



For more information, contact:

Dana Cowley  
ClearImage  
[dana.cowley@clearimagepr.com](mailto:dana.cowley@clearimagepr.com)  
919.863.2393 x 217

**NEWS RELEASE  
FOR IMMEDIATE RELEASE**

**3Dsolve Inc. Announces Support for Croquet**

**Simulation Learning Leader is First to Develop Commercial Software for  
Prominent New Open Source Operating System**

**Orlando, FL, December 6, 2004** —3Dsolve Inc., The Simulation Learning Company, today announced at the I/ITSEC trade show that it has begun commercial software development for Croquet, a prominent new open source operating system created by a team of renowned computer science pioneers. This makes 3Dsolve the first third-party developer to create Croquet software for commercial purposes and places the fast-rising simulation learning developer at the leading edge of development for the most innovative operating system being developed today.

Croquet is a new open source software platform designed from the ground up for the development and deployment of applications enabling extremely rich visual collaboration between users. Croquet combines state-of-the-art 3D visualization with an extraordinarily innovative architecture for rich collaboration, and goes beyond existing device-independent software platforms by enabling bit-identical software execution across all supported operating systems, and is available on the Windows, Mac OS, and Linux platforms.

David A. Smith, chief technical officer of 3Dsolve, serves as the lead architect for Croquet. Smith's participation in this effort gives the 3Dsolve team access to Croquet at the deepest possible level, along with unparalleled knowledge of the fundamental workings of the platform.

Croquet's development is currently sponsored by, among other organizations, the Croquet Project, an open-source software development effort being supported by the University of Wisconsin, the University of Minnesota, Viewpoints Research Institute Inc., and Hewlett-Packard Inc. Dr. Julian Lombardi, assistant director at the University of Wisconsin's Division of

Information Technology, is a principal of the Croquet Project and a member of the 3Dsolve board of advisors.

“At the University of Wisconsin, a software development focus is in integrating peer-to-peer systems, especially Croquet, with existing authentication and identity management software solutions,” said Dr. Lombardi. “This will make Croquet particularly useful to the civilian government and military customers served by 3Dsolve. We anticipate working closely with 3Dsolve to develop and deploy Croquet in mission-critical applications over the coming years.”

“We couldn’t ask for a better set of development partners than the participants in the Croquet Project,” said Richard Boyd, CEO of 3Dsolve. “The work they’re doing—especially the important work being done by Dr. Julian Lombardi and his team at the University of Wisconsin to add content management system capabilities to Croquet—is invaluable to our customers in the military. When combined with Croquet’s dramatically advanced visualization and collaboration capabilities, we think this work will ensure a long-term role for Croquet in military and civilian government simulation learning applications.”

### **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. In each of the last two years, 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,” including a special award for Innovation in 2004. 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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