



**GPU**  
TECHNOLOGY  
CONFERENCE

# EMERGING COMPANIES SUMMIT

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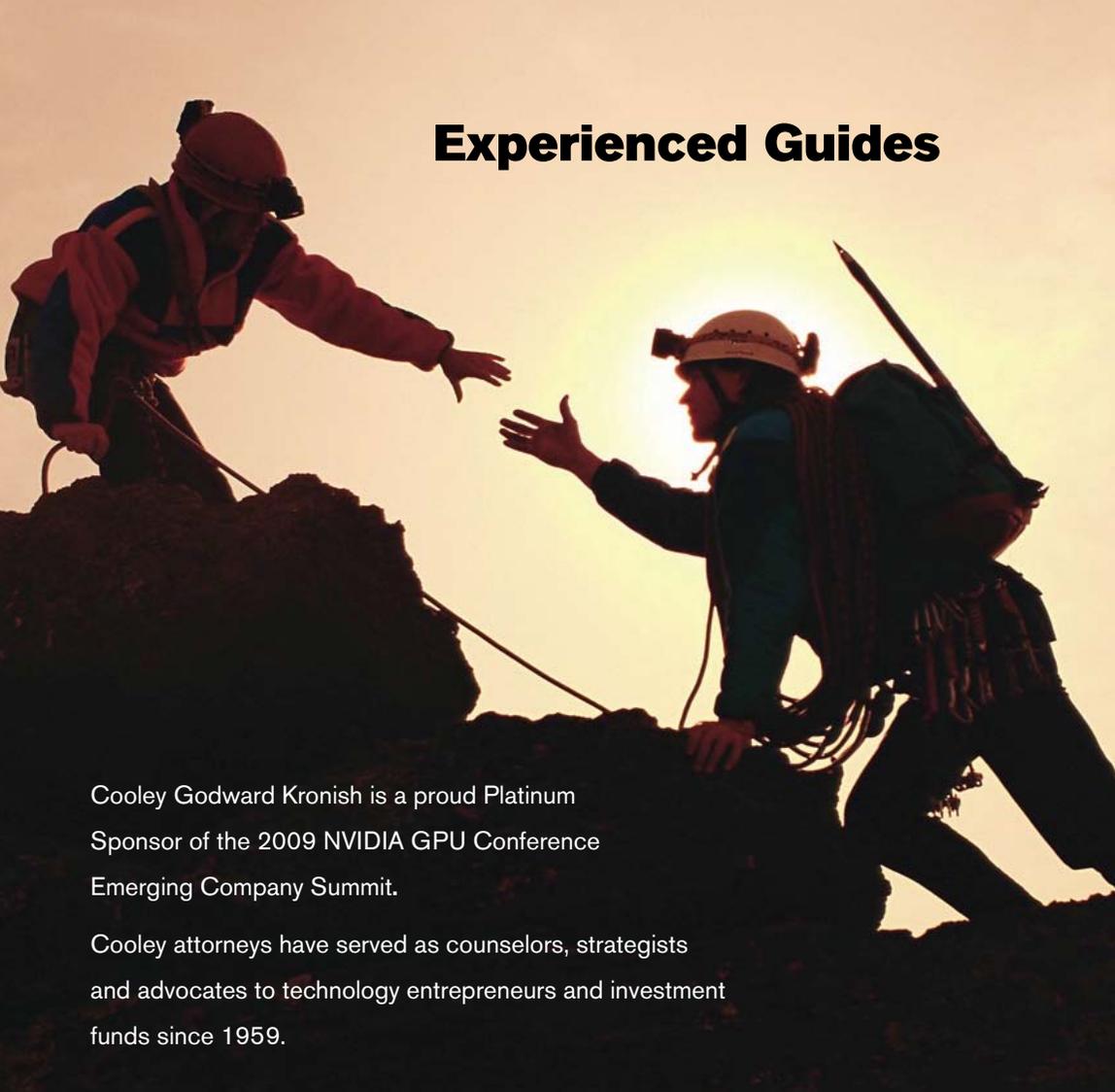


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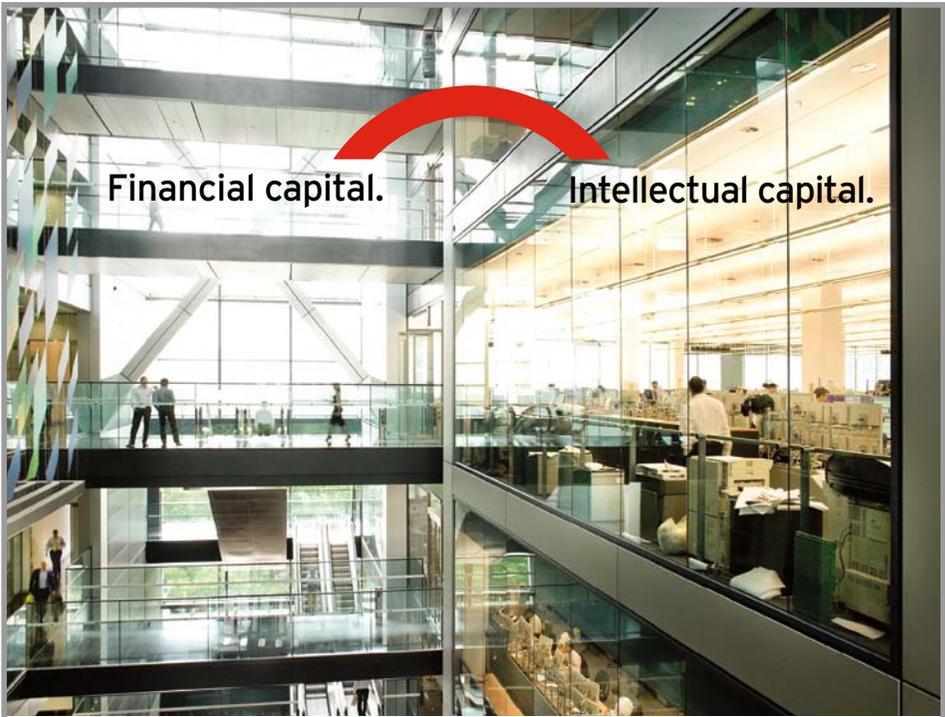
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# FOREWORD

Welcome to NVIDIA's second annual Emerging Companies Summit. I'm confident that you will find the days ahead to be enjoyable, educational and, at times, astonishing.

A revolution is taking place in the world of graphics processing. Since its invention more than 10 years ago, the graphics processing unit (GPU) has been used primarily to accelerate graphics. Today, that's beginning to change. The GPU's massive parallel processing power makes it an ideal platform to run advanced applications which are transforming existing industries and creating new ones.

Familiar sectors, such as media and entertainment have already been fundamentally altered by the GPU, which has enabled new technologies, such as computer animation and 3D. And whole new industries are being unleashed by new technologies like computer vision, real-time facial recognition, hyper-realistic virtual worlds, real-time medical imaging and personal supercomputing. Indeed, many of today's most demanding visual and compute-intensive applications are now specified, developed and enabled specifically by the GPU.

This year's Emerging Companies Summit is the marquee platform for companies making some of these groundbreaking innovations to demonstrate their progress. Some 60 of them from approximately 15 different countries will be presenting and describing their work. We think you'll find many inspiring stories here.

A core goal of NVIDIA, and the Business Development team in particular, is to fuel their stories by expanding the network of GPU developers, partners, solutions providers and customers. Specifically, we aim to educate, nurture and support developers and emerging entrepreneurs to create innovative applications that leverage GPUs. Our annual Emerging Companies Summit is a big part of these efforts. Another key initiative is the recently launched GPU Ventures Program, which is our global program to partner with and make venture investments in early stage companies building applications for the GPU platform.

In closing, I urge you to meet as many companies that are presenting here as possible. I would also like to add a special note of thanks to our sponsors. They include Cooley Godward Kronish, Citi, Silicon Valley Bank, Deloitte, Sutter Hill Ventures, Acceleware and Brown Venture Associates – each of whom shares our vision for the Emerging Companies Summit.

Thank you for your attending, and welcome to the GPU computing revolution!



A stylized, handwritten signature in black ink that reads "Jeff". The signature is fluid and cursive, with a long horizontal stroke at the end.

Jeff Herbst  
Vice President of Business Development  
NVIDIA



**WEDNESDAY, SEPTEMBER 30<sup>TH</sup>, 2009**

TIME & PLACE	EVENT
6:00 pm - 8:00 pm Imperial Ballroom	DEMO HALL / EXHIBITION AREA OPEN

**THURSDAY, OCTOBER 1<sup>ST</sup>, 2009**

TIME & PLACE	EVENT
9:00 am - 10:30 am Regency Ballroom	GPU TECHNOLOGY CONFERENCE KEYNOTE Hanspeter Pfister – Professor, Harvard University
10:30 am - 11:00 am	BREAK
11:00 am - 12:00 pm Regency Ballroom #2	EMERGING COMPANIES SUMMIT KEYNOTE & SELECTED DEMOS Jeff Herbst – Vice President of Business Development, NVIDIA
12:00 pm - 1:00 pm Regency Ballroom #2	LUNCH & PANEL DISCUSSION: FUTURE DIRECTIONS IN GPU COMPUTING Moderator: Rob Enderle – President and Principal Analyst, Enderle Group Bill Dally – Chief Scientist, NVIDIA Simon Hayhurst – Senior Director Of Product Management, Adobe Steve Perlman – Founder and CEO, OnLive Sean Varah – CEO, MotionDSP
1:00 pm - 5:30 pm Glen Ellen Fairfield Cupertino Belvedere	PRESENTATIONS FROM EMERGING COMPANIES IN THE GPU ECOSYSTEM Presentations Presentations Presentations Presentations
5:30 pm - 8:00 pm Imperial Ballroom	EMERGING COMPANIES SUMMIT NETWORKING RECEPTION

# AGENDA

## FRIDAY, OCTOBER 2<sup>ND</sup>, 2009

TIME & PLACE	EVENT
8:30 am – 10:00 am Regency Ballroom	GPU TECHNOLOGY CONFERENCE FRIDAY KEYNOTE Richard Kerris – CTO, Lucasfilm
10:00 am – 11:15 am Regency Ballroom	FIRESIDE CHAT WITH JEN-HSUN HUANG – CO-FOUNDER, PRESIDENT & CEO, NVIDIA Moderated by Jon Peddie – Jon Peddie Research
11:30 am – 12:30 pm Regency Ballroom	PANEL DISCUSSION: RAISING CAPITAL FOR EMERGING COMPANIES IN A CHALLENGING ENVIRONMENT Moderator: Jeff Herbst – Vice President of Business Development, NVIDIA Bill Frauenhofer – Managing Director, Citi Technology West Coast Investment Banking Group Heather Gates-Massoudi – Director, Venture Capital Services Group, Deloitte Services Jon Gavenman – Partner, Cooley Godward Kronish Peter Kidder – Division Risk Manager, Silicon Valley Bank Andrew Sheehan – Managing Director, Sutter Hill Ventures
11:30 am – 1:00 pm Imperial Ballroom	LUNCH AND DEMO HALL / EXHIBITION AREA OPEN
1:00 pm – 4:00 pm Glen Ellen Fairfield Cupertino Belvedere	PRESENTATIONS FROM EMERGING COMPANIES IN THE GPU ECOSYSTEM Presentations Presentations Presentations Presentations

Note, there are additional GPU Technology Conference events, keynotes, and presentations that are open to ECS attendees. Please see the GTC guidebook for a full agenda.



# The world is banking on innovation. And so are we.

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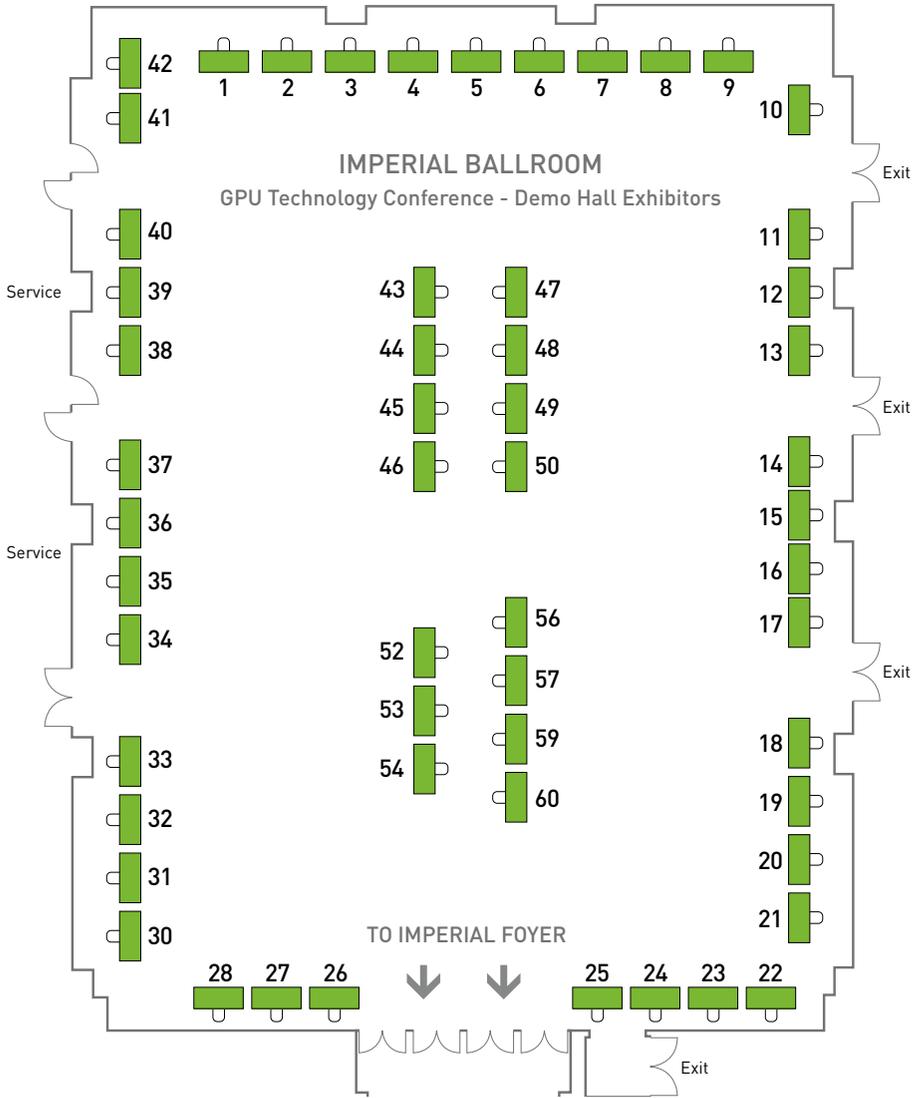
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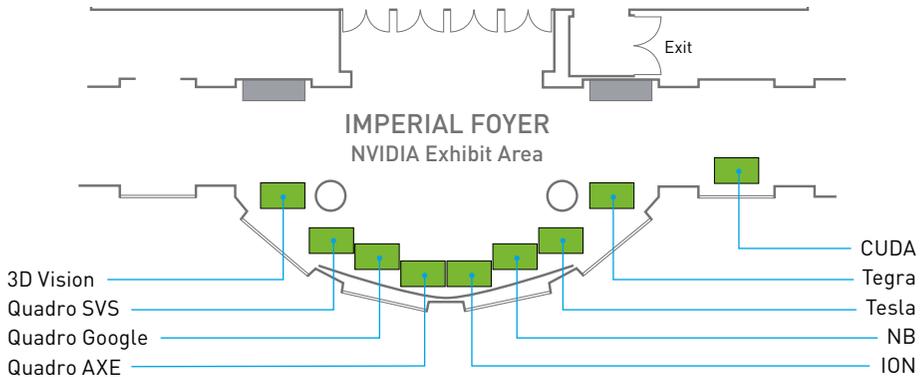
# PRESENTATIONS

## PRESENTATIONS FROM EMERGING COMPANIES IN THE GPU ECOSYSTEM

ROOM #	1 - GLEN ELLEN	2 - FAIRFIELD	3 - CUPERTINO	4 - BELVEDERE
THURSDAY, OCT. 1 <sup>ST</sup> , 2009				
1:00 pm - 1:30 pm	C3 Technologies	Viewdle	Elemental Technologies	Luminova
1:30 pm - 2:00 pm	Emergent Game Technologies	Edge 3 Technologies	StormFjord	MotionDSP
2:00 pm - 2:30 pm	IQ Engines	NaturalMotion	metaio	ONLIVE
2:30 pm - 3:00 pm	TechniScan Medical Systems	Milabra	Visualization Sciences Group (VSG)	empulse
3:00 pm - 3:30 pm	Total Immersion	Immersive Media	Innovative Converged Devices (ICD)	VERTICE
3:30 pm - 4:00 pm	Unity Technologies	Realtime Technology (RTT)	OptiTex	Anark
4:00 pm - 4:30 pm	ENODO	Perceptive Pixel	Wild Pockets	Nurien Software
4:30 pm - 5:00 pm	Xulu Entertainment	MirriAd	ICIDO	Softkinetic
5:00 pm - 5:30 pm	Mirics Semiconductor	GASS	Visuvi	Acceleware
FRIDAY, OCT. 2 <sup>ND</sup> , 2009				
1:00 pm - 1:30 pm	Affine Systems	Teradici	Hanweck Associates	Right Hemisphere
1:30 pm - 2:00 pm	Evolved Machines	NextIO	Mersive Technologies	BumpTop
2:00 pm - 2:30 pm	Motus Games	Visio Globe	Multiverse	DUX Soft
2:30 pm - 3:00 pm	Allegorithmic	Cooliris	Ubitus	ffA
3:00 pm - 3:30 pm	Aquamin	Universal Robotics	Kerosene and a Match	Forterra Systems
3:30 pm - 4:00 pm	HPC Project	Zebra Imaging	SceneCaster	Canesta



# DEMO HALL MAP AND DEMO HALL EXHIBITORS



## DEMO HALL EXHIBITORS LIST

- |                                    |   |                          |
|------------------------------------|---|--------------------------|
| 1. Scenecaster                     | 19. Dimensional Imaging                 | 39. Penguin Computing    |
| 2. Dux Soft                        | 20. ASA Computers                       | 40. Appro International  |
| 3. Enodo                           | 21. C3 Technologies                     | 41. Creative Consultants |
| 4. Prometech                       | 22. Leebug                              | 42. Microway             |
| 5. MotionDSP                       | 23. James River Technical / VelocityHPC | 43. Cooley               |
| 6. OptiTex                         | 24. Confetti Special Effects            | 44. Next Computing       |
| 7. Deloitte                        | 25. Mental Images                       | 45. Dassault Systemes    |
| 8. Scalable Display                | 26. 911 Comp                            | 46. Dell                 |
| 9. Scalable Display                | 27. Soft Kinetic                        | 47. Supermicro           |
| 10. AMAX Information Technologies  | 28. Luminova                            | 48. Exxact               |
| 11. Colfax International           | 30. Useful Progress                     | 49. Samsung              |
| 12. GE Fanuc Intelligent Platforms | 31. 3DTV                                | 50. Asus                 |
| 13. AccelerEyes                    | 32. Visioglobe                          | 52. Bell Computers       |
| 14. Sea C02                        | 33. Hue AS                              | 53. GraphSteam           |
| 15. Hynix                          | 34. PSSC Labs                           | 54. Boxx Technologies    |
| 16. Mirics                         | 35. Wild Systems                        | 56. Cubix Corporation    |
| 17. Acceleware                     | 36. Vertice                             | 57. Next Computing       |
| 18. 3DreamTeam                     | 37. EM Photonics                        | 59. PNY                  |
|                                    | 38. Animated Media                      | 60. PNY                  |



# Seizing the opportunity Accelerating change in the digital computing era

Digitization is having a profound impact on technology companies, as the entire value chain behind media and entertainment is transformed. The emergence of new media is radically transforming current business models, reshaping ecosystems and driving enormous demand for new capabilities to support the digital media marketplace.

As companies race to adapt to new rules and capitalize on new opportunities, they are increasingly turning to Deloitte. Nobody else delivers the range of professional services that help our clients accelerate the evolution of their business models in this dynamically changing marketplace. Our broad solution portfolio and integrated delivery model brings the multiple disciplines of strategy, operations, human capital and technology consulting, risk, governance and audit, tax, and financial advisory services. Coupled with our deep industry insight and global scale, we help companies ranging from emerging to well-established tackle the challenges and opportunities of the digital computing age.

**Learn more at [www.deloitte.com/us/technology](http://www.deloitte.com/us/technology)**

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# KEYNOTE

## Emerging Companies Summit Opening Keynote

Oct. 1st, 11:00 AM - 12:00PM  
Regency Ballroom #2

Jeff Herbst – Vice President of Business Development, NVIDIA

The Emerging Companies Summit is a unique forum for startup companies to showcase innovative applications that leverage the GPU to solve visual and compute-intensive problems. The Opening Address includes an overview of NVIDIA's GPU ecosystem development activities (including NVIDIA's recently announced GPU Ventures Program) as well as selected demos from companies building applications on top of the GPU platform. The ECS is a great opportunity to discover new players in the GPU ecosystem, find great investments, explore partnership opportunities, network/build relationships, and discuss the future of an industry that is reshaping computing.

### **Demonstrations by:**

Edge 3 Technologies

Luminova

MirriAd

Viewdle



## JEFF HERBST

Vice President of Business Development – NVIDIA

Jeff is the Vice President of Business Development at NVIDIA Corporation, the world leader in visual computing technologies and inventor of the GPU. In this role, which he has held since 2001, Jeff leads NVIDIA's worldwide business development efforts, including overall ecosystem development, mergers and acquisitions strategy, investments, partnerships and other strategic business relationships and transactions.

Prior to NVIDIA, Jeff was the worldwide head of corporate and business development at AltaVista, and also served as general manager for a start-up focused on content delivery infrastructure for wireless networks. Earlier in his career, Jeff was a partner with the law firm of Wilson Sonsini where he specialized in corporate finance, joint ventures, mergers and acquisitions and other strategic business and intellectual property-related transactions. Jeff holds a B.S degree in Computer Science from Brown University and a law degree from Stanford Law School.

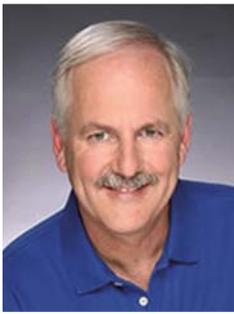


## PANEL DISCUSSION

# Future Directions in GPU Computing

Oct. 1st, 12:00 PM - 1:00 PM  
Regency Ballroom #2

Join our panel of leading industry experts as they discuss some of the most exciting and disruptive current and future applications built to run on the GPU platform. Topics will cover both visual and GPU computing, including rendering, video processing, scientific computing, cloud computing, and more.



## ROB ENDERLE

President and Principal Analyst - Enderle Group

Rob is President and Principal Analyst of the Enderle Group, a forward looking emerging technology advisory firm. Recognized as one of the best general Inquiry Analysts in the world, Rob specializes in providing rapid perspectives and suggested tactics and strategies to a large number of clients dealing with rapidly changing global events. Rob lives emerging technology and has a passion for personal technology and market strategy.

Rob trained as a news anchor and co-hosted CNET radio during the 90s, has been widely used by both local and national news TV and radio programs, and has been identified as one of the worlds' most influential technology analysts. Currently Rob co-hosts the Fast Forward segment for Tech Close Up a nationally syndicated weekly Technology TV show, appears semi-weekly for a tech segment on WSJ radio, and does a daily group Podcast for Digital Trends. In addition Rob writes for ECT (TechNewsWorld, eCommerce Times, Linux World, MacNewsWorld), Dark Reading, Digital Trends, TGDaily, ITBusiness Edge and Datamation.

Before founding the Enderle Group in 2003 Rob was the Senior Research Fellow for Forrester Research and the Giga Information Group. While there he ran the eCommerce, Security, and Mobile research practices.

Before Giga, Rob was with Dataquest covering client/server software where he became one of the most widely publicized technology analysts in the world. Before Dataquest Rob worked for IBM and ROLM and was in IBM's executive resource program. As part of that program he managed projects and people in Finance, Internal Audit, IT, Competitive Analysis, Marketing, Security, and Planning groups. Prior to IBM he was a Marketing Director and sat on the board of the Southern California Marketing Director's Association.

Rob holds an AA in Merchandising, a BS in Business, and an MBA.

Rob sits on the advisory councils for Lenovo, Toshiba, AMD, HP, Dell, the Trusted Computing Group, and the Lifeboat Foundation.

Rob's hobbies include Sporting Clays, PC Modding, Science Fiction, Home Automation, and Computer Gaming.



## BILL DALLY

Chief Scientist - NVIDIA

Bill Dally joined NVIDIA in January 2009 as chief scientist, after spending 12 years at Stanford University, where he was chairman of the computer science department. Dally and his Stanford team developed the system architecture, network architecture, signaling, routing and synchronization technology that is found in most large parallel computers today.

Dally was previously at the Massachusetts Institute of Technology from 1986 to 1997, where he and his team built the J-Machine and the M-Machine, experimental parallel computer systems that pioneered the separation of mechanism from programming models and demonstrated very low overhead synchronization and communication mechanisms. From 1983 to 1986, he was at California Institute of Technology (CalTech), where he designed the MOSSIM Simulation Engine and the Torus Routing chip, which pioneered “wormhole” routing and virtual-channel flow control.

Dally is a cofounder of Velio Communications and Stream Processors. He is a member of the National Academy of Engineering, a Fellow of the American Academy of Arts & Sciences, a Fellow of the IEEE and the ACM, and has received the IEEE Seymour Cray Award and the ACM Maurice Wilkes award. He has published over 200 papers, holds over 50 issued patents, and is an author of two textbooks.

He received a bachelor’s degree in Electrical Engineering from Virginia Tech, a master’s in Electrical Engineering from Stanford University and a PhD in Computer Science from CalTech.



## SIMON HAYHURST

Senior Director of Product Management – Adobe

Simon Hayhurst is the Senior Director of Product Management for Dynamic Media at Adobe Systems. In this role, Simon is responsible for the strategy and overall product direction for Adobe video and audio products including Adobe Production Premium CS4, Adobe After Effects® CS4 Professional, Adobe Premiere® Pro CS4, Adobe Audition® CS4, and Adobe Soundbooth CS4.

Prior to joining Adobe, Hayhurst spent 10 years at Silicon Graphics where he focused on visualization and digital media culminating in product management and marketing responsibility for all visualization products. Prior to his management and business positions, Hayhurst held roles in technical marketing, core engineering and engineering management at Silicon Graphics and IBM in the fields of visualization, digital media and video conferencing.

Hayhurst holds a Bachelors and Masters in Engineering (Electrical and Information Sciences) from Cambridge University and an MBA from Wharton. In addition, Hayhurst is a Chartered Engineer and a Member of the IEE (English equivalent of MIEEE), and holds numerous patents in visualization. Hayhurst is an accomplished presenter, having spoken at many industry forums over the past 10 years.



## STEVE PERLMAN

Founder and CEO - OnLive

Steve Perlman, OnLive founder, president & CEO, is an entrepreneur and inventor devoted to pioneering Internet, entertainment, multimedia, consumer electronics and communications technologies and services. Best known for the development of QuickTime®, WebTV® and Mova® Contour™ facial capture technologies, he has over 30 years of technology development experience, 19 years of start-up experience and a track record of bringing media-rich products and services quickly to market. In addition to having founded and operated multiple startup companies, Steve has been a Microsoft division president and a principal scientist at Apple Computer.

Steve's technology work is built into all iPhones, video iPods, Macs and most PCs, and has been deployed by DirecTV, Dish, Comcast, Time Warner, Charter and Adelphia cable TV and satellite TV networks. Consumer products incorporating Steve's work have also been retailed by Sony, Philips, RCA, Panasonic, Mitsubishi, Samsung, Fujitsu, Motorola, Scientific Atlanta, Sega and Nintendo.

Steve's recently patented facial motion capture technology, Mova Contour, was used for the production of the Academy Award®-winning photoreal computer-generated face of Brad Pitt in "The Curious Case of Benjamin Button" (2008), and of Edward Norton and Tim Roth in "The Incredible Hulk" (2008).

Steve holds over 80 US patents, and has more than 100 additional patents pending.



## SEAN VARAH

CEO - MotionDSP

Dr. Sean Varah is founder and CEO of MotionDSP, a San Mateo, CA-based startup that develops "CSI-style" video enhancement technology. The company offers its patented multi-frame video enhancement in its "Ikena" product for video forensics, used by the US Secret Service, Scotland Yard, and intelligence agencies, and "vReveal," a consumer video enhancement application released in partnership with NVIDIA in March 2009. MotionDSP's investors include InQTel, the strategic investment arm of the US Intelligence Agencies, and NVIDIA (Nasdaq NVDA), the leading manufacturer of discrete computer graphics chips.

An entrepreneurial executive, Dr. Varah has worked on both sides of the table in venture capital, having both funded and co-founded several startup companies. He was co-founder and COO of Q Media Partners, a San Francisco-based television development company which closed first-look deals with HBO and ABC television. As Director of consumer technology investments at Sony Music's 550 Digital Media Ventures, he sourced and led the Series A investment in Keyhole Inc., which was acquired by Google in 2004 and is now Google Earth.

Before his career in Silicon Valley, Dr. Varah was an active composer and academic. In 1994, he built the Harvard Computer Music Center, and served as there as Associate Director and Lecturer on Music. His compositions have been performed in Carnegie Hall, the National Arts Center in Ottawa, Canada, and broadcast on NPR and the Canadian Broadcasting Corporation.

Dr. Varah received a bachelor's degree from Stanford University and a doctorate from Columbia University.



# PANEL DISCUSSION

## Fireside Chat with Jen-Hsun Huang – Co-founder, President & CEO, NVIDIA

Oct. 2nd, 10:00 AM - 11:15 AM  
Regency Ballroom

NVIDIA CEO Jen-Hsun Huang will participate in a freewheeling fireside chat with leading industry analyst Jon Peddie, of Jon Peddie Research. Topics will include the state of the industry, NVIDIA's strategy and the future of GPU computing, as well as other issues raised by the audience.



## JEN-HSUN HUANG

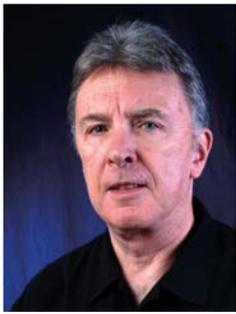
Co-founder, President and CEO – NVIDIA

Jen-Hsun Huang co-founded NVIDIA in 1993 and has served since its inception as president, chief executive officer, and a member of the board of directors.

Under his leadership, NVIDIA invented—and led the development of—the graphics processing unit (GPU), pioneering its use in devices as varied as smart phones, PCs, cars, workstations, and supercomputers. NVIDIA GPUs deliver unmatched visual computing with breathtaking, interactive graphics that delight users, and massive parallel computing power that accelerates work on the world's most challenging technical problems. NVIDIA was named Company of the Year in 2007 by Forbes magazine and has ranked #1 over the past two years in Innovation in the Semiconductor industry by Fortune.

Huang is a recipient of the Dr. Morris Chang Exemplary Leadership Award from the Fabless Semiconductor Association in recognition of his exceptional contributions to driving the development, innovation, growth, and long-term opportunities of the fabless semiconductor industry. He has received the Daniel J. Epstein Engineering Management Award from the University of Southern California, and an honorary doctorate from Oregon State University.

Prior to founding NVIDIA, Huang held engineering, marketing, and general management positions at LSI Logic, and was a microprocessor designer at Advanced Micro Devices. He holds a BSEE degree from Oregon State University and an MSEE degree from Stanford University.



## JON PEDDIE

President – Jon Peddie Research

Jon Peddie is one of the pioneers of the graphics industry, having started his career in computer graphics in 1962. He covers multimedia, computer graphics, and convergence. After the successful launch of several graphics manufacturing companies, Peddie began Jon Peddie Associates in 1984 to provide comprehensive data, information, and management expertise to the computer graphics industry. In 2001, Peddie left JPA and formed Jon Peddie Research to provide customer-intimate consulting and market forecasting services.

Peddie lectures at numerous conferences on topics pertaining to graphics technology and the emerging trends in digital media technology. Recently named one of the most influential analysts, Peddie is frequently quoted in trade and business publications, contributes articles to numerous publications, and has appeared on CNN and TechTV.

Peddie is also the author of several books including Graphics User Interfaces, Graphics Standards, High Resolution Graphics Display Systems, and Multimedia and Graphics Controllers. He was also a contributor to Advances in Modeling, Animation, and Rendering. He is currently writing the History of 3D in Computers, and the image processing section of Handbook of Visual Display Technology.

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## PANEL DISCUSSION



# Raising Capital for Emerging Companies in a Challenging Environment

Oct. 2nd, 11:30 AM - 12:30 PM  
Regency Ballroom

Moderated by Jeff Herbst – Vice President of  
Business Development, NVIDIA

The current economic situation poses unique challenges for start-ups seeking to raise critical funds to grow their businesses. This panel will attempt to assess the current state of both the public and private markets, and will explore various strategies and options for raising capital. Topics will include equity and debt, as well as other creative forms of financing such as NRE arrangements, etc.



## BILL FRAUENHOFER

Managing Director – Citi Technology West Coast Investment Banking Group

Bill Frauenhofer is a Managing Director in Citi's Technology West Coast Investment Banking Group and is based in Palo Alto, CA. He joined Salomon Brothers in 1996 and worked in the Real Estate & Lodging practice until 1999 when he relocated to San Francisco to join Citi's Technology team.

Bill covers a broad range of technology companies and specializes in the semiconductor sector where he is the head of Citi's global semiconductor practice. He has worked on a wide base of transactions including M&A, LBOs, and a number of public and private financing transactions, including equity, equity-linked, high yield and investment grade capital. Bill has recently advised clients including: Amkor Technology, Avago Technology, Freescale Semiconductor, Infineon Technologies, Mediatek, Qimonda, etc.

Bill received an M.B.A. from the Stern School of Business at New York University and a B.B.A. in Finance from Loyola College in Maryland.



## HEATHER GATES-MASSOUDI

Director, Venture Capital Services Group – Deloitte Services LP

Heather's primary focus is building venture capital relationships, working with venture capital funds and their portfolio companies to provide innovative service offerings and quality professional services. She frequently speaks on market trends, business issues facing entrepreneurs, and other hot topics. She is a leader in the firm's National and local women's initiative.

Before joining Deloitte Services, Heather was a Chief Financial Officer at a telecommunications software company. She wrote the business plan, led financing discussions, led operations and participated in all aspects of management of the Company. Prior to that, she was Vice President of Business Development at a venture-backed software and services company. While there, she successfully closed and managed relationships with large consulting firms including IBM Global Services. She was an investment banker at Hambrecht & Quist (now part of JP Morgan) in the software and internet industry group executing on initial public offerings, private placements, mergers and acquisitions, and private equity investment opportunities. She previously spent nine years as an audit professional at another Big 4 firm serving the technology sector. Heather has worked on numerous IPOs and other security offerings and has also served as the key audit relationship for companies in the venture capital and technology, media and telecommunications industries.

Heather earned a Bachelor of Science degree in Accounting from the University of Colorado and is an active CPA. She is a member of the California Society of CPAs and the AICPA. She is the mother of two children ages 6 and 4.



## JON GAVENMAN

Partner – Cooley Godward Kronish

Jon Gavenman is a partner in the Cooley Godward Kronish Business department and a member of the Emerging Companies and Securities Regulation practice groups. He joined the Firm in 2008 and is resident in the Palo Alto office.

Mr. Gavenman represents a wide range of companies from start-ups to public companies in the software, semiconductor, telecommunications and internet-related industries. His practice focuses on securities, and merger and acquisition transactions, as well as advising companies on general corporate, securities matters and implications of proposed business transactions.

Mr. Gavenman has represented both issuers and underwriters in numerous public offerings across these industries, and has substantial experience in both buyer and seller-side merger and acquisition transactions and in both issuer and investor-side venture capital and other private financing transactions.

Mr. Gavenman has worked on complex international and domestic joint venture transactions. His clients have included Access360, Aspect Communications, Bowman Capital LP, Brio Software, Cirrus Logic, CrossWorlds Software, Fibex Systems, Goldman, Sachs & Co., Grouper Networks, Lam Research Corporation, Matrix Partners, META Group, Meta Software, OSA Technologies, Sequoia Capital, Spinner Networks, Unison Software, and WebTV Networks.

From 2003 to 2008, Mr. Gavenman was a shareholder at Heller Ehrman in its Venture Law Group. Prior to Heller Ehrman, Mr. Gavenman was a director of Venture Law Group. He began his legal career at Wilson Sonsini Goodrich & Rosati.

Mr. Gavenman received a J.D. from the University of California, Hastings College of the Law in 1991. He received a B.A. in Mathematical Economics from Pomona College in 1988.

Mr. Gavenman is a member of the State Bar of California and Connecticut.



## PETER KIDDER

Division Risk Manager – Silicon Valley Bank

Mr. Kidder serves as Division Risk Manager for Silicon Valley Bank. He is responsible for leading the bank's credit activities in California, including the underwriting and management of a \$1.5 billion commercial loan portfolio. SVB serves over 4,600 technology, life science, and private equity companies in California.

Mr. Kidder has held several leadership positions at SVB in the Silicon Valley area, including Senior Credit Officer and Manager of several regional and industry divisions, including the Semiconductor practice, the Communications practice, and the Bank's Palo Alto office. He was also a Senior Relationship Manager with responsibility for a portfolio of private and public companies in the communications, hardware, semiconductor, and Internet areas. Mr. Kidder joined SVB in 1995.

Prior to SVB, Mr. Kidder was Chief Financial Officer of W.P. Dickey & Co., a privately-held investment and advisory services company based in San Diego, CA. From 1988-1991, he was an Account Officer in the Corporate Banking Division of State Street Bank in Boston, MA. He holds an AB degree in Government from Dartmouth College and an MBA from the Darden School, University of Virginia.



## ANDREW T. SHEEHAN

Managing Director – Sutter Hill Ventures

Andy focuses his investments on internet software, services and digital media companies.

Andy currently is a director of Buzznet, Inc., Grain Communications Group, Inc. and Kadoink, Inc. His prior directorships have included, @Road (acquired by Trimble), AllBusiness.com, BakBone Software, Datran Media, Intermix Media, Myspace (acquired by News Corp.) and ReachLocal. Andy joined the firm in 2007 from VantagePoint Venture Partners, where he was a managing director. Previously, he worked at Alex. Brown & Sons and ABS Capital Partners. Andy received his BA from Dartmouth College with a degree in English. He earned his MBA in 1985 from the Wharton School.

# GPU VENTURE ZONE A SHOWCASE FOR GPU INNOVATION

GPU Venture Zone is an online community for innovative companies within the GPU ecosystem to share information, interact with NVIDIA and each other and learn more about the various programs and resources that are available. The GPU Venture Zone showcases the breadth of innovative companies that leverage the GPU for visual and other computing applications.

Be sure to visit the GPU Venture Zone at [www.nvidia.com/gpuventures](http://www.nvidia.com/gpuventures) to find a comprehensive list of the top start ups in our ecosystem. You'll be able to:

- > Browse through demonstration videos, interviews, and corporate overviews
- > View Emerging Companies Summit interviews and presentations
- > Submit a business plan



The screenshot displays the NVIDIA website's 'GPU Venture Zone' section. The top navigation bar includes links for 'DOWNLOAD DRIVERS', 'SHOP', 'PRODUCTS', 'TECHNOLOGIES', 'COMMUNITIES', 'COMPANY INFO', 'NEWS', and 'SUPPORT'. The main content area is titled 'ECOSYSTEM PROFILES' and features a sidebar with 'RELEVANT LINKS' (Main, GPU Ventures Program, Ecosystem Profiles, Emerging Companies Summit) and 'ADDITIONAL INFO' (Contact Us, News). The main content area is titled 'Emerging Companies Ecosystem Profiles' and features a profile for 'Perceptive Pixel'. The profile includes a video player showing Jeff Han, Founder & CTO of Perceptive Pixel, and a list of media items from the company. The contact information for Perceptive Pixel is also displayed.

**NVIDIA**

DOWNLOAD DRIVERS SHOP PRODUCTS TECHNOLOGIES COMMUNITIES COMPANY INFO NEWS SUPPORT

ECOSYSTEM PROFILES

NVIDIA Home > Technologies > Ecosystem Profiles

RELEVANT LINKS

- Main
- GPU Ventures Program
- Ecosystem Profiles
- Emerging Companies Summit

ADDITIONAL INFO

- Contact Us
- News

Emerging Companies Ecosystem Profiles

Perceptive Pixel

Perceptive Pixel develops multi-touch interfaces for the knowledge worker. The company's products enable both novice and expert users to manipulate complex datasets through a new class of intuitive yet powerful and visually rich interface techniques. Perceptive Pixel's multi-touch display has been used on TV broadcasts by CNN, Fox and ABC including coverage for the 2008 US Presidential elections.

Contact information:  
111 Eighth Ave, 16th FL.  
New York, NY 10011  
(212) 691-2210

PERCEPTIVE PIXEL

1 media items from this company:

Jeff Han, Fou...



## **Brown Venture Associates, Inc.**

**Eighteen years of Recruiting Excellence**

*Founded in 1991, BVA works with venture capitalists and entrepreneurs in helping build successful technology companies. We have done over 200 searches at the Board, CEO and VP levels. We have also been instrumental in raising funding for some of our clients.*

*With our operating experience, diverse backgrounds, Advisors' expertise, we can manage the complexity inherent in the more difficult searches. Some describe these searches as technologically complex, lots of moving parts, tricky, funky. These companies are looking to build great teams and obtain future funding at increasing valuations. This is our specialty. We have helped 25 companies achieve liquidity events.*

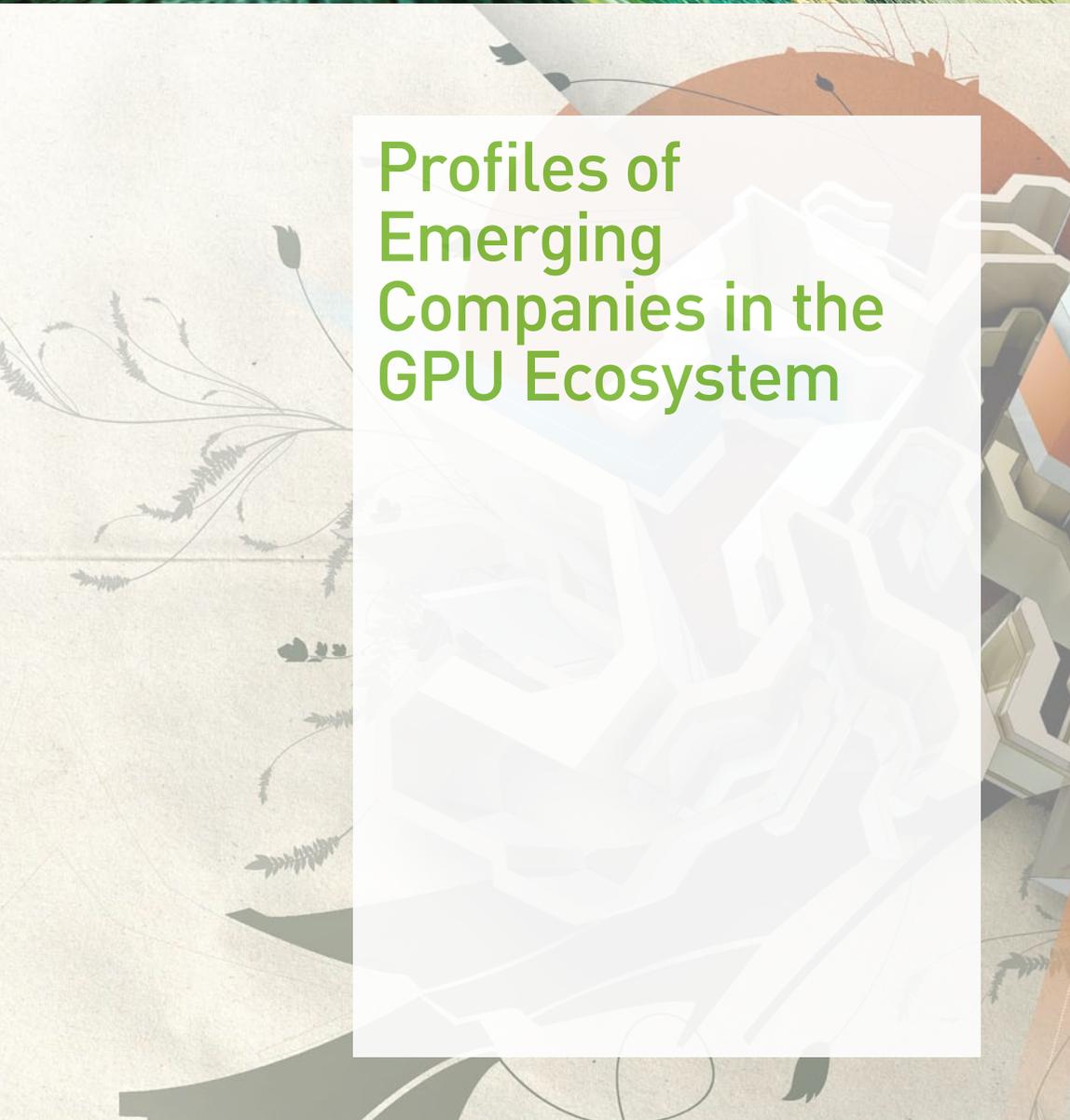
*Jerry Brown  
Aloka R Naskar*

*For more information please visit [www.bva.com](http://www.bva.com)*

**5150 El Camino Real, Suite B30  
Los Altos, CA 94022  
1-650-233-0205**



# COMPANY PROFILES



## Profiles of Emerging Companies in the GPU Ecosystem

**Exhibit Hall Location**

Table #17

**Company Profile**

Acceleware provides software solutions to harness the parallel processing capabilities of multi-core GPUs/CPUs for the Electronic Design and Oil & Gas industries. The company Acceleration platform seamlessly integrates with applications from industry leading vendors in the Electromagnetic Simulation, Seismic Data Processing, Reservoir Modeling industries and Linear Algebra solvers.

**CEO**

Michal Okoniewski

**Investors**

Listed on TSX Ventures Exchange

**Capital Raised**

Approx. \$18M

**Speaker**

Michal Okoniewski, Acting CEO and Chief Scientist

**Speaker Biography**

Chief Scientist since the company's inception, Michal is a Professor in the Electrical & Computer Engineering Department, University of Calgary. He is holding the Alvin Libin Ingenuity Chair in Bio-medical Engineering, and the Canada Research Chair in Applied Electromagnetics. Michal is a renowned expert in applied computational electrodynamics. Michal's research group is also working on 3D imaging technology that can look into living cells and micro-machined devices that can provide dramatic improvement to RF devices, such as cellular phones. Dr. Okoniewski has a Ph.D. in Electrical Engineering from the Technical University, Gdansk.



**Affine Systems**  
73 Sumner St. Suite 101  
San Francisco, CA 94103  
617-571-9560  
[www.affinesystems.com](http://www.affinesystems.com)

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## **Company Profile**

Affine Systems is an online video advertising company that can target advertisements against specific videos across all the top online video web sites. Affine uses its proprietary computer vision technology to scan all the videos on these web sites to find the best advertising opportunities for its clients. Affine's core vision technology is able to recognize people, brands and products in the visual stream of a video, as well as detect inappropriate content and extract important information about the quality and content of the videos that it scans. By using this metadata to target video advertising campaigns, Affine is able to achieve better ROI for advertisers and more revenue for publishers.

### **CEO**

Michael Sullivan

### **Investors**

Highland Capital Partners

### **Capital Raised**

\$2.25M

### **Speaker**

Michael Sullivan, CEO

### **Speaker Biography**

Michael is a co-founder of Affine Systems and has been CEO since its inception. He holds an S.M. in Applied Mathematics and an A.B. in Computer Science from Harvard University. Before Affine, Mike worked at the Institute for Defense Analyses (IDA) in Alexandria, VA, where he performed research and technical analysis in support of the Office of the Secretary of Defense and the Intelligence Community.

**Company Profile**

Allegorithmic is the first company to propose a professional middleware for the authoring and on-the-fly rendering of textures. Substance allows content developers to produce texture assets twice as fast as usual, while Substance description files are typically 500-1000 times smaller than regular textures. Allegorithmic's new product "Substance" is poised to redefine the development and distribution of rich content for the next generation of online games. Allegorithmic is currently partnering with the most innovative companies of the field to provide industry innovators with the most advanced packages for content production.

**CEO**

Dr. Sébastien Deguy

**Investors**

Not Disclosed

**Capital Raised**

Not Disclosed

**Speaker**

Dr. Sébastien Deguy, CEO

**Speaker Biography**

Dr. Deguy has a computer science background with a specialization in mathematics, random processes, simulation, computer vision and image synthesis. He is also an award-winning director and producer of traditional and animated short films.



## Anark

1434 Spruce Street, Suite 200  
Boulder, CO 80302  
303-545-2592  
www.anark.com

### Company Profile

Anark Corporation provides powerful enterprise software and solutions to manufacturing organizations that need to cost-effectively utilize their 3D CAD data and other graphics assets for visualization, simulation, CAE, and supply-chain data exchange.

Anark helps market leaders such as Boeing, Cessna, Pratt & Whitney, and NASA unlock the potential of their 3D data assets to save money, accelerate product development, and to collaborate and communicate more effectively and securely.

Stephen Collins

Murpree Venture Partners, 5280 Partners, Holden Capital, Presidio Venture

Not Disclosed

### CEO

### Investors

### Capital Raised

### Speaker

### Speaker Biography

Stephen Collins, President and CEO

Stephen is a co-founder of Anark and an 19 year industry veteran within the high-tech, entertainment, and enterprise 3D market sectors. Stephen has guided Anark through its evolution from innovative 3D game development studio to an emerging market leader with advanced and practical 3D and data management solutions that enable customers to cost effectively realize the full potential of their CAD design data and other 3D graphics assets via a wide variety of collaboration, communication and visualization applications. Prior to founding Anark, Stephen worked for Xerox, Tandy's Business Systems Division, and Microage. He has a B.A. from UNC Charlotte.



**Animated Media**  
902-119 Spadina Avenue  
Toronto, Ontario, Canada M5V 2L1  
416-977-7187  
[www.animatedmedia.ca](http://www.animatedmedia.ca)

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### Demo Hall / Exhibition Area Only

#### Exhibit Hall Location

Table #38

#### Company Profile

Animated Media, Inc. (AMI) provides solutions to help customers build intuitive, stunning visuals for multimedia applications. Our VGK product platform is a collection of integrated software tools that extend Adobe's Flash product functionality by allowing the technology to operate in a wide variety of systems, from low-power embedded devices to high-end 3D computers. For more information, visit us at [www.animatedmedia.ca](http://www.animatedmedia.ca).



## Aqumin

7676 Woodway Drive, Suite 325  
Houston, Texas 77063  
713-781-2121  
[www.aqumin.com](http://www.aqumin.com)

### Company Profile

Aqumin builds AlphaVision™, a financial market interpretation application. We make use of 3D visualization, sophisticated data-aggregation, and high-end analysis algorithms to help market participants interpret their world faster, with greater accuracy, at lower cost. Customers are able to bring diverse information together to answer questions about securities markets and navigate the results in a global context. Much as Google Earth has enabled new classes of GIS applications through the use of mashups, Aqumin's AlphaVision™ is enabling new paradigms in the way professionals look at equity and equity derivatives trading, risk management, order execution & buy-right, as well fundamental research.

Aqumin is currently generating revenue and is presently raising capital to fund expanded marketing and sales opportunities in the United States and select markets globally.

### CEO

Michael Zeitlin

### Investors

Individual investors

### Capital Raised

\$1M

### Speaker

Sean Spicer, Executive Vice President, Chief Technology Officer

### Speaker Biography

Sean has 10+ years of experience in the HPC and computer graphics industry. Sean started his career at Silicon Graphics developing some of the world's most advanced Volume-Visualization and Interpretation tools. Immediately prior to joining Aqumin, Sean spent seven years with Magic-Earth/Halliburton in various technology, management, and senior leadership positions. Sean holds a BSE in Mechanical Engineering and Physics from Duke University, an MS in Mechanical Engineering from Stanford University, and an MBA in Finance and General Management from the Tulane University Freeman School of Business.



## **BumpTop**

67 Yonge Street, Suite 1600  
Toronto, Ontario, M5E 1J8  
416-315-8605  
[www.bumptop.com](http://www.bumptop.com)

### **Company Profile**

Bump Technologies has created and brought to market BumpTop, an innovative 3D user interface enabling natural organization and sharing. The technology was demonstrated at TED, the annual, invitation-only “Technology, Entertainment, Design” conference where the world’s leading thinkers and doers gather to find inspiration; based on its success there, it received angel and venture capital funding and incorporated in 2007. Bump Technologies also provides OEMs and third party developers with a multi-touch and 3D rendering framework to enhance the interactivity and productivity of their applications.

### **CEO**

Anand Agarawala

### **Investors**

GrowthWorks Capital, Extreme Ventures, Andy Hertzfeld, Austin Hill and G. R. Heffernan

### **Capital Raised**

\$1.7M

### **Speaker**

Anand Agarawala, CEO

### **Speaker Biography**

Anand is creator of the BumpTop desktop interface and Founder/CEO of Bump Inc. Anand started BumpTop with the idea that interacting with computers should be more visceral and human than the rigid, mechanical style imposed by many machines today.

Anand’s Master Thesis in Computer Science and Human Computer Interaction at the University of Toronto, was an innovative desktop solution quickly gained attention on Digg, NYTimes, the TED Conference, BBC News, PCWorld and became the most watched video of software on YouTube ever. In 2009, Business Week magazine named Anand among its Top Young Tech Entrepreneurs.



## C3 Technologies

Ågatan 55A  
SE-582 22 Linköping  
Sweden  
+46134658100  
www.c3technologies.com

### Exhibit Hall Location

Table #21

### Company Profile

C3 Technologies is creating and presenting the world in 3D, based on Satellite, Aerial and Street view images. C3's flagship product, C3 Maps, enables online mapping providers a much richer map display and the possibility for the user to fly around in 3D to find and explore locations. While current map solutions offer 2D maps and ortho photos C3 offers unique realistic high resolution 3D imagery where everyone can dive down to see their own backyard in 3D.

C3 advanced algorithms allows computation of a textured elevation model from thousands of images in only a few hours time. A 3D model of entire cities can be delivered within weeks from the photography. The algorithms are currently used for aerial and satellite imagery and during fall of 2009 C3 plans a release of unique street level products using similar technology.

### CEO

Tommy Johansson

### Investors

Saab AB, Sweden and Verdane Capital Advisors, Norway

### Capital Raised

\$4M

### Speaker

Mattias Astrom, Director

### Speaker Biography

Mr. Astrom is a serial entrepreneur who has successfully founded, developed and sold four technology companies. Prior to joining C3 Technologies, Mr. Astrom was CEO of Nordnav, a venture backed GPS spin-out from Stanford, which he took to a successful exit in 2007. Earlier in his career, Mr. Astrom worked in Technology Venture Capital in London, Sophia Antipolis and the Amsterdam. Mr. Astrom has a Master's degree from Stockholm School of Economics and an MBA from MIT.

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**Company Profile**

Canesta is the inventor of revolutionary, low-cost electronic perception technology that is the foundation for the “other side of 3-D” – true 3-D perception as input to everyday devices, rather than the widely-understood 3-D representational technologies as output. Canesta’s 3-D input technology, based upon tiny, CMOS 3-D imaging chips or “sensors”, enables fine-grained, 3-dimensional depth-perception in virtually any kind of consumer device such as PC’s, TVs, game consoles, and mobile phones, as well as automotive, industrial, and other products. Such products can then react on sight to the actions or motions of individuals and objects in their field of view, gaining levels of functionality and ease of use that were simply not possible in an era when such devices were blind.

**CEO**

Jim Spare

**Investors**

Carlyle Venture Partners, Hotung Capital Management, KGIF, Venrock Associates

**Capital Raised**

\$44M

**Speaker**

Jim Spare, President and CEO

**Speaker Biography**

Mr. Spare’s expertise is in successfully launching new, innovative technology products and companies. He leverages his prior experience in product management, marketing, and business development to lead the Canesta team.

Most recently, Mr. Spare served as chief operating officer of INBOXTV Corporation where he managed marketing, engineering, business development and operations for this Internet startup. Mr. Spare holds an MBA from the Amos Tuck School of Business at Dartmouth and a BSEE from North Carolina State University.

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**Demo Hall / Exhibition Area Only****Exhibit Hall Location**

Table #24

**Company Profile**

Confetti offers leading-edge special effects middleware and services that lets video game developers shorten their game development cycle time and cost. Our software fully exploits the capabilities of the GPU for a 1,000x increase in the number of dynamic particles on-screen compared to traditional products, by eliminating inefficient off-chip data transfer and memory buffering between CPU and GPU. The performance increase is especially large for next generation GPUs. At the same time, our unique architecture enables very efficient rendering on portable platforms, such as iPhone and SnapDragon. Confetti is located in Carlsbad, California.

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**Company Profile**

Cooliris was founded with a simple mantra: “Think beyond the browser”. The company creates products that make discovering and enjoying the Web more exciting, efficient, and personal. Core products include Cooliris (formerly PicLens), which transforms your browser into an interactive, full-screen “cinematic” experience for web media, and CoolPreviews, which lets you preview links instantly. Cooliris has reached over 12 million installs of the product, with thousands more downloads everyday.

**CEO**

Soujanya Bhumkar

**Investors**

Kleiner Perkins Caufield & Byers, DAG Ventures, The Westly Group, T-Venture

**Capital Raised**

\$15M+

**Speaker**

Austin Shoemaker, CTO

**Speaker Biography**

Austin has stepped out of his pursuit of a master degree in Computer Science at Stanford, and to lead technology and product development for the Cooliris platform. Prior to his involvement with Cooliris, Austin worked at Apple Computer for seven years, contributing to product development efforts in several divisions. Austin’s work included development of iPhoto, iMovie, and Spotlight, the desktop search engine built into Mac OS X. Before Apple, Austin co-founded a dial-up ISP, NetLine Communications, which was sold in 1996 to Comcast Cable.



## DUX Soft

B 404 - 403 Kemp Plaza, Chincholi Bundur Road Mind Space,  
 Malad (W), Mumbai 400064  
 +912240037991  
 www.duxsoft.com

### Exhibit Hall Location

Table #2

### Company Profile

DUX Soft is a leader in the High Productivity Computing, Digital Media Solutions, Artificial Intelligence based Storage & Workflow integration market. DUX designs and delivers productivity and performance based products and solutions, for enterprises working with floating point computations or rich media technologies. DUX's team has over 50 years of combined experience setting up major animation studios in India. At the forefront of DUX's solutions is a unique digital workflow tool called SWIVEL which manages pipelines, rendering and assets and extends to provide digital mining capabilities for new media enterprises. DUX has also acquired a cutting edge Artificial Intelligence & Predictive Engine algorithm which it is using to create a self-learning and self-healing intelligent cache based Storage environment.

### CEO

Amit I. Srivastava

### Investors

Angel Investors

### Capital Raised

\$350,000

### Speakers

Amit I. Srivastava, CEO and Alex Santo

### Speaker Biography

Amit background includes founding a P2P and next generation internet technologies start up and Business Development roles at Upside Media. Amit has a degree in business from UC Santa Barbara.

Since 1999, Alex acted as the CTO and R&D Supervisor at Paprikaas in Bengalore. His work included the development of core libraries that helped integrate pipelines for in-house tools and applications with the entire infrastructure setup. Alex's recent research is focused on the design and implementation of production pipeline workflow management and realtime rendering systems. Alex joined DUX Soft as CSA in Sept, 2008, focusing on the design and development of core libraries and the development of SWIVEL.



Sophisticated relationships between machines and humans powered by CUDA™

## Edge 3 Technologies

2535 E. Glenrosa Avenue

Phoenix, AZ, 85016

928-600-0600

www.edge3technologies.com

### Company Profile

Edge 3 Technologies is an offshoot of the Embry-Riddle Machine Vision Lab, the premier research facility in 3D gesture recognition with GPU technology. We specialize in the development of GPU middleware with advanced learning, coupled with machine vision for sophisticated Fortune 500 companies. Our technology is up to 100x faster and more accurate than conventional CPU-based technology. The company's goal is to help redefine the relationship between humans and machines.

Our methodology involves:

- > CUDA/OpenCL/GPU to mitigate computationally challenging aspects and improve real-time object segmentation and tracking performance, and reduce error rates
- > CUDA/GPU for machine learning/training on massive amounts of data
- > Machine learning of users' behavior and habits with hundreds of features
- > A new AI capable of identifying facial gestures as well as hand gestures, within the same framework
- > Differentiating users with various biometrics and depths

### CEO

Tarek El Dokor

### Investors

ERAU and Private Investors

### Capital Raised

Not Disclosed

### Speaker

Tarek El Dokor, Co-Founder, CEO, and CTO

### Speaker Biography

Tarek is the Machine Vision Lab director at Embry Riddle and one of the leading authorities on gesture recognition. He has co-authored and submitted various patents and publications in his field. He is the recipient of the 2007 Honda Initiation Grant for emerging technologies and the 2008/2009 Honda R&D Americas and Honda Research Institute's Researcher of the Year Award.

**Company Profile**

Elemental Technologies is the leading provider of massively parallel processing solutions for video applications. Using off-the-shelf, programmable graphics processing units (GPUs) for compute-intensive video processing and conversion tasks, Elemental's products are ideally suited for a variety of video applications including consumer media processing, professional video editing and Internet video processing. Founded in 2006, Elemental is headquartered in Portland, Oregon.

**CEO**

Sam Blackman

**Investors**

General Catalyst, Voyager Capital, Oregon Angel Fund, Alliance of Angels and Bend Venture Conference

**Capital Raised**

\$7.1M

**Speaker**

Sam Blackman, CEO and Chairman

**Speaker Biography**

Sam brings extensive management experience and video processing expertise to the Elemental team as chief executive officer. Prior to co-founding Elemental in 2006, Samuel specified and architected next-generation products as an IC Design Manager for Portland-based Pixelworks. He spent time in China organizing the company's Shanghai design center and was responsible for a wide variety of functional blocks on six ImageProcessor ICs. Prior to joining Pixelworks in 2000, Sam held engineering positions at Silicon Graphics and Intel Corporation. Sam holds an M.B.A from University of Oregon, an M.S.E.E. from University of California at Berkeley and a B.S.E.E. from Brown University in Providence, RI.



## Emergent Game Technologies

5016 N. Parkway Calabasas, Suite 210  
Calabasas, CA 91302  
818-222-5355  
[www.emergent.net](http://www.emergent.net)

### Company Profile

Emergent Game Technologies has one goal: innovation in game development. The company provides game developers with all the tools they need to make games that break new ground in every field. From prototype to final product, Emergent fuels creativity while reducing risk. Emergent's flexible technology integrates easily with other tools and applications in today's game development pipelines. Emergent's signature product Gamebryo is a complete platform for creating next-generation games, visual simulations and other 3D experiences. Proven in over 250 games across 15 genres, and with 100 additional titles in development.

### CEO

Geoff Selzer

### Investors

Worldview Technology Partners, Jerusalem Venture Partners, Walker Ventures, Adena Ventures, and others

### Capital Raised

\$30M+

### Speaker

Geoff Selzer, CEO

### Speaker Biography

Geoff's background includes consulting work to video game and other media companies on the development and exploitation of cross-media intellectual property, fund raising and production for video game and other media companies. From 1995-1998, Geoff served as VP, Creative Development and Production for Disney Interactive, where he created and managed the vision for over 100 professionals responsible for the development and production of interactive software titles at Disney Interactive. In addition, Geoff enjoyed successful careers in publishing and investment banking with an emphasis on M&A. Geoff has a MBA from Northwestern University's Kellogg Graduate School of Business and a BA in Philosophy from Beloit College in Wisconsin.

**Company Profile**

Empulse GmbH is a Cologne/Germany based IT consultancy focussing on innovative technology and Web applications. It was founded by two former Accenture managers and currently consists of a team of 12 highly skilled developers and consultants. Empulse is focussing on high quality service delivery for larger German corporations like Deutsche Telekom, Vodafone, RWE, Deutsche Post etc.

As part of a project for the tourism industry, we developed a High-Performance data storing and indexing technology to support a travel search engine. In this special use case we are able to achieve a better performance than Oracle (up to factor 100) with a much smaller index size (factor 1000), based on standard server technology.

**CEO**

Joerg Bienert & Michael Hummel

**Investors**

Self funded

**Capital Raised**

Not Disclosed

**Speaker**

Joerg Bienert, Managing Director

**Speaker Biography**

Jörg Bienert is the co-founder and managing director of empulse AG Cologne. He has many years of experience in IT strategy development, project management and entrepreneurship. After his studies in electrical engineering, he started his career as international IT project manager in a German insurance company before he became a manager at Accenture. In 2000 he joined the international internet agency Framfab as COO and focused on business development and sales.

In 2006 he founded empulse together with Michael Hummel, a former colleague from accenture.



## ENODO

L'Arenice455, promenade des Anglais  
06200 NICE - France  
+33 4 93 144 617  
[www.enodo.fr](http://www.enodo.fr)

### Exhibit Hall Location

Table #3

### Company Profile

ENODO, previously known as IMAGTP, is a 3D visualization company creating an Interactive Virtual Model for the fast growing market of industrial 3D simulation. ENODO enables clients to shape their projects in the fields of urban planning, architecture, transportation, or industrial simulation, by using is the best real-time video game engine: CryENGINE, through its exclusive partnership with Crytek, a leader in video-games development. This innovative approach to visualise a project allows a complete and interactive immersion. It becomes a decision-making tool and allows the user to practice modifications in real-time, with a level of details and realism never before reached.

### CEO

Jean Baptiste REYNES

### Investors

Angel Investors

### Capital Raised

Not Disclosed

### Speaker

Laléh (Chloé) SAHRAI, International Projects Manager

### Speaker Biography

Laléh SAHRAI is the International Project Manager for ENODO, which she joined in April 09. She is responsible for the market development of ENODO's next generation industrial simulation and real-time visualization tool, a technology adapting to a diversifying spectrum.

Prior to her involvement with ENODO's enthusiastic team, she worked for over 10 years in Computer graphics for Entertainment, Film and Broadcast, contributing on TV series, Video Games, and Full3D feature films in prestigious post-production facilities in Montréal, Paris and Ho Chi Minh City (Vietnam) , as a 2D/3D graphic artist first , later as a VFX producer, and Head of Production .

She now brings her share of experience, a hybrid combination of rendered and real time 3D, to the expending and energetic start-up.



## Evolved Machines

470 Ramona Street

Palo Alto, CA 94301

650-838-9500

[www.evolvedmachines.com](http://www.evolvedmachines.com)

### Company Profile

Evolved Machines is pioneering the reverse engineering of brain circuitry to build intelligent machines

### CEO

Paul Rhodes

### Investors

Not Disclosed

### Capital Raised

Not Disclosed

### Speaker

Paul A. Rhodes, Ph.d, CEO

### Speaker Biography

Dr. Rhodes has been a Visiting Scholar at Stanford University and is the founder of Evolved Machines, Inc., a research organization pioneering the synthesis of artificial neural circuits and their application to olfaction and visual object recognition. The group is developing the first synthetic neural arrays which wire themselves by simulating neural circuit growth in 3-dimensions, and is the first company to harness the power of programmable GPU's for the simulation of neural computation, now achieving > 100-fold acceleration of the computing power of conventional cores. The company's goal is the development of the first generation of devices truly based on brain circuitry, pioneering the fusion of neuroscience and engineering to develop new categories of machines which embed some of the capacities of biological neural systems.

Dr. Rhodes received a Ph.D. and M.S. in Neuroscience under Dr. Rodolfo Llinas at NYU Medical School, and received an M.S. in Physics from Stanford University after graduating with an A.B. in Physics, Magna cum Laude, from Harvard University.



**ffa**

Newcastle Technopole, Kings Manor  
Newcastle upon Tyne, NE1 6PA, UK  
+44 1224 825 084  
[www.ffa.co.uk](http://www.ffa.co.uk)

## Company Profile

ffa is a world leading innovator in advanced 3D seismic image analysis technology, delivering novel software and services to the global oil and gas industry. ffa's global customer base comprises over 70 Energy & Production (E & P) companies encompassing the "Super Majors", NOC's and Independent E & P companies of all sizes. ffa Technology is being positioned to be at the heart of the next generation of 3D seismic interpretation systems to see widespread deployment in the global oil and gas sector.

ffa has offices in the UK and the US and a global reseller network. ffa has a reseller relationships with both Schlumberger Information Solutions and Halliburton the two largest players in the seismic interpretation market.

## CEO

Jonathan Henderson (Managing Director)

## Investors

Private Investors & UK VC funds

## Capital Raised

2.1M Sterling

## Speaker

Steve Purves, Technical Director

## Speaker Biography

From an Electrical & Electronic Engineering background, Steve has expertise in software engineering, image processing and algorithm development applied to 3D seismic data analysis. He has worked across a spectrum of technical roles within ffa and has hands on experience of working with geoscientists in ffa's E&P partner organisations to define, lead development of and deliver innovative 3D seismic analysis within ffa's software products. He is responsible all aspects for ffa's research, technology development and software engineering from ffa's Newcastle upon Tyne base in the UK.

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**Company Profile**

Forterra provides enterprise grade virtual world platform that enables customers to deploy their own secure, scalable 3D Internet solutions. Forterra enables organizations to collaborate, train, practice, and plan in compelling 3-D virtual worlds that integrate with existing media and business systems. Forterra's flagship product OLIVE™ (On-Line Interactive Virtual Environment) is a powerful client-server based virtual world platform that connects users in real-time over any network. Independent of scale, solutions built on the OLIVE platform can be integrated with existing business systems and media, 3-D content, and data sets to create powerful collaborative environments. Forterra is a trusted business partner aligned with key industry leaders like IBM, Accenture, Nvidia, and Autodesk.

**CEO**

David Rolston

**Investors**

Sutter Hill, Jerusalem Venture Partners, Chichen-Itza Ventures

**Capital Raised**

Not Disclosed

**Speaker**

David Rolston, PhD, CEO

**Speaker Biography**

Dave has over 35 years of experience in high tech spanning a broad spectrum of industries, applications, and technologies including simulation and training, graphics applications, imagery, gaming, artificial intelligence, entertainment, and the early Internet. Prior to Forterra, Dave was VP of Engineering for ATI, CEO of MultiGen-Paradigm, and GM of the Advanced Graphics Division for Silicon Graphics. Dave has a BS in civil engineering, MS in industrial engineering, and PhD in computer science with emphasis in simulation and artificial intelligence. He holds several patents, has published a large number of technical papers and a best-selling book on artificial intelligence.



**GASS**  
**Company for Advanced  
Supercomputing Solutions**  
Shoham, Israel  
+972 3 9721955  
[www.hoopoe-cloud.com](http://www.hoopoe-cloud.com)

**Company Profile**

GASS develops a revolutionary cloud infrastructure, Hoopoe™ for supercomputing based on GPU and multi-core technologies. The company provides libraries to assist developers with using GPU technologies from .NET and Java applications (CUDA, NET, jCUDA, OpenCL.NET). GASS currently develop GPU based solutions for the Israeli industry targeting general computing aspects and visualization.

**CEO**

Mordechai Butrashvily

**Investors**

Not Disclosed

**Capital Raised**

Not Disclosed

**Speaker**

Mordechai Butrashvily, CEO

**Speaker Biography**

Rich experience with HPC and GPU technologies for computing and visualizations in distributed environments. He is a former member of IMOD and Head of the GPGPU workgroup @ IGT (ICS Magnet program). He is involved in HPC related activities in Israel governed by the Israeli Chief Scientist in the fields of AOI, image/video processing, data classification and more. He is also involved with several education activities aimed at teaching K-12 and youngsters scientific computing and supercomputing with remote/web based technologies at Weizmann Science Institute.



## Company Profile

As an established leader in high-performance quantitative financial computing, Hanweck Associates pioneered commercial GPU-based computing solutions for the finance industry, focusing tomorrow's technology on today's risk management, research and trading problems. Our customers include top-tier banks, broker/dealers, asset managers and hedge funds around the world. Hanweck Associates' team brings over 40 years of hands-on expertise in financial markets and technology services. Our experience as traders, strategists, researchers and technologists at major financial institutions spans all major asset classes and products.

## CEO

Gerald A. Hanweck, Jr.

## Investors

Self Funded

## Capital Raised

Not Disclosed

## Speaker

Gerald A. Hanweck, Jr., PhD, Founder and Principal Partner

## Speaker Biography

Mr. Hanweck served as JPMorgan's Chief Equity Derivatives Strategist from 2000 to 2003, and led the bank's U.S. Fixed-Income Derivatives Strategy team. He has taught master's-level business courses at Northwestern University's Kellogg Graduate School of Management and the Graduate School of Business at the University of Chicago, in addition to dozens of seminars on financial derivatives. Before joining JPMorgan in 1993, he worked as a derivatives researcher at Discount Corporation of New York Futures, and as a software developer at Microsoft. Mr. Hanweck holds a PhD in Managerial Economics and Decision Science from the Kellogg Graduate School of Management at Northwestern University, and an AB in Mathematics from Princeton University.



## HPC PROJECT

Cap Omega, CS 39521  
Rond-Point Benjamin Franklin  
34000 Montpellier, France  
+33 1 46 01 03 27  
[www.wild-systems.com](http://www.wild-systems.com)

### Exhibit Hall Location

Table #35

### Company Profile

HPC Project delivers turnkey, “application-in-a-box” desktop solutions for high performance computing applications. They have an open-source platform for automated data-parallel code generation. The company uses its technology to build and sell appliances mixing software and heterogeneous hardware for High Performance Computing Applications under the Wild Systems Brand. The company’s expertise is in simulation, parallel computing and computer architecture. HPC Project’s technologies represent over 25 years of R&D in the supercomputing field and is based upon a formal analysis of source codes enabling correct automated transformations. These techniques are used to detect inherent parallelism in applications that could then be optimized to take advantage of the latest chipset architecture including GPU computing.

### CEO

Pierre FIORINI

### Investors

Cap Decisif, Soridec, Caisse d’Epargne

### Capital Raised

\$3.2M

### Speaker

Pierre FIORINI, CEO

### Speaker Biography

Before co-founding HPC Project, Pierre was leading research in parallel computer design and programming for the French Minister of Defence. He was also division head at the French Minister of Industry for the funding of R&D in telecoms, consumer electronics and multimedia industries. Pierre spent seven years as a partner of I-Source Gestion, the main VC firm in France for early-stage investments. Pierre has a degree from Ecole Polytechnique and a PhD degree with Honor from Université Paris-Sud in 1995. Pierre is ACM and IEEE Member.



## Innovative Converged Devices

34 Thame Road, Warborough  
Oxfordshire, OX10 7DA, UK  
+44 7977 256256  
www.convergeddevices.net

### Company Profile

Innovative Converged Devices Ltd (ICD) designs consumer electronic products such as mobile phones, personal computers and new types of Internet devices. ICD's business model is to conceive, design, prototype and prepare products for manufacture. ICD does not actually perform the manufacturing but arranges introductions between our customers and high-grade contract manufacturers who form their own commercial relationship. ICD facilitates this arrangement but does not participate in the financial transactions of manufacture. ICD describe this model as a "Fabless Original Design Manufacturer" or Fabless ODM.

### CEO

David Hayes

### Investors

Not Disclosed

### Capital Raised

Not Disclosed

### Speaker

David Hayes, CEO

### Speaker Biography

David has a wealth of experience in the mobile phone and consumer electronics markets. David founded Velocity Mobile - a collaboration with Inventec in 2007. Prior to ICD, David was CEO of A Living Picture plc (ALP), a company he formed to develop Momento an advanced digital picture frame technology. ALP was acquired by i-mate in December 2006 and David subsequently became their CTO. Prior to forming ICD and ALP, David was Chief Executive of DAT plc who were one of the pioneers of over-the-air device management for Windows mobile devices. Whilst at DAT, David made strong links with the consumer electronic device community from ODM's, operators and retailers.

## Company Profile

ICIDO, pioneer and global leader of Virtual Reality and Virtual Engineering Solutions support companies to make their product development process sustainable, competitive and environmentally friendly. ICIDO's virtual engineering solutions minimize risks, reduce failure costs and decrease the use of resources. They also allow for faster and easier global collaboration and communication, ensure better visibility and visualization of early stage products. At the end they integrate customers, partners and other departments in the product lifecycle early.

ICIDO's Virtual Reality solutions are used throughout the entire product development process from design to manufacturing. ICIDO's solutions also generates value in sales, marketing and maintenance.

## CEO

Ralf Heimberg

## Investors

DVC, LBBW Venture, Cipio

## Capital Raised

10M Euro

## Speaker

Ralf Heimberg, CEO

## Speaker Biography

- > Industry Veteran with more than 30 years experience in engineering solutions
- > Chairman of the Board at Triplan AG
- > VP Central Europe Tecnomatix
- > Previous positions at Adept Technology and General Motors Fanuc
- > Mechanical Engineering degree from University of Kiel



## Immersive Media

2407 SE 10th Street

Portland, OR 97214

503-821-6214

www.immersivemedia.com

### Company Profile

Immersive Media Corp. (IMC) is the world leader in the technology and production of full motion, high-resolution, 360-degree video experiences for websites. Well known as the developer of Google™ Street View visual mapping, IMC's fully immersive spherical videos allow viewers complete control to explore environments with a simple click and scroll of the mouse. Viewers can plunge themselves into live 360-degree streaming video on location or full motion prerecorded video/webisodes. Among its many applications, IMC's immersive video is utilized by major consumer brands to increase customer loyalty, website interest, and viral campaigns. Tourism industries capitalize on immersive video's unique ability to put viewers directly into a scene. TV production companies enhance their storytelling and viewer experiences far beyond the traditional viewpoint of a single camera. Noted IMC clients include Mercedes-Benz, Nike, National Geographic, NBC Sports, the NBA, Red Bull, Adidas, Armani and the Emmys telecast.

#### CEO

Myles McGovern

#### Investors

Not Disclosed

#### Capital Raised

\$40M

#### Speaker

Myles McGovern, CEO

#### Speaker Biography

Myles has guided IM's transformation from an early stage technology into a world class visual medium across a variety of markets. Prior to joining Immersive Media in 2004, Myles was the Founder, President and CEO of Centrinty. Myles worked at Xerox for ten years, developing significant experience in technology. He has twice been nominated as Canadian Entrepreneur of the Year (1999, 2001).

**Company Profile**

IQ Engines was founded as a collaboration of computer neuroscientists at UC Berkeley and UC Davis. We are inspired by the brain's vision system - how the brain represents images and how the brain recognizes objects. Our team has mathematical expertise in sparse coding and neural networks. It is our goal to bring advances in biological vision models to practical image and video search, using algorithms that are hierarchical and massively parallel (fast and accurate). We deliver these advances in image and video search on a web server platform that can be used by our customers to solve image and video search applications. Our team is the first in the world to deliver any-image labelling with 100% success and near-100% accuracy. A demonstration of the image identification technology can be seen at <http://www.iqengines.com/wb/update.php>.

**CEO**

Gerry Pesavento

**Investors**

NSF, Private Investors

**Capital Raised**

\$1.5M

**Speaker**

Gerry Pesavento, CEO

**Speaker Biography**

Gerry is a Founder and CEO of IQ Engines. Prior to that he was the CEO of Teknovus, Inc. and Alloptic, Inc. He received his MBA from UC Berkeley.

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**Company Profile**

Kerosene and a Match (KaaM) is a software developer building tools that leverage the massively parallel, low cost computing power of GPUs to build ultra-high performance cloud computing platforms. The company's first product is a new multimedia discovery and indexing platform that combines GPU and cloud computing to give standard commercial search systems the ability to "discover" the content of "unsearchable" (aka, un-indexed and/or untagged by people) images, audio and video, and return the results just as it would text. Because upwards of 80% of all non-text content on the Internet is unsearchable, the KaaM technology offers organizations the ability to generate income from huge volumes of formerly unmonetized media.

**CEO**

Cleve Adams

**Investors**

Cleve Adams, Gregory Bolcer, Clay Cover, Sage Osterfeld

**Capital Raised**

\$250,000

**Speaker**

Cleve Adams, CEO

**Speaker Biography**

Cleve has more than 27 years of computer/software industry experience. His business insight and executive management have include growing and managing companies from startup to more than \$1.3 billion in market value. Before KaaM, Adams was CEO and president of High Tower Software. Two years prior he served in the same role for Puresight. From the mid-1990's through the early 2000's he served as VP of Sales and Marketing for Websense. He holds an MBA from Pepperdine University.

<b>Exhibit Hall Location</b>	Table #28
<b>Company Profile</b>	Luminova is the world market leader in providing extremely large scale, real-time and cost effective project management systems utilising a complete 3D database structure. Luminova provides large scale construction/engineering project management systems. The company's application is a web based, real-time interactive, photographic 3D visual information portal, utilising standard files from the existing project CAD system, where all of this data is communicated through our proprietary on-line interface application, Project Hub. This system has already been proven on many very large projects including Heathrow Airport - Terminal 5, Greenwich Peninsula, Wembley Precinct and London 2012 Olympic Games Facilities and many others.
<b>CEO</b>	Christopher Blewitt
<b>Investors</b>	Not Disclosed
<b>Capital Raised</b>	Not Disclosed
<b>Speaker</b>	Christopher Blewitt, CEO
<b>Speaker Biography</b>	Chris has provided leadership for Luminova for the past 13 years helping the company successfully deliver over 3,000 projects for many of the world's largest companies. His considerable experience in design, engineering and project management teams for large scale developments. He also has a deep knowledge of 3D systems and physical based rendering technologies. His background includes leading technical development on one of the world's first computer based 3D Lighting Analysis programs as well as State Manager and Senior Lighting Engineer for Holophane Australia. He is also a founding partner of Versalux Pty. Ltd, distributor for GE Lighting Systems in the Australasian region.

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**Company Profile**

Mersive is a software company that enables the creation of large seamless displays with resolutions exceeding high-definition. As a leader in visual technology, Mersive's software simplifies the way high-resolution displays are designed, configured, and maintained to provide a cost-effective, true auto-alignment solution capable of merging any number of projectors into a seamless display of almost any size, shape, and resolution. Mersive's displays are unique in their ability to maintain visual accuracy over time. The display also have a smaller footprint and are more easily installed and configured which reduces costs. Applications range from simulation and training to museum displays and digital signage. Mersive's products serve corporate, government, and academic organizations.

**CEO**

Randall Stevens

**Investors**

Hopewell Ventures, Adena Ventures, Bluegrass Angels

**Capital Raised**

\$6.1M

**Speaker**

Randall Stevens, President/CEO

**Speaker Biography**

Randall brings over 18 years of business operations, software development, and industry partnership knowledge to Mersive. Randall is also the Founder and Chairman of ArchVision, a software development firm specializing in 3D graphics technology for the design industry. Through ArchVision, Randall built relationships with the leading design visualization companies including Autodesk, Bentley Systems, Robert McNeel & Associates, Maxon, Lightworks, Alias, Newtek, EON Reality and SGI. Randall received his BA from the University Of Kentucky College Of Architecture.



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**Company Profile**

metaio designs, develops and markets solutions based on augmented reality. This innovative technology allows virtual 3D information to be superimposed seamlessly into the real environment at real-time. metaio was founded in 2003 and is fully owned by CEO Dr. Thomas Alt and CTO Peter Meier.

**CEO**

Thomas Alt

**Investors**

Not Disclosed

**Capital Raised**

Not Disclosed

**Speaker**

Thomas Alt, Co-Founder and CEO

**Speaker Biography**

Dr. Thomas Alt founded in February 2003 the company metaio GmbH together with Peter Meier and is serving the company as CEO in Munich, Germany. His first professional experience with Augmented Reality solutions were gathered at Volkswagen AG in Wolfsburg. During the two years he spent there, he was in diverse functions responsible for the virtual techniques used for manufacturing planning.

Dr. Alt's dissertation that had the focus on Augmented Reality, which he graduated Magna Cum Laude in 2002, gave him the idea for a business plan. He proved his right at the Munich as well as the Futuresax business plan contest, which led to the foundation of metaio GmbH.



**Milabra**  
220 5th Avenue, 20th Floor  
New York, NY 10001  
646-519-4499  
www.milabra.com

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## **Company Profile**

Milabra is a visual recognition company that focuses on improving online advertising performance through the analysis and active utilization of commercially relevant visual data. Milabra uses advanced neural networks to identify the commercially valuable visual aspects of images, video and graphics, uses predictive analysis to synthesize the data collected, and provides partners with actionable data to advertising performance online. The high cost of serving and storing visual media cannot be offset with advertising dollars unless the contents, impact and meaning of that content is known. Milabra decodes that meaning and turns these visual liabilities into visible revenue.

### **CEO**

Sam Cox

### **Investors**

Not Disclosed

### **Capital Raised**

\$1.4M

### **Speaker**

Samuel R. Cox, CEO

### **Speaker Biography**

Sam is responsible for the company's vision to use cutting edge visual recognition techniques combined with visual research in visual semiotics in order to target advertising based on visual content, instead of text. He has worked as both an entrepreneur and investor in China, Canada, England and the United States before joining Milabra. Sam has a deep passion for linguistics, art and entrepreneurship. He originally studied Art History, Chinese Language and Business at Queen's University in Kingston, Ontario, where he started his first software and design firm. He has a MBA from Cass Business School in the United Kingdom.



## Mirics Semiconductor

Oakemere, Barley Way, Ancells Business Park  
Fleet. Hampshire. GU51 2UT UK  
+44 1252 612888  
www.mirics.com

<b>Exhibit Hall Location</b>	Table #16
<b>Company Profile</b>	<p>Mirics provides total system solutions for converged wireless connectivity on portable consumer electronic devices such as Notebook PCs, Media Players and Cellphones. The initial focus of the company is the delivery of free-to-air broadcast services and content to portable computing and communications devices. The Mirics FlexiTV platform leverages re-configurable RF tuner hardware combined with a host processor based software demodulator. The solution is capable of covering all broadcast standards in all terrestrial broadcast bands from simple AM radio at LW to DVB-T in UHF Band V. Currently focusing primarily on providing global TV and radio reception on PC platforms, FlexiTV offers substantial benefits in terms of system flexibility and solution cost and footprint when compared to conventional hardware based solutions.</p>
<b>CEO</b>	Simon Atkinson
<b>Investors</b>	Acacia Capital Partners, Intel Capital, Pond Venture Partners
<b>Capital Raised</b>	\$22M
<b>Speaker</b>	Simon Atkinson, CEO
<b>Speaker Biography</b>	<p>Simon is a 24-year semiconductor industry veteran. He was a founder of RFIC specialist Mosaic Microsystems, successfully acquired by Analog Devices (ADI) in 1996 where he led work on 2G/3G radios. Simon was previously with LSI Logic, and started his career with Plessey (now Zarlink) – a leading supplier of broadcast RFICs. He has a degree in Applied Physics from the University of Lancaster.</p>



**MirriAd**  
8 Duncannon Street  
London WC2N 4JF, UK  
+44(0)207 484 8534  
www.mirriad.com

**Company Profile**

MirriAd is a new in-video embedded advertising platform that allows images of branded products to be embedded in professionally produced content such as DVD, TV and online and user generated content. MirriAd provides an end to end solution that provides owners and advertisers a complete marketplace where content owners can securely upload inventory for sale. Advertisers can view a catalog of video content files and search for the video or set of videos that best meets their campaign needs. MirriAd's unique campaign management platform manages multiple stakeholders securely, allowing each stakeholder the appropriate level of visibility of the process: before the placement, and at final sign-off stage. The platform also delivers sophisticated metrics detailing the effectiveness of any particular campaign on any platform.

**CEO**

Mark Popkiewicz

**Investors**

Oxford Technology, Seraphim Capital, South East Growth Fund

**Capital Raised**

\$8M

**Speaker**

Mark Popkiewicz, CEO

**Speaker Biography**

Mark has extensive senior leadership experience in high growth companies like Braid Systems, Eicon Networks, SDX Business Systems, Lucent Technologies, Mobile Media, BBC Ventures Group and BBC Vecta. Originally with a technology and media background Mark has raised investment capital, grown businesses from small to large, set up operations globally and achieved market leadership with successful exits both public and trade.

<b>Exhibit Hall Location</b>	Table #5
<b>Company Profile</b>	<p>MotionDSP makes revolutionary video software that dramatically improves video from a wide range of sources -- from mobile phones to surveillance cameras. Its patented, multi-frame video enhancement technology is available in Ikena, a "CSI-style" video forensic application used by intelligence agencies and law enforcement, and in vReveal, a Windows application for consumers, launched in partnership with NVIDIA in March 2009, which offers a one-click fix for the issues that plague consumer-generated video: shake, noise artifacts, pixelation, poor lighting, and low resolution.</p> <p>MotionDSP's investors include In-Q-Tel, the independent investment firm that invests to support the mission of the CIA and US Intelligence Agencies, and NVIDIA, the world leader in visual computing.</p>
<b>CEO</b>	Dr. Sean Varah
<b>Investors</b>	Angels, In-Q-Tel, NVIDIA
<b>Capital Raised</b>	\$2.3M
<b>Speaker</b>	Dr. Sean Varah, CEO
<b>Speaker Biography</b>	<p>Sean is CEO of MotionDSP, having founded the company in 2005. Previous to MotionDSP, he was co-founder and COO of Q Media Partners, a San Francisco-based television development company which closed first-look deals with HBO and ABC television. As Director of consumer technology investments at Sony Music's 550 Digital Media Ventures, he sourced and led the Series A investment in Keyhole Inc., which was acquired by Google in 2004 and is now Google Earth. Dr. Varah received a bachelor's degree from Stanford University and a doctorate from Columbia University.</p>



## Motus Games

585 Massachusetts Avenue  
Cambridge, MA 02139  
917-224-5579  
www.motusgames.com

### Company Profile

Motus Games is a leader in Human-Computer Interaction, with a mission to create and enable the best motion-based user experience for gamers. From the next-generation hardware to artificial intelligence and analysis middleware, Motus Games aims to drive the innovation behind how motion-based games are played and give developers the tools needed for fueling the next generation of motion-based interfaces for Visual Computing. The team created the industry-leading iClub ([www.iclub.net](http://www.iclub.net)), a wireless peripheral for the golf club that analyzes the golf swing and shows a 3D "X-Ray" of the swing. Motus Games was founded in 2001 by MIT graduates and experienced entrepreneurs.

### CEO

Satyan Mahajan

### Investors

Not Disclosed

### Capital Raised

Not Disclosed

### Speaker

Saty Mahajan, VP Software Development / Chief Architect

### Speaker Biography

Saty is a pioneer in the field of motion and Human-Computer Interaction and has created a recognition and creation architecture for sensors. Saty worked previously at Intel, Customachines, and studied Computer Engineering at the University of California, San Diego. In his spare time, Saty enjoys writing and playing music, dabbling in 3D modelling and visual effects and dreaming up the next big thing.

### Company Profile

Multiverse is building the leading network of interactive entertainment, building platform to support the creation of web-based games and virtual worlds. The company recently released a proof of concept game, Battle the world's first web-based, multiplayer, real-time combat game. Multiverse also works closely with leading brands to translate their ideas into engaging consumer experiences. The company was founded in July 2004 by a team of Netscape veterans and is led by a seasoned executive team and supported by an unmatched advisory board, which includes Academy Award-winning Director James Cameron, and Academy Award-winning Producer Jon Landau.

### CEO

Bill Turpin

### Investors

Sterling Stamos Capital Management/Merrill Lynch

### Capital Raised

Not Disclosed

### Speakers

Rafhael Cedeno, CTO and Corey Bridges, Executive Producer

### Speaker Biography

Rafhael has a distinguished track record at companies like Netscape, Excite, and Kontiki where he built technologies that defied convention and enabled entirely new business models to flourish. Under his guidance, Multiverse has built a revolutionary virtual world development platform.

Corey helped pioneer the concept of virtual worlds as a new medium. He is helping build the world's leading network of interactive entertainment, which includes casual games, MMOGs, and 3D virtual worlds. Corey has directed development Battle and Team Battle, the world's first web-based, multiplayer, real-time combat series.



## NaturalMotion

Eagle House, Walton Well Road  
Oxford, OX2 6EE UK  
+44 1865 250575  
www.naturalmotion.com

### Company Profile

NaturalMotion Ltd. is a leading entertainment software company with offices in Oxford (England) and San Francisco (California). The company produces the widely-adopted animation technologies euphoria, morpheme and endorphin, used across the game and movie industries by companies such as Rockstar Games, LucasArts, Disney and Bioware as well as in the development of Backbreaker, the company's first in-house game.

### CEO

Torsten Reil

### Investors

Not Disclosed

### Capital Raised

Not Disclosed

### Speaker

Torsten Reil, CEO

### Speaker Biography

Torsten graduated with a BA in Biology from Oxford University and holds an MSc in Evolutionary and Adaptive Systems from Sussex University. Prior to founding NaturalMotion, Torsten was researching for a PhD in Complex Systems at Oxford University. In 2003, he was named as one of the world's top 100 innovators by MIT's Technology Review. Torsten developed NaturalMotion's core technology together with Colm Massey.



**NextIO**  
8303 N Mopac, Suite A-210  
Austin, TX, 78759  
512-439-5350  
[www.nextio.com](http://www.nextio.com)

## Company Profile

NextIO, Inc. is the leader in next-generation I/O virtualization solutions for today's dynamic data center in a variety of industries including enterprise, telecommunications, high performance computing, digital media and financial services. With its innovative Express Connect™ platform, NextIO offers the unique ability to virtualize I/O technology on any server, operating system, hypervisor and storage architecture. Leveraging PCI Express, NextIO offers true I/O virtualization for any end-point technology. Express Connect delivers unprecedented rack-level scalability, with I/O and server resources that can be scaled independently for 50-70% savings in capital, power, and cooling. NextIO's any-to-any I/O connectivity boosts performance and reliability while streamlining IT deployment, simplifying administration and reducing costs.

### CEO

KC Murphy

### Investors

Adams Capital, Crescendo Ventures

### Capital Raised

\$55M

### Speaker

KC Murphy, CEO



## Nurien Software

6F Taeseok Bldg. 275-5 Yangjae-dong  
Seocho-gu, Seoul, Korea (137-943)  
+82-2-3462-9500  
[corp.nurien.com/eng/main.html](http://corp.nurien.com/eng/main.html)

### Company Profile

Nurien Software, established in 2004, is a leading developer of next-generation 3D social networking platform and gaming services geared to deliver unprecedented experience to the end user. The Nurien platform includes user-centric social networking features – a fully customizable 3D avatar system, 3D objects and user-created content support– as well as game and other social applications including dance, fashion and quiz game applications. Users can create one-of-a-kind avatars to their exact liking, and use avatars to participate in games, form communities, and interact with other players.

With stunning visuals and innovative game and entertainment functions, the Company aims to revolutionize next-generation 3D social network platform market.

### CEO

Sean Youngshin Park

### Investors

Northern Light Venture Capital, Qiming Venture Partners, New Enterprise Associates, and Globespan Capital Partners

### Capital Raised

\$25M

### Speaker

Taehoon Kim, Co-Founder and President

### Speaker Biography

Taehoon is co-founder and president of Nurien Software, a leading developer and operator of 3D social networking and online games company. Previously, he served as the President of Realtime Worlds Korea. Prior to Realtime Worlds Korea, Taehoon served at Samsung Electronics' New Business Development team, where he spearheaded the creation of PC-Mobile cross-platform online gaming devices for the global market. Taehoon holds a BS in Electrical and Computer Engineering and M.Eng. in Operations Research and Information Engineering from Cornell University.



## OnLive

181 Lytton Avenue  
Palo Alto, CA, 94301  
415-947-5555  
www.onlive.com

### Company Profile

OnLive is launching the world's highest performance Games On Demand service, instantly delivering the latest high-end titles over home broadband Internet to the TV and entry-level PCs and Macs. Founded by Steve Perlman (WebTV, QuickTime), OnLive spent seven years in stealth development before officially unveiling in March 2009. OnLive lies directly at the nexus of several key trends, all of which are reshaping the way we think about and use digital media:

- > The shift to cloud computing, displacing the limitations, cost and complexity of local computing;
- > An explosion of consumer broadband connectivity, bringing fast bandwidth to the home;
- > Unprecedented innovation, creativity and expansion within the video game market.

Pioneering the delivery of rich interactive media to the home, OnLive will change the way that entertainment applications are created, delivered and consumed.

### CEO

Steve Perlman

### Investors

Warner Bros., Autodesk and Maverick Capital, Ltd.

### Capital Raised

\$25M

### Speaker

Steve Perlman, Founder and CEO

### Speaker Biography

Steve is an entrepreneur and inventor devoted to pioneering Internet, entertainment, multimedia, consumer electronics and communications technologies and services. Best known for the development of QuickTime®, WebTV® and Mova® Contour™ facial capture technologies, he has over 30 years of technology development experience, 19 years of start-up experience and a track record of bringing media-rich products and services quickly to market. Steve has also been a Microsoft division president and a principal scientist at Apple Computer. Steve holds 90 US patents, and has more than 100 additional patents pending.



**OptiTex**  
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Segula Industrial Park  
Petach-Tikva 49221, Israel  
+972-3-9049979  
www.optitex.com

**Exhibit Hall Location**

Table #6

**Company Profile**

OptiTex is the premiere 2D and 3D CAD software for virtually all sewn-products industries. OptiTex technologies allows designers to create, correct and adjust compelling designs before the first piece of fabric is cut, giving a new dimension to the motto, "Virtual is Real". OptiTex system consists of three main components: cloth content creation system with our PDS software, 3D Runway Designer, a virtual try-on-system, which includes both cloth simulation and accurate 3D parametric mannequins; motion animation engine which enables the generation of motion sequences with interactive cloth. OptiTex brings a wealth of virtual textile experience to the gaming, feature animation and digital effects industries. OptiTex's products are second only to real life in depicting fabric movement and dynamics.

**CEO**

Ran Machtinger

**Investors**

Not Disclosed

**Capital Raised**

Not Disclosed

**Speaker**

Eri Rubin

**Speaker Biography**

Eri has 15 years of experience as software developer. He previously worked as a Senior Graphics Developer for IDT-E Toronto, on two feature animation movies and TV specials. He has a MS in Computer Graphics and a BS in Computer Science & Life Science, Magna Cum Laude from Hebrew University in Jerusalem, Israel.

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## Company Profile

Perceptive Pixel is dedicated to the research, development and deployment of multi-touch interfaces for the knowledge worker. The company's products enable both novice and expert users to manipulate complex datasets through a new class of intuitive yet powerful and visually rich interface techniques. The company has applied these novel interfaces to applications in such areas as business intelligence, medical imaging, energy exploration, and defense. Recently, Perceptive Pixel became renowned for completely transforming the way television broadcasters including CNN, Fox and ABC covered the historic 2008 US Presidential elections. Most recently, Perceptive Pixel was awarded the 2009 National Design Award from the Smithsonian in the inaugural category of Interaction Design.

## CEO

Jeff Han

## Investors

Not Disclosed

## Capital Raised

Not Disclosed

## Speaker

Jeff Han, Founder and Chief Scientist

## Speaker Biography

Jeff's work has traditionally encompassed the fields of computer graphics and multimedia systems, but is now refocused towards machine learning and HCI (human-computer interaction). Since then Jeff has built Perceptive Pixel into a successful, profitable and rapidly growing business working with top-tier partners in such industries as government/defense, intelligence, medical imaging, broadcast, energy, finance, and education. Jeff was a TED speaker in 2006, and among other honors, named to the Time 100 most influential persons list in 2008. Jeff continues to contribute frequently to research communities and publications. Jeff's formal training was in electrical engineering and computer science at Cornell University, where he worked on the innovative CU-SeeMe videoconferencing system.

## Company Profile

RTT provides 3D real-time visualization technology and services for innovative workflows in the auto, aeronautical and consumer-goods industries, as well as in the fields of interior design and architecture. The company supports its customers not only during the design and developing phases with regard to the virtual display of different product concepts (Virtual Prototyping), but also during the marketing and sales stages in presenting the products in all variants and with all additional options in the Showroom, on the Internet, at fairs or at dealerships (Virtual Marketing).

The company currently employs 360 people at 13 locations. Turnover in 2008 was \$41M. The client base includes well-known companies from the automobile, aviation and consumer goods industries, such as Adidas, Airbus, Audi, GM, Harley-Davidson, Porsche and Sony Ericsson.

## CEO

Ludwig A. Fuchs, Christoph Karrasch

## Investors

Heliad Equity Partners, Balderton Capital, UBS

## Capital Raised

13.8M Euro

## Speaker

Ludwig A. Fuchs, Board member at Realtime Technology AG

## Speaker Biography

Ludwig's particular responsibility at RTT is finance, research and development, human resources and marketing. Prior to RTT, Ludwig was a Partner at BFW Management Consultants in Munich and a Senior Consultant at Roland Berger International Management Consultants. He has a degree in business administration from Ludwig Maximilian University in Munich and an MBA from INSEAD.

**Company Profile**

Right Hemisphere is the leading provider of enterprise visual product communication, collaboration and publishing solutions that optimize mission critical business processes such as sourcing, manufacturing, marketing and customer support for leading Global 1000 manufacturers. Right Hemisphere integrates disparate product data readily available in CAD, PLM, and ERP systems and automates the delivery of intelligent product information as common documents and files or directly into business applications to downstream stakeholders on a global basis. Founded in 1997, Right Hemisphere is a privately held, venture-funded corporation based in Silicon Valley and Auckland, New Zealand. For more information please visit [www.righthemisphere.com](http://www.righthemisphere.com).

**CEO**

Michael Lynch

**Investors**

Sequoia Capital XI, Sutter Hill Ventures, NVIDIA, SAP AG

**Capital Raised**

\$33M

**Speaker**

Michael Lynch, CEO

**Speaker Biography**

Michael leads Right Hemisphere. He is a successful software executive who helped grow 7th Level from 20 employees to a \$70 million IPO. Michael has produced over thirty award winning Internet, education and entertainment software products for Learn2.com, Disney, Real Networks, IBM, Microsoft and Sony. Michael has been CEO of Right Hemisphere since June 2000 and transformed the company from a small tools provider for graphics professionals to the global leader in visual product Communications and collaboration for Global 1000 manufacturers.

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**Demo Hall / Exhibition Area Only**

**Exhibit Hall Location**

Table #8 and #9

**Company Profile**

Founded in 2004 by two MIT PhD's, Scalable Display Technologies, Inc. is a leading provider of software used to create large projection based displays with resolution far beyond HD. Scalable's patented software is the catalyst for an emerging class of displays. Its software simplifies the creation of super-resolution, multi-projector displays of the highest quality and scalable size. EasyBlend opens the door to widespread use of multi-projector edge-blended displays for a wide range of applications including simulators based on off-the-shelf components, as well as supporting new forms of digital signage and data visualization tools.

**Exhibit Hall Location**

Table #1

**Company Profile**

SceneCaster is a leading provider of 3D social media applications that enrich the online consumer experience and enable highly immersive and contextual advertising opportunities. SceneCaster's applications reach millions of users around the world and extend the reach and accessibility of 3D applications to a mass market of social networking and social media users. SceneCaster's mass market appeal and immersive 3D Web technology offers advertisers a unique, interactive and entirely performance-based advertising solution that reaches a global audience of highly engaged users.

**CEO**

Mark Zohar

**Investors**

Not Disclosed

**Capital Raised**

\$5M

**Speaker**

Alain Chesnais, CTO

**Speaker Biography**

Alain has overall responsibility for the company's technical vision and leads all aspects of the company's technology and product development. Alain brings more than 20 years of experience in software development to SceneCaster. Prior to joining SceneCaster Alain was Vice President of Product Development at Tucows. He has also held senior executive positions at ATI, Scene7 and TrueSpectra. He also served as Director of Engineering at Alias|wavefront, on the team that received a Technical Academy Award for developing the Maya 3D software package. He was president of ACM SIGGRAPH and is the current Secretary/Treasurer of ACM.

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**Demo Hall / Exhibition Area Only**

**Exhibit Hall Location**

Table #14

**Company Profile**

Seac02 provides for the software market augmented reality software aimed at the improvement of the quality and efficiency of the processes of engineering, marketing, sales and communication and at the reinforcement of awareness in consumer purchasing



**Softkinetic**  
24 Avenue L. Mommaerts  
1140 Brussels, Belgium  
+32 2 730 07 50  
[www.softkinetic.net](http://www.softkinetic.net)

<b>Exhibit Hall Location</b>	Table #27
<b>Company Profile</b>	Softkinetic develops 3D gesture recognition middleware to build natural interfaces for the interactive digital entertainment and consumer markets.
<b>CEO</b>	Michel Tombroff
<b>Investors</b>	Not Disclosed
<b>Capital Raised</b>	Not Disclosed
<b>Speaker</b>	Michel Tombroff, CEO
<b>Speaker Biography</b>	<p>Michel joined Softkinetic after 17 years in the software industry where he held senior engineering and management positions with companies in the start-up, pre-IPO and public stages. Prior to Softkinetic Michel spent 8 years at TIBCO Software (NASDAQ:TIBX) in Palo Alto (CA), Paris and London, where his last position was Vice President Sales. Before that, Michel spent 7 years at real-time operating system company Chorus Systems (acquired by Sun Microsystems in 1996), where his last role was Head of Engineering. Most recently Michel was Vice President Europe at Mathon Systems, the information risk management company founded by John Mathon (co-founder of TIBCO Software.)</p> <p>Michel received a B.S. in Electrical Engineering from University of Brussels and a Master's Degree in Computer Science from University of California, Santa Barbara.</p>



## Stormfjord / Maximillian Institute of Technology

Postboks 1076 Sentrum  
5809 BERGEN, Norway  
+4753501235  
www.Stormfjord.com

### Company Profile

Stormfjord is a leader in interactive visualization of very large scale industrial data, specialising in Gpu-centric simulation. We provide next generation tools to drive novel industrial use-cases enhancing complex planning, work process modeling, robotic prototyping, training, control, and monitoring. Our tools are best in their class, derived from the bleeding edge of technology, and open to 3rd party developers.

### CEO

Thorolf Horn Tonjum, Maximillian Institute of Technology

### Investors

Not Disclosed

### Capital Raised

Not Disclosed

### Speaker

Thorolf Horn Tonjum, CEO

### Speaker Biography

Thorolf leads the research department of Stormfjord, a company specialising in leveraging the power of the Gpu to develop next generation tools for the Oil industry.

The Stormfjord team, with 20 years background in the Oil industry, and 10 years in the programming field, has developed a competitive portfolio of leading technologies, that drive novel research projects in the Oil industry.

By using simulation and visualisation of large data-sets, as information nexuses, where 3D is the information carrier, Stormfjord deliver tool sets to: plan, collaborate, and control complex scenarios.

Stormfjord's key strength lies in the ability to bridge results from leading research with powerful industrial needs.

Thorolf Horn Tonjum, holds an advanced research degree in Artificial Intelligence, a background in interactive use of 3D data, from game developer FunCom, and research and development of Gpu programming at NITH Polytechnic college.



## TechniScan

3216 South Highland Drive #200  
Salt Lake City, UT 84106  
801-994-2965  
www.techniscanmedical.com

### Company Profile

TechniScan Medical Systems (TMS) is a medical device company engaged in the research, development, and commercial production of an ultrasound breast imaging system. These images, which have never before been available to radiologists, contain information about bulk tissue properties within the breast that may aid physicians in diagnosing breast cancer. The Company's Whole Breast Ultrasound (WBU™) possess important advantages over traditional ultrasound methods including: standardized, high-quality images regardless of operator skill; accurate high resolution 3-D images; and a complete 3-D representation of the breast, rather than a small "flashlight view" shown by traditional ultrasound. Most importantly, TMS enables more accurate patient diagnosis. WBUTM is now in large scale clinical testing at UC-San Diego, the Mayo Clinic, and University Clinic in Freiburg, Germany. TechniScan has raised over \$24M and has received over \$5M in Federal Grants.

### CEO

David Robinson

### Investors

Esaote, S.p.A., Imaging Technology Ventures,  
Green and Gold Ventures

### Capital Raised

\$22M

### Speaker

David Robinson, President and CEO

### Speaker Biography

David has spent virtually his entire career focused on the development and commercializing services and products based in the hard sciences. He is a successful entrepreneur with several start ups to his credit (PhatPipe, MEC Analytical Systems). He has 20 years of experience in building strong businesses and great management teams.



**Teradici**  
Suite 101, 4621 Canada Way  
Burnaby, B.C. V5G 4X8  
604-451-5800  
www.teradici.com

**Company Profile**

Teradici has developed PCoIP® (PC-over-IP®) technology, a unique remote display protocol, which makes network delivered computing a viable corporate computing reality. Founded in 2004 and headquartered in Burnaby, BC, Canada, Teradici for the first time enables an exceptional end user experience for datacenter-based computing. Through a combination of unique graphics algorithms, high-performance silicon processing, and workstation/server add-in cards, the company is changing how personal computers are used, deployed and managed. More information is available at [www.teradici.com](http://www.teradici.com).

**CEO**

Dan Cordingley

**Investors**

Alloy Ventures, Alta Berkeley, BDC Venture Capital, Growthworks Capital, Skypoint Capital, TELUS Ventures

**Capital Raised**

\$51M

**Speaker**

Dan Cordingley, President and CEO

**Speaker Biography**

Prior to co-founding Teradici, Dan was a General Manager with Intel Corporation, where he oversaw the Digital Subscriber Line (DSL) silicon business unit, a group with leading market share in key segments of the highly competitive DSL chipset industry. Before Intel, Dan was a General Manager and Director at Level One Communications, a leading supplier of networking and telecom semiconductors that was acquired by Intel in 1999 for US \$2.2B. Under Dan's leadership, Level One conceived, standardized, and delivered several important communications standards in widespread use today. Dan has also held senior marketing and design engineering roles at Mitel Semiconductor (now Zarlink), Spectrum Signal Processing, Nortel Networks, and IBM.

**Company Profile**

Total Immersion is the global leader in augmented reality. Through its patented D’Fusion™ technology, Total Immersion blurs the line between the virtual world and the real world by integrating real time interactive 3D graphics into a live video stream. Total Immersion offers consumers a compelling way to interact with brands in their own environment. With augmented reality, the brand temporarily “resides” in the viewer’s space. Imagine a favorite animated character sitting in the next chair, or a static product suddenly “come to life” – that’s Total Immersion’s augmented reality.

**CEO**

Bruno Uzzan

**Investors**

Not Disclosed

**Capital Raised**

Not Disclosed

**Speaker**

Bruno Uzzan, Founder and CEO

**Speaker Biography**

Bruno oversees operations and business development for Total Immersion. He is principally responsible for building the company’s client roster, including Renault, Peugeot, BMW, Disney, EADS, CBS, Thomson and SGI Japan. Before establishing Total Immersion, Uzzan served as a consultant for Pierre Henri Scacchi and Associates (Price Waterhouse Group). He holds a masters degree in management from the University of Paris Dauphine.



## Ubitus

7F-6, No. 143, Sec. 1, Keelung Road  
Taipei, Taiwan 106  
+886-2-27495123  
www.ubitus.net

### Company Profile

Ubitus Inc., a leading software platform provider for fixed-mobile convergence applications, develops a advanced cloud computing solution for telecom operators and service providers to drive consumer adoption of premium services relevant to sharing live video among friends as well as accessing digital media anytime, anywhere, without being restricted by the devices in use.

### CEO

Wesley Kuo

### Investors

Birch Capital, IT-Farm

### Capital Raised

Not Disclosed

### Speaker

Wesley Kuo, President and CEO

### Speaker Biography

Wesley is a successful entrepreneur who previously founded iaSolution in 2000, a mobile software company in Asia with some leading clients including China Mobile, HTC, Lenovo etc.

In 2004, he accomplished a USD 70 Million merger with the Japan listed embedded software company - Aplix Corporation, and became the Board and Chief Strategy Officer of Aplix, primarily responsible for international sales and marketing and helped the company to conclude major OEMs like Samsung and Nokia.

In 2007 May, he founded Ubitus Inc. as CEO focusing on cloud computing for rich video/graphics processing till today.



## Unity Technologies

795 Folsom  
San Francisco, CA 94107  
415-848-2533  
[www.unity3d.com](http://www.unity3d.com)

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### Company Profile

Unity enables console-quality games for the desktop, the Web, the iPhone and the Wii console. The Unity tools have been hailed as revolutionary for enabling high quality results in an easily accessible development environment. Unity is the fastest growing platform with at least one new Unity game appearing for iPhone on a daily basis.

### CEO

David Helgason

### Investors

Not Disclosed

### Capital Raised

Not Disclosed

### Speaker

David Helgason, CEO

### Speaker Biography

David Helgason has served as CEO of the game technology company Unity Technologies since co-founding it in 2003. The vision is to democratize game development, and develop technology for the next generation of the industry. From in-browser MMO, through mobile, to social, casual, serious, and beyond. And it works: Unity is used by dozens of big game publishers and media companies, hundreds of smaller studios, and thousands of independent professionals, hobbyists, students, and 14 year old boys. David's background is in software, and an assortment of university dabbling.



## Universal Robotics

P.O. Box 171062

Nashville, TN 37217

615-366-7281

[www.universalrobotics.com](http://www.universalrobotics.com)

### Company Profile

Universal Robotics is a software company with an exclusive license to patented technology developed over the past seven years at Vanderbilt University and NASA. The technology is a new form of Artificial Intelligence that allows machines to think and learn for themselves. It eliminates the most common failure in Artificial Intelligence: the inability to preprogram all possible variables into the system. The company's first product, Neocortex will be the control system for a robotic box mover in the materials handling industry, a multi-billion dollar market.

### CEO

David Peters

### Investors

Not Disclosed

### Capital Raised

\$2.4M

### Speakers

David Peters, Founder and CEO and Dr. Alan Peters, CTO

### Speaker Biography

David Peters

Prior to founding Universal Robotics, he was a successful entrepreneur in the entertainment industry for 17 years. As a producer, David has first-hand experience handling the operations details of motion picture construction, as well as the complex financing deal structures common to film funding. He has produced a dozen motion pictures which have over \$100 Million in worldwide sales. He has a BA from the Cleveland Institute of Art.

Dr. Alan Peters

Alan is also an Associate Professor of Electrical Engineering at Vanderbilt University and Director of the Intelligent Robotics Laboratory, where he supervises research on ISAC, a humanoid robot. He has more than 50 publications and has secured several million dollars for research funding from the US DoD and NASA. He holds a BA from Oberlin College and an M.S.E.E and Ph.D. in EE from the University of Arizona.



## UsefulProgress

23 Rue d'Anjou  
75008 PARIS, France  
33 1 42 86 22 10  
[www.usefulprogress.com](http://www.usefulprogress.com)

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### Demo Hall / Exhibition Area Only

#### Exhibit Hall Location

Table #30

#### Company Profile

The development in computer graphics allows huge progress in the knowledge of Life and Matter. In Medical science, CT scanners allow to investigate the whole body with transparency. A very important step in data analysis consist to convert signals (X, MR, US) in digital data that could be treated by computers. UsefulProgress develops new software strategies based on computer graphics for high-performance visualisation.



**Vertice**  
1, Avenue de l'Europe  
31400 Toulouse, FRANCE  
+33 5 61 75 13 13  
[www.vertice.fr](http://www.vertice.fr)

**Exhibit Hall Location**

Table #36

**Company Profile**

Vertice develops the Nova high performance real time 3D rendering software for client computers and web servers. Founded in 2002, Vertice is located in Toulouse. Vertice is a Young Innovating Company (JEI) which was elected in 2003 1st Innovating Company at the time of the M el e Num erique. Vertice develops and distributes the Nova range and accompanies its customers in the customization of applications. Vertice is a sister company of Bewise.

**CEO**

Yann Faure

**Investors**

Not Disclosed

**Capital Raised**

Not Disclosed

**Speaker**

David Catuhe, CTO

**Speaker Biography**

David is, before all, the "father" of Nova. Fan of video games since his youth, he has therefore always been interested by real time 3D and then wanted to offer to the industry a tool to create easily, quickly and at an affordable cost real time applications answering their professional needs. David began the development of Nova during his studies at the Universit  Paul Sabatier in Toulouse. At the end of his studies, David joined Bewise (sister company of Vertice) as one of the shareholders and managers, and continued to develop Nova at the rhythm of the latest tools made available to the development teams by the editors. In 2002, as demand was increasing on real time 3D tools, David and his associates decided to spin off Vertice. Since then, David manages and leads the development of Nova.



## **Viewdle**

10950 Washington Blvd., Studio B  
Culver City, CA 90232  
310-878-4603  
[www.viewdle.com](http://www.viewdle.com)

### **Company Profile**

Viewdle is a facial-recognition powered digital media platform for indexing, searching and monetizing video assets. Viewdle automatically looks inside the video, frame-by-frame, to create a real-time index of true on-screen appearances with unrivaled accuracy and relevance. Viewdle allows content producers and distributors to effectively leverage their video assets to open new revenue streams and attract, engage and retain customers/visitors. Initially focused on providing internal and private-label indexing and search capabilities to news and entertainment media, we will soon launch targeted advertising solutions, developer tools and a consumer-facing search site.

### **CEO**

Laurent Gil

### **Investors**

Anthem Venture Partners and Elevation Partners  
(via SDI Media)

### **Capital Raised**

\$2.25M

### **Speaker**

Laurent Gil, President and CEO

### **Speaker Biography**

Laurent is an internet pioneer and a serial entrepreneur, with a diverse background ranging from investment banker to start-up to non profit work. Prior to joining Viewdle, Laurent was a senior investment banker Credit Agricole. Laurent also co-founded a boutique investment bank in Brazil that completed several large Latin American telecom transactions. He also co-founded and served as CFO of TAHO, a wireless internet service provider in Rio de Janeiro, which raised US \$10MM in 2001 and subsequently launched a service of broadband wireless internet in communities. He has an MBA from Wharton.



**Visioglobe**  
300 Avenue des Papeteries  
38190, Villard Bonnot, France  
00 33 4 76 13 40 76  
www.visioglobe.com

**Exhibit Hall Location**

Table #32

**Company Profile**

Visioglobe provides an immersive 3D geographical and urban visualization engine. It is now possible to navigate in real-time with an excellent image quality and fluidity, while retaining the possibility to add virtual objects or ads on-demand. Visioglobe enables the use of 3D by using advanced compression and pre-processing of data for on-board and/or off-board usage. Visioglobe's flexible workflow can integrate data from many cartographic and geographic sources.

**CEO**

Eric Bernard

**Investors**

Not Disclosed

**Capital Raised**

1.2M Euro

**Speaker**

Eric Bernard, Co-Founder and CEO

**Speaker Biography**

After Airplane studies, Business School and an MBA, Eric started to work as an Oracle Consultant for major companies in Europe, such as EA Sports, Atari, Michelin, Gemplus. He then joined SQLI, a Software service company in France, as an Account manager and finally worked for a leading web agency in Europe: Fi-System, as a South East France Director.

**Company Profile**

The Visualization Sciences Group (“VSG”), is the leading provider of a scalable application framework for 3D visualizing and understanding scientific and industrial complex and calculated datasets such as oil and gas exploration. The technology continues to be applied to new applications across markets as the trend expands to acquire, integrate, visualize, process, analyze and present datasets in 3D. VSG’s solutions are based on its Open Inventor® toolkit product line and its Avizo™ end-user application to manage and visualize complex information, large quantities of data, and multi-modality datasets. In VSG was formerly a division of Mercury Computer Systems and underwent a MBO in June 2009 sponsored by IRDI-ICSO Private Equity.

**CEO**

Jean Bernard Cazeaux

**Investors**

IRD-ICSO

**Capital Raised**

Not Disclosed

**Speaker**

Jean Bernard Cazeaux, CEO

**Speaker Biography**

Jean-Bernard co-founded G5G Company in 1987 which produced 3D graphics applications. The company later merged with the TGS group in 1998 and was subsequently acquired by Mercury Computer Systems in 2004. JB recently lead a MBO of VSG. He holds a Master’s Degree in Computer Sciences from the University of Sciences of Bordeaux.

## Company Profile

Visuvi is an image based search engine with patent pending technology in content based image retrieval. The company has developed visual search solutions for verticals with a large image dependency, including medical (pathology, radiology), ecommerce, mobile and auto-tagging. Visuvi solutions target a wide range of vertical applications in medicine, ecommerce and general-purpose visual search and maintains an index of images on the Internet. Visuvi technology examines the content and patterns within an image, categorizes that information via mathematical indexing and delivers search results based on the image itself – no text or meta-tags required.

## CEO

Christopher M. Boone

## Investors

Not Disclosed

## Capital Raised

Not Disclosed

## Speaker

Christopher M. Boone, President and CEO

## Speaker Biography

Christopher most recently served as President and CEO of AppCentral, a desktop virtualization software company and was formerly CEO of Cimbale Management Consulting where he worked as a telecom, media and technology expert. He was previously a director of business and corporate development with Excite@Home. Prior to that, he managed a billion dollar global portfolio at JP Morgan's Structured Products Group. He is a member and recognized scholar of the Gerson Lehrman Group's Technology, Media & Telecommunications council. Christopher holds a BS from the University of Notre Dame.



## Wild Pockets

154 Lombard Street, #53  
San Francisco, CA 94111  
(Mailing address)  
412-904-5097  
[www.wildpockets.com](http://www.wildpockets.com)

### Company Profile

Wild Pockets is the next generation solution for creating and monetizing interactive 3D content embedded right within your web-browser. The Wild Pockets platform is a powerful, free platform for creating, distributing and monetizing 3D games and media on the web. Instead of requiring a license and big dollars for development software before beginning game development, Wild Pockets provides a full end to end solution and surrounding eco-system for FREE. All Wild Pockets content can be embedded and distributed instantly on any website anywhere online similar to a YouTube video, and the built-in transaction system and marketplace allows developers to monetize their content quickly and easily. Check out the demos and sign up for your free account today at [www.wildpockets.com](http://www.wildpockets.com). Wild Pockets began as a spin-off company from Carnegie Mellon University.

### CEO

Shanna Tellerman

### Investors

SK Telcom Ventures, Levensohn Venture Partners

### Capital Raised

\$3M

### Speaker

Shanna Tellerman, President

### Speaker Biography

Shanna is the Founder and CEO of Sim Ops Studios the developers of Wild Pockets. She has several years of experience in the video games industry with a focus on breaking down the barriers for creative development in 3D. Shanna previously was a commercialization specialist at the Entertainment Technology Center where she investigated commercialization opportunities for the simulation training platform technology Hazmat Hotzone which was the technology foundation for Sim Ops Studios. She holds a Masters degree in Entertainment Technology from Carnegie Mellon University.



**Xulu Entertainment**  
890 Hillview Court, Suite 160  
Milpitas, CA 95035  
408-656-6346  
www.xulu.com

**Company Profile**

Xulu is developing a next generation HD-quality platform and destination for online virtual worlds and gaming. Xulu's interactive experience is based on massively distributed physics simulation that delivers unprecedented realism in a virtual world. Capable of supporting up close and personal social interactions, alongside full high-end gaming and sporting experiences, the system provides open API's and a suite of tools that allow both professional and novice users alike to contribute a broad range of highest quality content.

**CEO**

Nanci (Magoun) Solomon

**Investors**

Not Disclosed

**Capital Raised**

Not Disclosed

**Speakers**

Nanci Solomon, Co-founder and CEO and  
Joe Santos, Co-founder, President and CTO

**Speaker Biography**

Nanci Solomon

Nanci has been an entrepreneur in technology and media for more than 20 years, and has been actively involved in virtual reality, user-interface, and high-end gaming since 1992. Prior to co-founding Xulu, Nanci was co-founder of Smart Machines, a robotics company. She was founder, publisher and CEO of ASIC Technology & News, a high-tech media company producing an award winning magazine, executive conferences, marketing software, and a tradeshow.

Joe Santos

Joe leads development of Xulu's virtual world platform. His expertise is in 3D graphics, real-time programming, networking, parallel processing, database technology, computational geometry, numerical methods, and applied physics. Joe was an early employee at Cadence, where he was a lead developer of one of its most profitable products, Virtuoso. He also created and led the development of OpenAccess, an open database and framework that is becoming an EDA industry-wide standard.



**Zebra Imaging**  
9801 Metric Blvd Suite #200  
Austin, TX 78758  
512-251-5123  
[www.zebraimaging.com](http://www.zebraimaging.com)

## Company Profile

Zebra Imaging is the world's foremost provider of three-dimensional display and visualization technologies, and is the only company that offers 3-D images that are viewable without special eyewear, from any vantage-point and displayed in full-color. The state-of-the-art, 3-D display systems are portable, scalable and intuitively-understood to help customers turn design data into reality and dramatically improve situational awareness, collaboration and decision-making for a variety of business-critical applications. The company was founded in 1996. Customers include Federal and Department of Defense agencies; leading architecture, design and planning firms; civilian topographic agencies and various groups who need to clearly and effortlessly demonstrate sophisticated 3-D data in a comprehensive, durable and portable medium.

### CEO

Al Wargo

### Investors

Voyager Capital, Nuevo Ptnrs, SAIC, Sierra

### Capital Raised

Not Disclosed

### Speaker

Michael Klug, CTO

### Speaker Biography

Michael is recognized internationally as one of a handful of experts in the field of automated hologram printing technology. At Zebra Imaging, Michael is responsible for overall technology strategy, intellectual property development and management, and integration of R&D, business development, market research, and technology and product trajectories. Previously, Michael was a Research Scientist at the MIT Media Laboratory focusing on design and development of 3D displays and holographic systems. He developed the basic technological predecessors of the systems now productized by Zebra Imaging, and has served as a consultant to various companies such as Polaroid Corporation, in related fields. Michael has a BS and MS from MIT Architecture.



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### **Demo Hall / Exhibition Area Only**

#### **Exhibit Hall Location**

Table #31

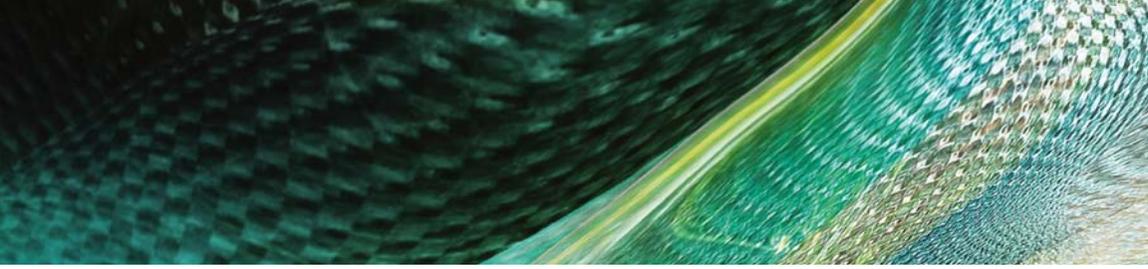
#### **Company Profile**

3DTVSolutions™ conceives and develops cameras and software suites to create and manipulate real and virtual images in FullDepth™3D to be viewed without glasses in real time.

Our unique expertise in the complete chain of 3D imaging: Production-Transmission and Display opens up huge market potential for industry, healthcare, audio-visual production, and gaming.

3DTVSolutions™ will demonstrate its capabilities in terms of capture, editing and display of real and virtual 3D images to be viewed on auto-stereoscopic screens without glasses.

These images come from our unique camera system that films directly in 3D and/or computer-generated images to be mixed and edited to create films or augmented reality in FullDepth™ 3D.



2ND STREET

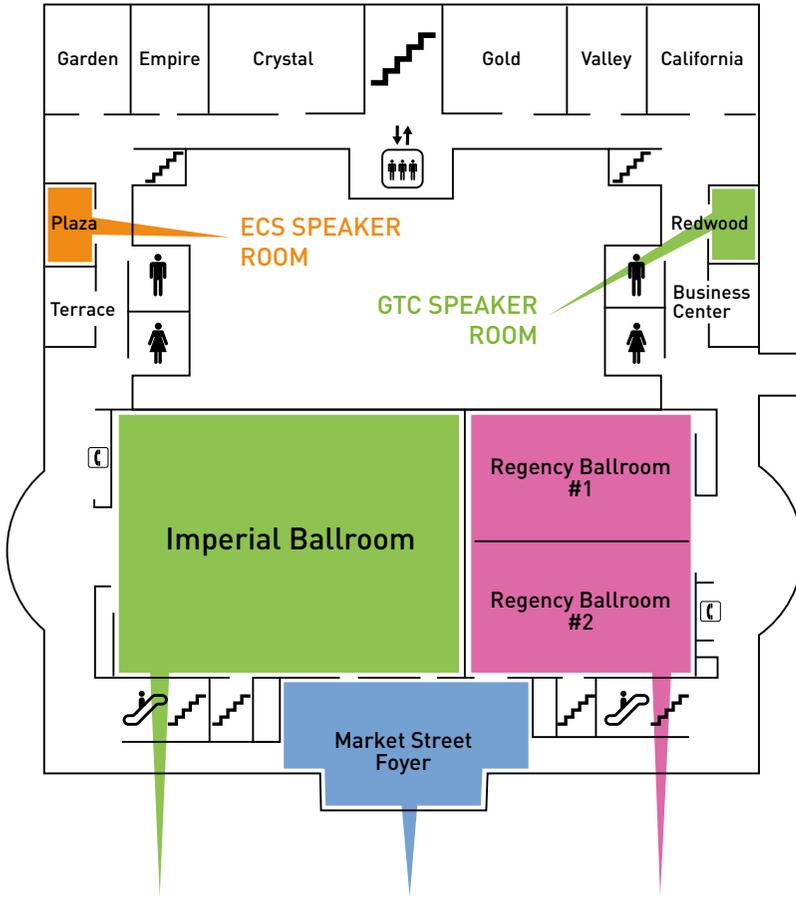


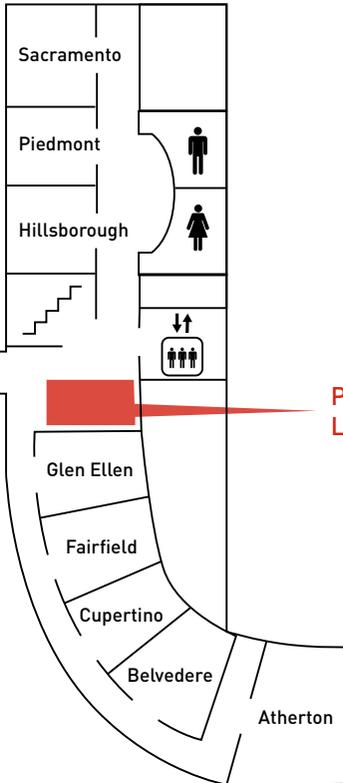
EXHIBIT HALL/  
NETWORKING

REGISTRATION/  
INFORMATION

KEYNOTES/  
GENERAL SESSIONS

MARKET STREET

# HOTEL MAP



LEGEND	
	ELEVATOR
	ESCALATOR
	STAIRS
	TELEPHONE
	MEN'S ROOM
	WOMEN'S ROOM



THE FAIRMONT HOTEL  
SAN JOSE, CALIFORNIA  
SEP 30 - OCT 2, 2009  
[www.nvidia.com/gtc](http://www.nvidia.com/gtc)

Image Courtesy of Chris Bobotis / mettle.com.  
Entrant in CGSociety + NVIDIA Amazing Creations Challenge. CGSociety.org

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