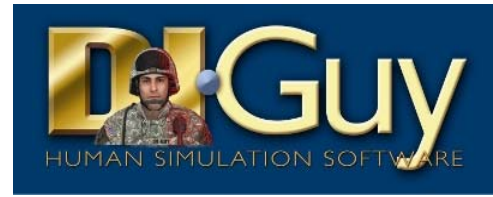


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DI-Guy Releases Version 11 of its Human Simulation Software Suite

DI-Guy functionality now addresses “pattern of life” human crowd activity and lifeform server capabilities to support realistic real world training challenges

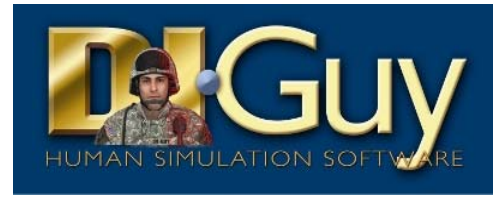
Waltham, MA., April 29, 2011 – DI-Guy, the world’s leading supplier of software tools for realtime human simulation, announced today that Version 11 is released and shipping. DI-Guy 11 is an integrated suite of realtime human simulation products and tools that includes DI-Guy SDK, DI-Guy Scenario and DI-Guy AI. Version 11 focuses on three core areas:

- Enhanced AI techniques for modeling “patterns of life”, soldier tactical and formation based movement, and “human network” modeling of complex processes such as the manufacture and deployment of IEDs.
- Lifeform Server solutions for DIS/HLA distributed simulations.
- Enhanced character visualization featuring open shader-based rendering solutions, as well as raw content improvement to the quality and quantity of character geometry, textures, and behaviors made available in the DI-Guy library.

“Our goal is to provide the best AI solutions for simulating human behavior,” says Marc Schlackman, Vice President of Sales and Marketing, “so we’ve enhanced performance, increased the size of terrains we can work with, improved the user interface, and provided hooks to let developers add their own algorithms and extend the intelligence even further.”

DI-Guy AI now includes SmartGroups, a method for packaging crowds of intelligent agents together with buildings into reusable components that can be added dynamically as a single entity to a training scenario in realtime. Soldiers created with DI-Guy AI can now maneuver as squads with multiple formations and tactics, and react realistically to gunfire and other

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environmental stimuli. A new scheduling capability eases the creation of civilian populations who go to work, school, restaurants, etc at particular times, creating a realistic pattern of life backdrop.

“DI-Guy 11 is the culmination of a year and a half’s work highlighted by our Enhanced Company Operations (ECO) project with the US Marines,” says Alex Broadbent, ECO Sim Project Manager, “I’m really excited to see the customer reaction to our latest character offerings. Our art and engineering teams have brought the realism and range of our models and motions to a whole new level.”

“We’re focused on making DI-Guy as easy and transparent as possible to work with,” adds Product Manager Bill Blank, “Our open lua scripting of AI Minds, open shader solutions, multiple operating system and compiler version support, as well as our well-documented customization paths using industry standard formats are all geared towards one thing: enabling application developers to integrate DI-Guy as quickly and easily as possible – and getting their training solutions to shine with the highest quality human performances possible.”

DI-Guy’s commercial software product offerings include:

- DI-Guy SDK – Software library of human characters, motions and high-level behaviors,
- DI-Guy Scenario – 3D visual application for easily creating human-based scenarios,
- DI-Guy AI – Human AI focused on quickly generating hundreds or thousands of autonomous, terrain-aware human characters.

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.