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## **NEWS RELEASE FOR IMMEDIATE RELEASE**

### **3Dsolve Inc. Announces 3Dnerve, the Simulation Learning Engine**

#### **Engine is the First Designed Specifically for the Rapidly Growing Simulation Learning Market, Including Defense and Homeland Security**

**Cary, NC, December 15, 2003** — 3Dsolve Inc., The Simulation Learning Company, today announced the introduction of 3Dnerve, its simulation engine. This proprietary engine is being developed by 3Dsolve to address the unique needs of the simulation learning market, including military training. 3Dnerve is the first simulation engine to be optimized for the needs of simulation learning users, with a particular focus on the defense and homeland security markets.

A variety of organizations have attempted to adapt existing game engines to real-world simulation products such as combat training tools. Traditionally, these off-the-shelf game engines represented a step forward in technology, enabling developers to leverage the research and development efforts of the entertainment software industry. However, these engines are not optimized for the explicit needs of real-world simulation developers.

3Dsolve is uniquely meeting the needs of simulation learning developers and users by designing and building an engine exclusively for simulating real-world facilities, equipment, and processes. The innovative engine incorporates the most popular functionality found in game engines today, but is tuned to the needs of simulation learning users. Sample uses for 3Dnerve include:

- Blended learning for virtually any military occupation
- Security training for sensitive and high-profile facilities
- Analysis and training for complex logistics scenarios
- Military Operations in Urban Terrain (MOUT) training

- Site Safeguard and Security Process (SSSP) analysis

“3Dnerve will give us a huge advantage in the simulation learning market,” said Richard Boyd, CEO of 3Dsolve. “While our competitors are forced to use the same off-the-shelf game engines, we will have a unique engine designed specifically for the needs of our customers. The result will be more accurate and productive simulations, leading to better training and analysis for the men and women working to protect our country in today’s complex threat environment.”

The 3Dsolve team has leveraged their wide variety of gaming and software development experience to build 3Dnerve. The team’s accomplishments include:

- Creating the first commercial level editor for Quake, Virtus Deathmatch Maker
- Creating the first 3D component-based software architecture, OpenSpace
- Creating the first 3D submarine simulation, Tom Clancy SSN
- Founding Red Storm Entertainment and co-creating the first realistic 3D tactical shooter, Tom Clancy’s Rainbow Six
- Creating the software rendering engine for Macromedia Shockwave, the *de facto* standard for 3D on the Internet
- Founding Timeline Computer Entertainment and creating the game Timeline, based on the book by Michael Crichton, as well as the game’s advanced development environment

Beginning in the first quarter of 2004, 3Dsolve will incorporate 3Dnerve into its new product development, with initial product deliveries expected in the second half of 2004.

### **About 3Dsolve**

3Dsolve, The Simulation Learning Company, creates collaborative simulation learning solutions for government, military, and corporate applications, a market estimated to reach \$6.1 billion by 2006. 3Dsolve’s simulation learning products use realistic, interactive 3D graphics, based upon industry standards, enabling users to learn by doing. 3Dsolve has been named as one of *Military Training Technology* magazine’s Top 100, the “companies that have made a significant impact in the military training industry.” 3Dsolve’s headquarters are in Cary, North Carolina, near world-renowned Research Triangle Park. Visit 3Dsolve on the Web at <http://www.3dsolve.com>.

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