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DI-Guy Demonstrates Human Pattern-of-Life Authoring Embedded in Unity

DI-Guy Scenario and DI-Guy AI functionality is now portable

Waltham, MA., November 28, 2011 – DI-Guy, the world’s leading supplier of software tools for realtime human simulation, announced today that it is demonstrating DI-Guy Scenario and DI-Guy AI functionality within the Unity game engine providing, for the first time, the unique ability to author human pattern-of-life activity outside the dedicated DI-Guy application. Among the many features now directly accessible in Unity are the popular PeopleBlitz and CrowdBlitz authoring techniques where users “paint” characters on the terrain. Users have the ability to augment their Unity environments with pattern-of-life activities without having to perform costly terrain format conversion, thus preserving terrain integrity and correlation.

“DI-Guy’s ability to support human pattern-of-life authoring within Unity highlights our vision of providing intuitive human scenario creation tools that obviate the need for terrain conversion,” states Marc Schlackman, Vice President of Sales and Marketing. “Unity provided us with the perfect environment, set of tools and customer base to support our goal.”

Unity, created by industry innovator Unity Technologies, is a powerful development platform constructed to provide an engine and tools that can be used to create interactive games, applications, simulations and visualizations across a wide range of platforms.

“Unity is making a concerted effort to provide our powerful platform and development tools to the modeling and simulation defense industry,” said Davey Jackson, Director of Simulation and Visualization for Unity Technologies. “When I first met with DI-Guy and was introduced to their intelligent human behavior modeling, I knew that it was a perfect fit with our vision and technology. I look forward to a growing relationship as we pursue this market.”

At I/ITSEC, visit DI-Guy in booth 2941 and Unity3d in booth 2363 for demonstrations.

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About DI-Guy

DI-Guy is the leading software developer of realtime human visualization, simulation and artificial intelligence. Every DI-Guy software offering comes with thousands of ready-to-use characters, appearances and motions. DI-Guy enables the easy creation of crowds and individuals who are terrain-aware, autonomous and react intelligently to ongoing events. The DI-Guy product line is used by all branches of the U.S. Armed Forces, and by leading organizations worldwide, including Lockheed Martin, Rockwell Collins, Boeing, BAE, RUAG and others. Please visit www.diguy.com for more information.

About Unity Technologies

Unity Technologies is the creator of Unity, an intuitive and flexible development platform used to make wildly creative and intelligently interactive 3D and 2D content. The “author once, deploy everywhere” capability ensures developers can publish to all of the most popular platforms. Unity Technologies boasts a thriving community of 700,000 registered developers including large publishers, indie studios, students and hobbyists. Unity Technologies aggressively re-invests in its award winning 3D development tools and democratization initiatives, such as the Asset Store digital content marketplace and Union game distribution service, in order to remain at the forefront of innovation. Unity Technologies is headquartered in San Francisco and has offices in Canada, Denmark, Lithuania, Sweden, the United Kingdom, Japan and Korea. For more information, visit: <http://unity3d.com>.

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