

Press Release

For further information:

Elizabeth Riegel
Khronos Group Manager
+1 (408) 656-3300
elizabeth@goldstandardgroup.com

Konsta Hansson
CIO, Hybrid Graphics, Ltd
+358 (0)9 6866-3847
konsta@hybrid.fi

Khronos Member Hybrid Graphics Delivers World's First OpenGL ES API Software Implementation

See Hybrid demonstrate their OpenGL ES based product at a Khronos Press & Developer Open House on February 25, 2004 at 3GSM in Cannes, France

February 17 2004 – 3GSM CONGRESS & EXHIBITION, Cannes France: The Khronos Group is pleased to announce that the Hybrid OpenGL[®] ES API Framework is the first software implementation of this industry-leading API to successfully complete the conformance testing process defined by Khronos, and is the first OpenGL ES software library able to demonstrate conformance with the official open standard for embedded graphics. As a member of Khronos, Hybrid has been an active participant in defining the OpenGL ES API standard and has licensed its implementation to the Khronos Group as a part of the official OpenGL ES 1.0 Adopter's Pack which is received by every OpenGL ES Adopter.

"OpenGL ES is the key to growing the mobile content market and our high-performance implementation brings 3D graphics to handsets without any additional hardware modifications," says Harri Holopainen, CTO of Hybrid Graphics. "We are glad to see leading game engine and middleware vendors targeting OpenGL ES and our software implementation now delivers a conformant API in a wide range of devices; enabling advanced graphics applications to run everywhere to create significant opportunities for content developers."

About Hybrid OpenGL ES API Framework

The Hybrid OpenGL ES API Framework brings advanced 3D graphics core technology into mobile phones and embedded devices. Integrated by device manufacturers and embedded platform vendors, the Framework supports software-only, multimedia hardware or 3D graphics hardware acceleration depending on the platform's capabilities. The API Framework has been fully tested with leading middleware and content engine offerings and ships with extensive testing and verification tools. Hybrid offers support, integration and maintenance services for device deployment and to ensure pain-free content development. The Hybrid OpenGL ES API Framework is available for licensing now, and has already been licensed by major mobile phone vendors.

Attend the OpenGL ES Press Conference at 3GSM on Wednesday February 25, 2004 - 15:00

Hear the latest standardization, infrastructure and product updates from Hybrid Graphics And other leading Khronos Members at the Intercontinental Hotel in Cannes, France. Map, detail and full descriptions of session content are available at: <http://www.khronos.org/news/events.html>

“Conformance testing is vital to ensure that the OpenGL ES API provides a reliable and stable graphics capability across a wide variety of devices and markets – enabling ISVs to reach the largest number of users with the minimum of effort,” said Neil Trevett, senior vice president of market development at 3DLabs, president of the Khronos Group and chairman of the OpenGL ES Working Group. “I congratulate Hybrid on bringing the first conformant software implementation of OpenGL ES to market, and I applaud them for setting the bar with a high-quality implementation that will demonstrate to the industry that the OpenGL ES logo is synonymous with reliable, state-of-the-art graphics.”

OpenGL ES 1.0 Adopter’s Package and Conformance Testing Program

Khronos is now accepting OpenGL ES Adopting Members. The Adopter’s Package contains software and documentation intended to drive rapid evaluation, deployment and acceptance of the OpenGL ES API in embedded markets requiring state-of-the-art 3D graphics: official conformance tests for the OpenGL ES 1.0 API; an open source sample implementation of the OpenGL ES API created as a wrapper over a desktop implementation on Windows® and Linux® OS; and an executable copy of The Hybrid OpenGL ES API Framework library for Windows.

About Hybrid Graphics

Hybrid Graphics, Ltd is a leading developer of graphics technology solutions for mobile devices. Founded in 1994, Hybrid has a decade of experience in developing 3D technology for various platforms. The company has a strategic distribution partnership with Criterion Software, the leading 3D middleware vendor. Hybrid has shipped several embedded 3D graphics solutions, which have been deployed in mass-market consumer devices. Among Hybrid’s customers and partners are ATI, Ericsson Mobile Platforms, Fathammer, Futuremark, Intel and Sony Online Entertainment. Hybrid is located in Helsinki, Finland. Please visit www.hybrid.fi for more information.

About the Khronos Group

The Khronos Group is an industry consortium focused on the development and deployment of OpenGL ES and OpenML®; royalty-free, open standard APIs that enable authoring and playback of dynamic media on a wide variety of platforms and devices. Go to www.khronos.org for more information.

Ends

OpenGL and OpenML are registered trademarks and the OpenGL ES logo is a trademark of Silicon Graphics Inc. Windows is a registered trademark in the United States and/or other countries. Linux is a registered trademark of Linus Torvalds. Gerbera is a trademark of Hybrid Graphics. All other product names, trademarks, and/or company names are used solely for identification and belong to their respective owners.