



## Fathammer and Hybrid Graphics into cooperation in integrating OpenGL<sup>®</sup> ES with X-Forge<sup>®</sup> Game Development system

*Arrangement provides mobile device manufacturers complete game development system on open standards*

Helsinki, Finland (23 June 2004)

Fathammer, a leading developer of advanced mobile game technologies and high quality games for next generation mobile devices, and Hybrid Graphics, leading developer of graphics technology for PCs, game consoles and mobile devices, today signed a cooperation agreement enabling Fathammer to integrate the OpenGL<sup>®</sup> ES and M3G (JSR 184) mobile platform offerings to the X-Forge<sup>®</sup> Game Development System. Fathammer also becomes a global distributor of Hybrid's technology.

"There is a growing demand for extensive open game development systems to ensure high quality content for the advanced mobile game market. Fathammer and Hybrid enter this agreement to support the development of the mobile game market and help create a market free from present limitations," says **Matti Airas**, CEO of Fathammer.

Hybrid's technology enables the advanced 3D graphics needed in games and navigation systems to be brought into the existing mobile devices. It is important for device manufacturers that their 3D technology is compatible with current and future content. Hybrid's 3D programming interface implements the OpenGL<sup>®</sup> ES standard which together with X-Forge<sup>®</sup> allows the mobile device manufacturers to choose from a wide variety of content supply. Through this agreement Fathammer can offer the device manufacturers and operators a complete package of game development tools.

"The cooperation with Fathammer is a good example of the benefits that can be achieved with high quality base technology. Fathammer is an important channel for us in the fast growing Asian market where the demand for 3D applications and graphics technology is far ahead," says **Mikael Honkavaara**, CEO of Hybrid Graphics.

"Integrating the base technology with high quality content is an effective way to introduce the complete development system to the market."

"The future gaming market will expect easy multiplatform development and content scalability across a wide range of platforms. Cooperation with Hybrid will allow us to provide our customers a wider range of possibilities to choose from," says Fathammer's Matti Airas. "This enables us to give even better service to our operator and device manufacturer customers."

## About Fathammer

Fathammer is a pioneering leader in Advanced Mobile Gaming, providing high quality 3D games and development tools for mobile platforms. Fathammer provides its industry leading X-Forge<sup>®</sup> 2 Game Development System and developer support services to game publishers and developers as well as mobile device manufacturers and wireless operators. X-Forge Powered games bring console quality 3D gaming to a wide range of mobile devices.

Fathammer Ltd. is a privately owned company and has offices in San Jose (CA), Helsinki (Finland) and Seoul (Korea).

For more information see [www.fathammer.com](http://www.fathammer.com)

## About Hybrid Graphics

Hybrid Graphics Ltd. is a developer of 3D graphics technologies used in PCs, game consoles and mobile devices. Hybrid's track record consists of 10 years of software rasterizer development for various platforms including PCs, game consoles, and now mobile devices. Hybrid's application programming interface is the first official certified implementation of the OpenGL<sup>®</sup> ES standard. Hybrid's mobile graphics technology is already present in millions of consumer devices and existing license agreements cover dozens of millions of devices more.

Hybrid Graphics is a privately owned company with offices in Helsinki, Finland.

For more information see [www.hybrid.fi](http://www.hybrid.fi)

## About OpenGL<sup>®</sup> ES

OpenGL<sup>®</sup> ES is an open and light software interface to bring advanced 2D and 3D graphics into mobile devices and embedded systems. OpenGL<sup>®</sup> ES is based on strictly defined parts of the OpenGL standard and it enables the lightest possible interface between software and hardware based graphics acceleration.

The OpenGL<sup>®</sup> ES standard is administered by the international Khronos Group. The Khronos Group has 50 members including Nokia, Motorola, Ericsson, Sony and Symbian. Fathammer and Hybrid Graphics are also members of Khronos Group.

For more information see [www.khronos.org](http://www.khronos.org)

### Contacts:

#### **Fathammer**

Mr. Matti Airas

Tel. +358 40 822 2010

E-mail: [matti.airas@fathammer.com](mailto:matti.airas@fathammer.com)

#### **Fathammer Media Contacts:**

Ms. Salla Ainamo

Tel. +358 40 545 5552

E-mail: [salla.ainamo@fathammer.com](mailto:salla.ainamo@fathammer.com)

#### **Hybrid Graphics**

Mr. Panu Wilska

Tel. +358 400 155 951

E-mail: [panu.wilska@hybrid.fi](mailto:panu.wilska@hybrid.fi)

#### **Hybrid Media Contacts:**

Mr. Konsta Hansson

Tel. +358 9 6866 3847

E-mail: [konsta.hansson@hybrid.fi](mailto:konsta.hansson@hybrid.fi)