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SYMBIAN TEAMS UP WITH CRITERION AND HYBRID FOR EMBEDDED GRAPHICS SOLUTION

RenderWare Mobile initiative to bring leading embedded middleware solution to Symbian OS

February 23rd, 2004 – Criterion Software, the leading provider of middleware tools and technologies for the games industry, and its embedded graphics technology partner, Hybrid Graphics, announce their joint agreement with Symbian to deliver Hybrid OpenGL® ES and JSR 184 implementations for Symbian OS. Criterion's RenderWare Mobile initiative will support the pre-integration and shipping of Hybrid Graphics' OpenGL® ES solution as a reference implementation to Symbian OS licensees, which will accelerate the early development and delivery to market of devices that carry the key embedded 3D graphics standards.

"Symbian has selected the Hybrid OpenGL® ES solution as the reference implementation that ships first with Symbian OS v8.0 to handset manufacturers and development partners. This satisfies the growing demand from our licensees to simplify the delivery of 3D standards for mobile devices," says Bill Pinnell, Multimedia and Games Product Strategist, Symbian. "Hybrid's solution was the natural choice for us as Hybrid have been one of the leading Symbian OS OpenGL ES experts and have the first compliant OpenGL® ES software implementation available in a simple, modular architecture that provides flexibility for our licensees."

As part of the RenderWare Mobile initiative Criterion and Hybrid have also established partnerships with the major cell phone silicon manufacturers to ensure optimized OpenGL ES drivers are available for Symbian licensees, whatever their choice of silicon, enabling a smooth transition for 3D applications from reference devices to the deployed platform.

"Symbian OS leads the way in seeking to support premium games and content," says Lincoln Wallen, VP, RenderWare Mobile, Criterion. "This addition of embedded graphics standards to the support Symbian provides to device manufacturers will reduce risk and integration cost in meeting the growing consumer demand for premium 3D games and entertainment."

"OpenGL ES is the key for the mobile content market, and our high-performance implementation brings 3D graphics to handsets without any hardware modifications," says Mikael Honkavaara, CEO of Hybrid Graphics. "We are glad to see leading game engine and middleware vendors targeting the OpenGL ES API with their products. Embedding the OpenGL ES API in a device brings all these development tools within the reach of content developers."

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EDITORS NOTES

About Criterion Software/RenderWare

Criterion Software is the world-leading provider of middleware solutions for the game development industry. Founded in 1993, Criterion Software is a rapidly expanding organization that today employs over 200 people in its software technology and game development divisions, and has offices in Austin, Guildford, Derby, Paris and Tokyo. Criterion Software is a wholly owned subsidiary of Canon Inc.

RenderWare is Criterion's portfolio of game development solutions, which includes RenderWare Platform and RenderWare Studio for PlayStation® 2, Xbox™, NINTENDO GAMECUBE™ and PC.

RenderWare is used extensively among the game development community, including heavyweights such as EA, Konami, Sony Computer Entertainment America (SCEA) Sony Online, Midway, Sammy Studios, Namco, Ubisoft, Atari, VUG and THQ. Games published using RenderWare include some of the industry's hottest properties including ***Grand Theft Auto: – Vice City, Mortal Kombat 5 – Deadly Alliance, Pro Evolution Soccer 2*** and ***Burnout 2: Point of Impact***.

RenderWare Mobile - The RenderWare Mobile Initiative aims to assist the mobile industry in the preparation of devices and services for premium game content by helping to place mobile devices in the mainstream of game development. This involves promoting high-quality multi-media foundations such as embedded implementations of graphics standards like M3G/JSR 184 and OpenGL ES on top of which higher level game development tools and technologies, such as RenderWare, can be delivered to enable game developers to build compelling content for mobile devices cost-effectively.

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 that have been deployed in mass-market consumer devices. Among Hybrid's customers and partners are also 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 Symbian

Symbian is a software licensing company that develops and licenses Symbian OS, the global open industry standard operating system for advanced, data-enabled mobile phones.

Symbian licenses Symbian OS to the world's leading mobile phone manufacturers including Motorola, Nokia, Samsung, Siemens and Sony Ericsson. Publicly announced products based on Symbian OS include the BenQ P30, Motorola A920 and A925 for 3, Sendo X, Siemens SX-1, NTT DoCoMo FOMA F900i, F2102V and F2051 built by Fujitsu, Sony Ericsson P800 and P900 Smartphones, Nokia 9200 Communicator range as well as the 7700, 7650, 6600, 6620, 3650/3600, 3660/3620 and N-Gage.

Symbian has its headquarters in London, United Kingdom with offices in the US, Europe and Asia. For further information about Symbian, please see www.symbian.com or email press@symbian.com