

## Honda Selects Quantum3D and Rikei for Advanced Driving and Motorcycle Simulators



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### FOR IMMEDIATE RELEASE

## QUANTUM3D PRODUCTS CHOSEN BY HONDA FOR DRIVING AND MOTORCYCLE RIDING SIMULATORS

***Rikei Corporation, Quantum3D's Master Distributor for Japan, to Deliver over 300 AAlchemy™ and Graphite™ Visual Channels, OpenGVS™ Realtime Scene Management Software and High Fidelity Visual Databases to Honda for Motor Vehicle Training Systems***

Lille, France-- April 24<sup>th</sup>, 2001-- Quantum3D, Inc. at the International Conference, Exhibition and Network for Training, Education and Simulation (ITEC), today announced that the Company's AAlchemy™ and Graphite™ PC-based Image Generators (PC-IGs), along with OpenGVS™ Realtime Scene Management Software have been selected by Honda for deployment in Honda Driving Simulator and Honda Riding Simulator. Rikei Corporation, Quantum3D's value-added master distributor for Japan, is supplying the systems, scene management software and high-fidelity visual databases for the simulators to Honda.

Designed for advanced driver training applications where training experience fidelity is of paramount importance, the new Honda Driving Simulator cabin employs a Honda-designed 6-axis Motion System that provides motion cues to the trainee(s) and a Honda-designed wide field of view (138 degree) curved screen display for the forward view, driven by the AAlchemy™ PC-IG and OpenGVS™ for sustained 30 Hz frame rates with T-buffer™ Full Scene Anti-aliased visuals. The simulator also features three LCD-based mirror channels which are driven by Graphite™ PC-IGs with NVIDIA® Graphics Subsystems. The runtime software and databases, developed by Rikei Corporation's Visual Simulation Team, employ Quantum3D's OpenGVS™ realtime 3D scene management software, which controls the outputs for all the visual channels. The Honda Driving Simulator is the first commercial driver training system that combines AAlchemy™ and Graphite™ Systems and OpenGVS™ realtime 3D scene management software into a single, seamless PC-IG architecture.

Introduced in Japan on April 17<sup>th</sup>, the new Honda Riding Simulator is the second-generation training system for motorcycle riders. Also based on OpenGVS™ realtime 3D scene management software, the new system follows in the footsteps of its extremely successful predecessor, of which over 200 systems have been sold to date.



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“Honda is one of the undisputed technology leaders in the automotive industry and they have established themselves as a key player in the arena of driving and riding simulators for both R&D and training. By combining a mix of Graphite™ and AAlchemy™ systems to meet the performance, image quality and cost targets for each channel of their simulators, coupled with OpenGVS™ as a unifying software architecture that ties each of the channels together, Honda and Rikei were able to address their IG requirements with laser precision,” said Ross Q. Smith, Quantum3D Co-founder and VP of Sales and Marketing. “Delivering superior performance at affordable prices is a hallmark of Honda engineering and all of us at Quantum3D can think of no better endorsement. The folks at Rikei have done an incredible job of bringing out the best of our hardware and software products, and we’re very pleased to be part of the Honda – Rikei team”.

The visual databases, developed by Rikei Corporation's Visual Simulation Team to meet Honda requirements, include high-fidelity geographic and cultural features such as city streets, freeways and surface roads in urban, suburban and rural settings with traffic systems in level, hilly and mountainous terrain. The databases and runtime environments support environmental changes and effects, such as time of day, fog, snow, etc., which, along with traffic scenarios, may be added on demand by the training instructor from his/her station. The Rikei visual database fidelity and special effects, combined with the image quality and performance of the AAlchemy™ and Graphite™ Systems with OpenGVS™, makes the new Honda Driving Simulator one of the most advanced commercial driver training systems available on the market today.

“Rikei has been working with both Honda and Quantum3D for several years,” said Hiroo Sasaki, Executive Director, Rikei Corporation Visual Simulation Business Management Office. “The success of this project shows Rikei’s value add in the industry by delivering an integrated hardware, software and content solution that incorporated Quantum3D products, the best technology in the market today, along with the precision databases that could meet Honda’s stringent image fidelity requirements. We are very excited to continue our role as a solution provided in such an important program with Honda and Quantum3D.”

### About Honda

Honda began business as a manufacturer of engines to power bicycles in 1948. Since then, Honda has contributed to the mobility of individuals and society by developing and providing motorcycles, automobiles, and other transportation-related products and technologies. Honda’s corporate culture, which emphasizes respect for the individual, has enabled Honda’s employee teams to create an incredibly wide array of unique, high quality products that includes small, general-purpose engines, motorcycles, ATVs, generators, marine engines, lawn and garden equipment, passenger automobiles and racing products up to and including Formula 1. Dedicated to supplying products of the highest quality at reasonable prices for worldwide customer satisfaction, Honda has annual revenues in excess of \$50 Billion USD and now maintains more than 100 manufacturing facilities in 33 countries, which deliver over 10 million products annually.

While striving to contribute to better mobility in society, Honda has maintained a focus on environmental and safety issues. In addition to developing products that meet the highest safety standards, Honda has also worked proactively to improve traffic systems by conducting safe-driving programs and by creating innovative driver training products, including driving and motorcycle riding simulators that duplicate the conditions of on-road operation. Now in use at driving education schools and police facilities throughout Japan, these systems provide an effective tool for improving motorcycle rider’s and police driver’s abilities to anticipate and react to a complete range of traffic dangers. Currently, Honda operates 28 driver education centers around the world and offers motorcycle safety courses for the general public as well as patrol squad training for local police departments.

For more information on Honda or on the Company’s recently introduced second generation of driving and riding simulators, please visit the Company’s website at <http://world.honda.com>.

### About Rikei

Founded in 1957, Rikei Corporation has been introducing the world's leading products and technologies to Japan for over 30 years. With integrated information gathering, planning, systems development and engineering expertise built over the years, Rikei has helped to enable Japan's rapid economic growth in critical technology areas that include computers, networking, multi-media, satellite communications and simulation and training. As a financially solid (consolidated sales of 47.6 Billion ¥ in FY 2001) company that is large enough to handle the most difficult engineering and logistics challenges, yet small enough to provide unmatched customer service, Rikei prides itself at providing complete solutions, at different

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levels of integration, to its Japanese customers, as well as unparalleled support to its overseas partners in introducing, localizing and servicing their products in Japan, thereby providing value-add for all parties.

Rikei has been intimately involved in the simulation and training market for 12 years, during which time Rikei and Honda have formed a close working relationship. Rikei was instrumental in delivering U.S. made image generators to Honda in 1996, which played a key role in Honda's First Generation Riding Simulator. Since then Rikei and Honda have maintained a solid working relationship, with both companies committed to providing society with the most efficient and highest quality products available, and programs and related products that ensure their operation in the safest possible fashion. For more information, please visit Rikei's website at [www.rikei.co.jp](http://www.rikei.co.jp).

### **About Quantum3D**

Quantum3D, Inc., with headquarters in San Jose, California, develops and markets integrated interactive PC-based 3D visual computing systems, realtime 3D graphics subsystems and related system software that combine to deliver sustained realtime frame rates, superior image quality, and value. Quantum3D delivers complete 3D visual computing solutions for the visual simulation and training and embedded graphics subsystem markets and is the exclusive supplier of 3dfx graphics technology into those markets. In addition, Quantum3D creates and distributes realtime 3D development software tools and products, enabling developers to fully optimize their applications to benefit from the company's visual computing systems. For more information on Quantum3D or its products, including AAlchemy™, Graphite™ or OpenGVS™, please visit the Quantum3D website at [www.quantum3d.com](http://www.quantum3d.com).

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