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News Release

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MAGIC WINDOW INTO OTHER WORLDS DEMONSTRATED AT GAME DEVELOPER'S CONFERENCE

San Leandro, Calif. | March 10, 2009 – PhaseSpace, the price/performance leader in optical motion capture systems, will be demonstrating a virtual camera at this year's Game Developer's Conference in San Francisco. The wireless "Magic Window" allows directors and artists to see the virtual world using a hybrid PhaseSpace motion capture system and Autodesk Motion Builder. For architectural walkthroughs, video game simulations, and movie previsualization, the "Magic Window" allows real time viewing of characters, sets and action. More than one "Magic Window" can be operated at a time for multiple views.

PhaseSpace will also feature a series of video game production simulations. The simulations are meant to demonstrate different video game genres done in real-time with minimal data cleanup. Some of the simulations will include first-person shooter, sports, and fitness games. PhaseSpace will also be offering free sample data and allow certain individuals to direct the motions they wish to use.

The Game Developer's Conference will take place from March 23rd to March 27th at the Moscone Center in San Francisco. The exhibit dates will be from March 25th to March 27th with the previous days being summits and tutorials.

The PhaseSpace motion capture system uses active LED markers which modulate, producing a unique ID for each marker. At 3 times the speed and 3 times the resolution of other systems, the Impulse system displays motion data in real time through Motion Master and AutoDesk Motion Builder. The Impulse Systems are in use with Bethesda Softworks, Brainzoo, Eden Games, 3G Studios, Zombie, the US Armed Forces and

major research institutions around the country.

To find out more about Autodesk, go to usa.autodesk.com

To find out more about the Game Developer's Conference, go to www.gdconf.com

To find out more about PhaseSpace please go to our website at www.phasespace.com

About PhaseSpace

PhaseSpace Inc. was founded in 1994 with the mission of developing new technologies and products for emerging motion tracking markets. Drawing upon the talents of a strong team of scientists and engineers from diverse technical backgrounds, PhaseSpace has developed motion capture solutions for the research, industrial and graphic arts communities.

PhaseSpace is the first to introduce a product that breaks the cost barrier with affordable hardware and affordable applications. The PhaseSpace Impulse System was developed as a new generation of 3D optical motion capture systems designed to be affordable to small companies, universities and individuals, lowering the cost of ownership so that it would be a financially feasible tool for a single artist or researcher.

The PhaseSpace system utilizes custom optics and camera technology that leverages Field Programmable Gate Array (FPGA) and synthesized digital signal processor (DSP) technology to deliver real time functionality at a new price threshold.

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