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DI-Guy Releases Version 9 of its Human Simulation COTS Software Suite, Now Featuring DI-Guy AI

WALTHAM, MA — (February 25, 2008) — DI-Guy, the industry-leading COTS product for adding lifelike human characters to real-time simulations, announced today that Version 9 is released and shipping. *DI-Guy 9* is a seamlessly integrated suite of human simulation products and tools that includes *DI-Guy SDK*, *DI-Guy Scenario*, *DI-Guy AI* and the *DI-Guy Motion Editor*.

DI-Guy features hundreds of life-like characters that perform thousands of activities. Soldiers, civilians, flight deck crew, policemen, emergency response, opfor, suspects, bicyclists, people in wheelchairs, and even horses are just some of the characters available. The soldiers come with a wide array of uniforms and weapons. DI-Guy characters transition smoothly from one motion to the next so that the author can command high level behavior and let the software worry about the details.

Simulations needing humans compile *DI-Guy SDK* directly into their application and are immediately able to see realistic human characters moving about their scene. Users then control the characters through the extensive C++ API that comes with *DI-Guy SDK* or load in performances created in *DI-Guy Scenario*. *DI-Guy Scenario* is a GUI-oriented authoring application for quickly creating human-oriented scenarios. *DI-Guy Scenario* features a fully rendered 3D window where authors work directly in the terrain to create characters, tell them what to do, where to go, and create logic and decisions.

DI-Guy 9 features the introduction of DI-Guy AI, letting simulators quickly populate environments with hundreds and thousands of human characters that behave realistically and automatically react to events in their environment. Each member of the crowd is an autonomous character with its own goals. The characters perform collision avoidance automatically with each other as well as the buildings and objects in the terrain. You can create your own crowds of characters from any combination of *DI-Guy* characters, and then specify the



exact behavior you want them to perform.

“We’ve had an overwhelmingly positive response to DI-Guy AI since shipping beta to select customers last quarter,” said Bill Blank, DI-Guy Product Manager. “DI-Guy AI is saving users a huge amount of time and money, but most importantly, it is letting them create compelling simulations that are raising the bar on their competitors. Simulation developers populating their environments with large numbers of characters or dissatisfied with their current AI solution need to take a look at DI-Guy AI, it really is taking human simulation to a new level.”

DI-Guy 9 has also been enhanced to work with the MSVC version 8 compiler and Vega Prime 2.2. The large number of characters and motions that come with *DI-Guy* has been augmented with a new set of soldier, pedestrian, and children featuring the latest looks and behaviors from the war in Iraq.

About DI-Guy

DI-Guy has been shipping since 1996. The DI stands for Dismounted Infantry, the very first characters it was used to simulate. Today DI-Guy is used by all four branches of the US Armed Services, as well as by leading simulation and image generators worldwide including Raydon, Boeing, Lockheed Martin, Presagis, Rockwell Collins, Raytheon, Northrup Grumman, Flight Safety, SAIC, MAK Technologies, Quantum 3D, Honeywell, RUAG, and BAE. DI-Guy runs on both Windows and Linux platforms and is render neutral. DI-Guy supports OpenGL, OSG, DirectX, and Vega Prime “out of the box” and through its innovative Graphics API is customized for use in proprietary rendering environments as diverse as BARE, EPX, NxView, and Unreal. *DI-Guy* is fully customizable, ready for DIS and HLA networking, and is based on industry standards such as OpenFlight.

For more information visit www.diguy.com.