

Futuremark Announces 3D Content Creation Tool Chain for OpenGL ES 2.0

Unique real-time Content Pipeline and Game Engine enable cost-effective game content development for next generation OpenGL ES 2.0 enabled devices.

SIGGRAPH 2007, San Diego, California – August 7, 2007 – Futuremark® Corporation, the world's leading developer of system performance analysis software and services for cell phones, handhelds and PCs, announced today the availability of a Content Creation Tool Chain for next generation devices which support OpenGL® ES 2.0 programmable mobile graphics API. Futuremark's new toolset provides hardware developers and the mobile gaming community with a solution for creating, developing, and running OpenGL ES 2.0 3D games and applications content in real-time from popular 3D graphics applications including SOFTIMAGE|XSI® with roadmap plans for Autodesk® 3ds Max® and Autodesk® Maya®. The Futuremark Content Creation Tool Chain supports all important OpenGL ES 2.0 features from common effect frameworks including effects, render passes, render to texture, post processing and shadow maps.

Targeting the three leading 3D content creation applications, Futuremark's Content Creation Tool Chain removes the barriers currently facing developers looking to produce real-time 3D content for embedded devices supporting native and open C++ API such as OpenGL ES. The toolset consists of three major components; Futuremark BFP™ (Big Fat Pipeline), Futuremark RSCGE™ (Radical Shader Crunching Game Engine), and Futuremark FMS™, a COLLADA™ compliant content data file.

Futuremark is currently marketing the toolset to hardware vendors in their Handheld BDP (Benchmark Developers Program) as well as to content and game developers in the embedded mobile device community. Futuremark states that benefits include enabling of cost-effective, professional quality real-time 3D content development, 3D content creation in parallel to OpenGL ES 2.0 hardware development, integration of existing 3D content applications such as SOFTIMAGE|XSI, and expanding opportunities for the mobile game developers.

Futuremark has successfully secured an undisclosed major semiconductor company and BDP member as first licensor of the Content Creation Tool Chain, providing irrefutable evidence of the new tool chain delivering a powerful advantage to the leading vendors in mobile industry.

"By providing real-time 3D content creation tools for the mobile game development and application development community Futuremark enters a new era. Combining our well established core competencies with our strong portfolio in OpenGL ES, OpenVG and OpenKODE technologies enables Futuremark to provide this unique solution in the OpenGL ES 2.0 space. Ultimately, these tools will help accelerate the whole mobile industry, making it easier for developers and manufacturers to take the next step in Mobile 3D," said Petri Talala, VP of Mobile Business in Futuremark.

Availability

Futuremark Content Creation Tool Chain will be available in August, 2007 with a SOFTIMAGE|XSI plug-in. Autodesk 3ds Max and Maya plug-ins will be supported in the future. Licensing inquiries should be directed to sales@futuremark.com

About Futuremark Corporation

Futuremark® Corporation is the leading provider of performance analysis software and services for PCs and smartphones. Futuremark® is known around the world for its benchmark products, including the 3DMark® and PCMark® Series, SPMark™ and VGMark™ (with more than 30 million copies distributed worldwide) and value-added services powered by a database of over 13 million real life benchmarking results. Futuremark® maintains offices in Saratoga, California and Helsinki, Finland. For more information, please visit <http://www.futuremark.com>

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