value-added software, media and integrated real-time visual computing products for military, civilian, and government R&D customers. CG²’s products and capabilities include real-time, multi-spectral 3D model and database development and conversion; integrated visual-computing solutions for institutional, appended and embedded training applications; software tools and solutions for avionics, vetronics, C2, and C4ISR applications; and development, operations, and support of “hardware-in-the-loop” sensor simulation applications. For more information about CG², please visit www.CG2.com or contact salesinfo@cg2.com.

About Organic Motion, Inc.

[Organic Motion, Inc.](#) is a leading [computer vision](#) software company and maker of highly advanced [markerless motion capture](#) systems. The company’s line of products serve a number of leading global customers and was the recipient of the *2009 Wall Street Journal Innovation Award* for Computer Systems.

Organic Motion’s systems revolutionizes training for the defense and security industries allowing for a multitude of training scenarios in a more realistic manner including live, virtual and constructive training.

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The URL for the release is available on the CG² website at <http://www.cg2.com/Press.html>.