



DI-GUY 10 SHOWCASE AT I/ITSEC 1-4 DECEMBER 2008

Waltham, Massachusetts, November 18, 2008. Boston Dynamics will unveil DI-Guy 10, the latest version to the DI-Guy™ product line, an integrated set of COTS tools for adding lifelike human characters to real-time simulations. The software consists of three main tools:

- DI-Guy *SDK* – C++ Windows/Linux libraries for adding humans to simulations.
- DI-Guy *SCENARIO* – Authoring and End Visualization application for creating compelling human simulations.
- DI-Guy *AI* – Artificial Intelligence for individuals and crowds.

DI-Guy will have experts on hand at I/ITSEC to demonstrate the power, ease of use and flexibility of DI-Guy, and to answer any questions you may have. In addition, partners and customers will demonstrate DI-Guy in their booths throughout the show floor.

New Features in DI-Guy 10 include:

Skinned Characters These new appearances augment the extensive library of existing character appearances already available in DI-Guy, providing high visual quality and flexibility to simulators. A content creation pipeline exists for customizing these characters via 3D Studio Max™.

New Ease-of-Authoring Features DI-Guy SCENARIO now has a unified view of user interface palettes to maximize ease-of-use. New script editing tools enable syntax highlighting as well as Call-tips and Auto-complete. It's never been easier to access the full power of DI-Guy.

DI-Guy AI, the Easy-to-use AI solution Introduced in 2007, DI-Guy AI has more features, more functionality, and more AI. DI-Guy AI is built not only for programmers, but also for Subject Matter Experts, Content Creators and anyone who needs ready-to-use intelligent characters that are easy to configure via an intuitive point-and-click interface.

Drop-in Minds When you place a character in a scene DI-Guy AI, it will already have the brains to do the right thing.

More animals Mules, dogs, goats, sheep, horses, horses with riders, and the World Famous DI-Guy Chickens™ are all available in DI-Guy 10.

PRESS RELEASE



About DI-Guy

DI-Guy is COTS software for adding lifelike human characters to real-time simulated environments. DI-Guy lets users add humans to simulations rapidly, reliably and with minimum technical risk, while achieving very high levels of visual realism and real-time performance. DI-Guy provides an integrated software solution with everything the user needs: photo-realistic 3D human models from every walk of life, an extensive library of behaviour; a high-performance real-time motion engine; and an API that is simple and powerful. DI-Guy is an integrated product line that includes:

- DI-Guy SDK, C++ libraries that can be compiled and linked into existing simulation applications to add people,
- DI-Guy Scenario, an interactive 3D scenario generation tool focusing on people,
- DI-Guy Motion Editor, an interactive linear editor for importing, creating, and modifying behaviour,
- DI-Guy AI, a powerful yet easy to use Artificial Intelligence module for quickly creating crowds of intelligent, terrain-aware, collision-avoiding agents.

DI-Guy is used by leading providers of simulation-based training solutions including Raydon, Rockwell Collins, Boeing, Lockheed-Martin, Honeywell, CAE, SAIC, Raytheon, BAE Systems, Presagis, and M&K Technologies and many others. DI-Guy is the de facto standard for human simulation in training applications worldwide.

DI-Guy also offers a wide range of expert engineering services for DI-Guy product integration, model creation, motion creation, and scenario creation. Let us help you bring your simulation to the next level.

For more information about DI-Guy, visit our website at www.DIGuy.com