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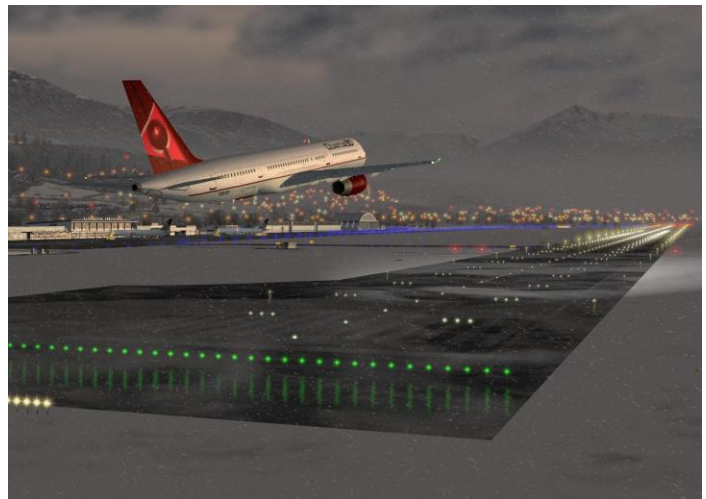
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## Quantum3D Announces the Release of the Independence<sup>®</sup> IDX 6000 Image Generator

*Quantum3D's top-of-the-line IDX 6000 employs our unique technology insertion capabilities and once again, delivers the fastest, commercially available graphics processing rendering units.*

**SAN JOSE, CA–November 30, 2009** – Quantum3D<sup>®</sup>, Inc., a leading provider of Commercial off-the-Shelf (COTS), open-architecture, real-time, visual-computing solutions, today announced the release of the new Independence<sup>®</sup> IDX 6000 Image Generator.

The Independence 6000 continues Quantum3D's technology insertion with the seamless integration of the latest NVIDIA<sup>®</sup> Quadro<sup>®</sup> FX 5800 GPU. Using the same IGM system platform software, Mantis<sup>®</sup> shader-based real-time scene management software and QUEST2 with viXsen physics-based sensor processing, the IDX 6000 is completely backwards-compatible with existing Independence image generators. With our patented, NVSYNC<sup>™</sup> precision synchronization technology, the Independence 6000 supports natively, Super High-resolution, multiple-input, projectors right out of the box.



Actual Screen Shot from the IDX 6000 Image Generator

Pictured here are our new shader-based FAA Level D effects:

- Runway light point reflections
- Landing lights illuminating runway and terrain
- Blowing snow on the runway
- Ice and snow build up on the runway
- Layered fog
- Light point glare from close up bright lights
- Light point fog glow from distant points partially obscured by fog
- Falling snow

–more–

The upgrade from Quantum3D's Independence 4000 to the Independence 6000 provides the following new features: QUEST2 shader-based sensor simulation, World Wide Database with drop-in hi-resolution insets, Super High-resolution, multiple input projectors, Shader-based FAA Level D effects, Blu-Ray™ drive with external NAS, 3.3GHz Intel® Xeon® Multi-core CPU, and NVIDIA Quadro FX 5800 GPU with 4GB dedicated graphics memory.

"Our Independence 6000 IG bundled with Mantis scene manager software provides our customers with a complete visual solution for their graphics processing needs." said Glen Pearson, Quantum3D's Vice President of Engineering. "We continue to advance our Independence platform with technology insertion and offer a simple upgrade path for existing customers. IDX 4000 IGs can be upgraded in the field with hardware to bring them up to the performance level of IDX 6000. Customers with deployed systems can take advantage of our new Level-D shader effects, QUEST2 sensor simulation technology, and out-of-the-box support for Super High-resolution, multi-input projector systems."

The Independence IDX 6000 Image Generator will be on display in the Quantum3D booth, 1070, at the I/ITSEC tradeshow in Orlando, Florida, November 30 through December 3, 2009.

### **About Independence® IDX 6000**

The newest member of the Independence Family, the IDX 6000 image generator, delivers significant visual performance improvements to the Independence product line. It uses the latest in NVIDIA Quadro graphics GPU technology coupled with Intel Xeon multi-core processors. Independence supports scalable performance and fidelity and combines the maximum visual computing power in a minimum of space with its 1U rendering form factor. Rendering units are diskless providing reliable and secure computing.

Independence 6000 enables rapid deployment for a wide variety of simulation and training applications. It is perfect for fixed-wing and rotary-wing aviation simulation and training; FAA Level-D full-flight simulators; weapons systems and gunnery training; hardware-in-the-loop sensor simulation; automotive research & development simulation and driver training; military ground vehicle training; fixed-base and forward air traffic control simulation and training; ship's bridge simulation and training; and mono & stereo scientific visualization and virtual reality

### **About Quantum3D**

Quantum3D, Inc. is a leading developer and manufacturer of Commercial-off-the-Shelf (COTS), open-architecture, real-time visual computing solutions. Quantum3D combines the most advanced hardware and software systems for graphics simulation in a variety of markets and implementations—image generation; tactical computing for avionics; vehicle and man-wearable applications; synthetic environments; graphics subsystems; and other COTS solutions. Quantum3D is a privately-held company headquartered in San Jose, California. For more information about Quantum3D real-time visual computing solutions, please visit [www.quantum3d.com](http://www.quantum3d.com).

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