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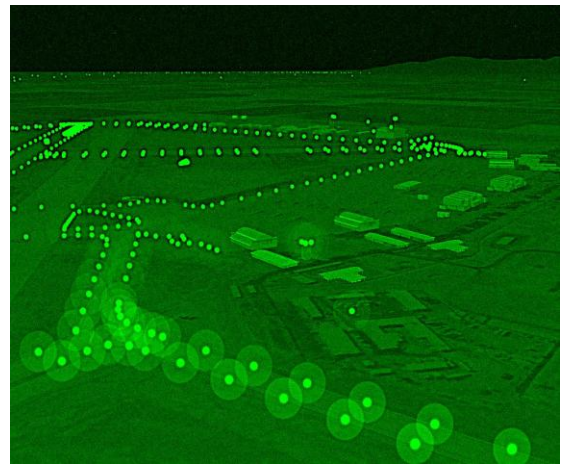
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Quantum3D Announces the Release of the QUEST2 Plug-In for Mantis Software Suite

SAN JOSE, CA–November 30, 2009 – Quantum3D®, Inc., a leading provider of open architecture, real-time 3D visual computing solutions for the Visual and Sensor Simulation Training (VSST) and Embedded Visual Computing (EVC) markets, has introduced the QUEST2™ plug-in for Mantis® at the 2009 Interservice/Industry Training, Simulation and Education Conference (I/ITSEC).

QUEST2, one of the newest plug-ins developed by Quantum3D, extends the Mantis Software Suite to include shader-based, simulated sensor post processing. Using the highly programmable vertex and fragment shaders available in current generation GPUs, QUEST2 renders simulated sensor effects in software.

Features include: monochrome or full color imagery up to 2048x1536 resolution using 16-bit, floating-point color when rendering the scene; 15x15 blur kernel and 15x15 unsharp mask kernel for image sharpening or detail peaking; fixed noise, temporal noise and scintillation; Automatic Gain Control (AGC) methods – Histogram Linear Scaling, Histogram Equalization, and Local Area Contrast Enhancement (LACE) with realistic high dynamic range AGC response to super-bright objects such as the sun; hot spot detection and target tracking; manual gain and level adjustment; and zoom, rotate and pan.



Simulated NVG Sensor Effects using QUEST2

Quantum3D is proud to announce that the QUEST2 plug-in has already been selected and deployed in the following programs: Indra Systems for U.S. Marine Corps AV-8B Weapons Systems Trainer Upgrade and the ACME Worldwide Enterprises Japanese Boom Operator Trainer (JBOT) for the Japan Air Defense Force. Additional programs are in progress.

“QUEST2 is a great addition to our Mantis software suite. Using a shader-based simulated sensor solution allows us to enhance our sensor simulation technology with each new release of the Mantis software and NVIDIA GPU hardware,” said Glen Pearson, VP of Engineering at Quantum3D. “Ultimately, our customers benefit because their requests for new features can be implemented directly in software.”

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About QUEST2

QUEST2 replaces the previous QUEST solution that implemented simulated sensor post processing in hardware. The new shader-based solution has several major advantages: cost reduction due to the elimination of custom hardware, increased flexibility and implementation of effects not previously possible on the QUEST hardware, and rendering overlays and symbology after performing the simulated sensor effects post processing, thus eliminating the need to render them on a separate channel. QUEST2 can post-process either optical *out the window* imagery or simulated at-aperture sensor imagery. It may be used to complement viXsen, a separate Mantis plug-in, that provides accurate at-aperture physics-based image generation of material coded terrains, moving models, effects and environmental phenomena with highly flexible sensor configuration options. Combining the QUEST2 and viXsen plug-ins provide a complete solution for the entire simulation pipeline ranging from visible light (CCD cameras) and near Infrared (Low Light Level Televisions (LLLTV), Image Intensifiers (II), and Night Vision Goggles (NVG)) to Short Wavelength IR (SWIR), Mid-Wavelength IR (MWIR), and Long Wavelength IR (LWIR) imaging systems.

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.

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