NVISION 08
THE WORLD OF VISUAL COMPUTING

EMERGING COMPANIES SUMMIT
August 26-27, 2008

Marriott San Jose, CA

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Foreword:

Thank you for attending NVISION 08 and NVIDIA's first annual Emerging Companies Summit!

Visual computing has moved far beyond just gaming and is now pervasive in our everyday lives. Graphics Processing Units (GPUs) help power Windows Vista, applications such as Google Earth, 3D user interfaces, HD video playback, virtual worlds, and other lifestyle and web applications. In addition, GPUs have emerged as a superior platform for many non-graphics applications. They are now designed and used to accelerate high-performance computing applications ranging from financial market analyses, electromagnetic simulations, oil and gas exploration, and other scientific calculations.

On behalf of the entire NVIDIA Business Development Team, we are thrilled to bring you this first-ever event focused on the ecosystem of companies leveraging visual computing and the GPU. We have sixty of the most relevant and creative companies here to present, and quite frankly this is just the tip of the iceberg. These companies are the innovators that will fuel the continued growth of the GPU platform and the entire visual computing ecosystem. Our hope is that this unique Summit will serve as a catalyst for innovation, partnerships and other strategic business opportunities.

I would like to add a special note of thanks to all of our sponsors – Cooley Godward Kronish, Ernst & Young, Sutter Hill Ventures, Morgan Stanley & RR Donnelley – for helping us take our vision for the Emerging Companies Summit and turn it into a reality.

Welcome to the visual computing revolution!

Jeff Herbst
Vice President of Business Development
NVIDIA

AGENDA: TUESDAY, AUGUST 26th, 2008

11:00a – 11:30a
Ballroom Salons III & IV

Emerging Companies Summit Keynote and Demos

Jeff Herbst – VP of Business Development, NVIDIA

11:30a – 12:15p
Ballroom Salons III & IV

Panel Discussion: The Role of the GPU in Modern Computing

Moderator: Jeff Herbst – VP of Business Development, NVIDIA

Sam Blackman – Chairman & CEO, Elemental Technologies

Manju Hegde – VP of PhysX Solutions, NVIDIA

David Kirk – Chief Scientist, NVIDIA

Mark Rein – Founder & VP, Epic Games

12:30p – 1:15p
Ballroom Salons III & IV

LUNCH & Panel discussion: Capital Raising for Emerging Companies in Today's Market

Moderator: Eric Jensen – Partner, Cooley Godward Kronish

Keith McCurdy – Co-founder and CEO, Vivaty

Geoffrey Selzer – Chairman & CEO, Emergent Game Technologies

Andy Sheehan – Managing Director, Sutter Hill Ventures

Colin Stewart – Chairman of Global Technology Capital Markets, Morgan Stanley

1:30p – 5:30p

Presentations from Emerging Companies in the Visual and High Performance Computing Ecosystems

Ballroom Salon I Track 1: Gaming

Ballroom Salon II Track 2: Lifestyle Computing

Ballroom Salon V Track 3: CUDA / High Performance Computing

Ballroom Salon VI Track 4: Professional Visual Computing

Special Demonstration Break (see pg 16)
Perceptive Pixel & NaturalMotion
3:30p – 4:00p Ballroom Salon III & IV

5:30p – 7:00p

Emerging Companies Summit Networking Reception

Ballroom Salon pre-function area (foyer)

9:00p – 11:00p

NVISION Evening Concert: Video Games Live

San Jose Center for the Performing Arts

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AGENDA: WEDNESDAY, AUGUST 27th, 2008

8:15a – 9:15a *Ballroom Salons III & IV*	**Fireside chat with Jen-Hsun Huang – Co-Founder, President & CEO, NVIDIA** Moderated by Jon Peddie – Jon Peddie Research
9:30a – 1:30p	**Presentations from Emerging Companies in the Visual and High Performance Computing Ecosystems**
Ballroom Salon I	Track 1: Gaming
Ballroom Salon II	Track 2: Lifestyle Computing
Ballroom Salon V	Track 3: CUDA / High Performance Computing
Ballroom Salon VI	Track 4: Professional Visual Computing
	Special Demonstration Break (see pg 16) *mental images & Nurien Software* **11:00a –11:30a** *Ballroom Salon III & IV*

Attendees of the Emerging Companies Summit also have access to other NVISION events. These include:

- Jamie and Adam - best known for their work in the television series, MythBusters have built a one-of-a-kind, never-before-seen, awe-inspiring machine that they'll show off at the closing ceremonies
- NVISION Keynotes - speakers include former astronauts Buzz Aldrin and Eileen Collins; NASCAR star Kyle Busch; actress Tricia Helfer; Dassault Systems CEO Bernard Charles; Perceptive Pixel Founder Jeffrey Han; and more
- HD Digital Theater - 3D film on U2's *Vertigo* concert tour and the premiere of the 3D movie *Fly Me to the Moon*
- NVISION Evening Concert: Video Games Live – an immersive concert performed by top orchestras & choirs, along with exclusive video footage and music arrangements, synchronized lighting, solo performers, electronic percussionists, live action and unique interactive segments
- Digital Art Gallery
- Electronic Sports World Cup (ESWC) Grand Finals
- Exhibition Hall
- GeForce® LAN Party
- Hands-on Workshops

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Presentations from Emerging Companies in the Visual and High Performance Computing Ecosystems

Tuesday, August 26, 2008	Track 1: Gaming	Track 2: Lifestyle Computing	Track 3: CUDA / High Perf. Computing	Track 4: Professional Visual Computing
1:30-2:00p	Nurien Software	Cooliris	OptiTex	Brainstorm Multimedia
2:00-2:30p	Allegorithmic	Vivaty	Elemental Technologies	Anark
2:30-3:00p	Pixelux Entertainment	MotionDSP	Acceleware	Metaio
3:00-3:30p	Geomerics	SCISS	Seeing Machines	Right Hemisphere
3:30-4:00p	*Special Demonstration Break: Perceptive Pixel & NaturalMotion (see pg 16)*			
4:00-4:30p	Futuremark	DAZ3D	Digisens	Sportvision
4:30-5:00p	NaturalMotion	iBloks	Hanweck Associates	Massive Software
5:00-5:30p	AiLive	Perceptive Pixel	Tech-X	Red Giant Software

5

Presentations from Emerging Companies in the Visual and High Performance Computing Ecosystems

Wednesday, August 27, 2008	Track 1: Gaming	Track 2: Lifestyle Computing	Track 3: CUDA / High Perf. Computing	Track 4: Professional Visual Computing
9:30-10:00a	Avatar Reality	BumpTop	Gauda	Teradici
10:00-10:30a	Emergent Game Technologies	Edge 3 Technologies	xaitment	Total Immersion
10:30-11:00a	Illuminate Labs	Multiverse	PhaseSpace	Spatial View / SeeFront
11:00-11:30a	*Special Demonstration Break: mental images & Nurien Software (see pg 16)*			
11:30a-12:00p	HiPiHi	Morpho	AccelerEyes	Auryn
12:00-12:30p	Alseek	Reallusion	Mercury VSG	Onesia
12:30-1:00p	Sixense Entertainment	IMAGTP	Silicon Informatics	Forterra Systems
1:00-1:30p	Fork Particle	Idée	Nascentric	Green Plug

6

Experienced Guides

COOLEY GODWARD KRONISH is the proud legal sponsor of the **2008 NVISION EMERGING COMPANY SUMMIT**.

Cooley attorneys have served as counselors, strategists and advocates to entrepreneurs and investment funds since 1959.

Cooley Godward Kronish, a national law firm for the converging worlds of high technology, high finance and high-stakes litigation. For more information, visit us at **www.cooley.com**

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Panelists: The Role of the GPU in Modern Computing

Samuel S. Blackman
Chairman, CEO, and Co-Founder – Elemental Technologies

Sam is the Chairman, CEO, and co-founder of Elemental Technologies, the leading provider of massively parallel processing (MPP) solutions, initially targeting video applications. Elemental's initial products are the Badaboom™ Media Converter and the RapiHD™ Accelerator for Adobe Premiere® Pro CS4, software applications that dramatically improve productivity for consumer media processing and professional video editing workflows.

Sam brings extensive management experience and video processing expertise to the ETI team. Prior to co-founding ETI in 2006, Samuel specified and architected next-generation products as an IC Design Manager for 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, Samuel held engineering positions at Silicon Graphics and Intel Corporation. Mr. Blackman holds an M.B.A. from the University of Oregon, an M.S.E.E. from the University of California at Berkeley, and a B.S.E.E. from Brown University in Providence, RI. He was a Regional Qualifier for the White House Fellows Program in 2006.

Manju Hegde
Vice President of PhysX Solutions – NVIDIA Corporation

Manju is VP of PhysX Solutions and is passionate about hardware accelerated physics. Manju has been on a mission to make every game less physics challenged since 2002 when he co-founded AGEIA Technologies and led it as CEO until its acquisition by NVIDIA. Manju is also responsible for NVIDIA's third party software relationships and development support.

Prior to co-founding AGEIA, Manju was CTO and co-founder of Celox Networks, which built scalable IP service switches and the first OC-192c network processor. Previously, he served as Chief Scientist at MinMax Technologies, a fabless semiconductor manufacturer, where he was an inventor of highly scalable cell switches. For 17 years, he was a university professor in electrical engineering, with his last tenure at Washington University in St. Louis. He has published over 100 technical papers, and is co-inventor on many patents.

Jeff Herbst
Vice President of Business Development – NVIDIA Corporation

Jeff is the Vice President of Business Development at NVIDIA Corporation, the world leader in visual computing technologies (and inventor of the GPU) with yearly revenues exceeding $4.0 billion USD. In this role, which he has held since 2001, Jeff leads NVIDIA's worldwide business development efforts, including 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 (where he studied computer graphics under Andries van Dam), and a law degree from Stanford Law School.

David B. Kirk, Ph.D.
Chief Scientist – NVIDIA Corporation

David has been NVIDIA's Chief Scientist since January 1997. His contribution includes leading NVIDIA graphics technology development for today's most popular consumer entertainment platforms. In 2006, Dr. Kirk was elected to the National Academy of Engineering (NAE) for his role in bringing high-performance graphics to personal computers. Election to the NAE is among the highest professional distinctions awarded in engineering. In 2002, Dr. Kirk received the SIGGRAPH Computer Graphics Achievement Award for his role in bringing high-performance computer graphics systems to the mass market. From 1993 to 1996, Dr. Kirk was Chief Scientist, Head of Technology for Crystal Dynamics, a video game manufacturing company. From 1989 to 1991, Dr. Kirk was an engineer for the Apollo Systems Division of Hewlett-Packard Company.

Dr. Kirk is the inventor of 50 patents and patent applications relating to graphics design and has published more than 50 articles on graphics technology. Dr. Kirk holds B.S. and M.S. degrees in Mechanical Engineering from the Massachusetts Institute of Technology and M.S. and Ph.D. degrees in Computer Science from the California Institute of Technology.

Mark Rein
Vice President and co-founder – Epic Games

Mark is the vice president and co-founder of Epic Games, one of the world's leading game developers and game technology providers. Epic is responsible for the award-winning Unreal series and Gears of War, the 2006 Game of the Year. Epic's Unreal Engine 3 has won Game Developer magazine's Front Line Award for Best Engine three consecutive years, and engine licensees include BioWare, Square Enix, Take-Two, Microsoft Game Studios, Namco, Activision, NCsoft, Sony Computer Entertainment, Electronic Arts and Ubisoft. For the past 16 years, Mark has spearheaded Epic's licensing and publishing deals, business development, public relations, academic relations, marketing and business operations.

A self-described computer geek, Mark has been involved with personal computers since his teenage years when he helped his father build an Altair 8800 back in 1975 and taught himself how to program. In 2005, CNN Money's Chris Morris listed Mark as one of "the five most powerful people in the game industry today" and GameDaily BIZ ranked Mark third in their top five list of "Game Industry Persons of the Year." Mark was also honored in Develop magazine's 2008 "Game Changers," a list of 25 gaming industry luminaries who are "reshaping the games development business as we know it."

Panelists: Capital Raising for Emerging Companies in Today's Market

Eric C. Jensen
Partner – Cooley Godward Kronish

Eric is a business partner in the Cooley Godward Kronish Palo Alto office. Eric is head of the Firm's Business department and a member of the Management Committee. Eric has been with Cooley since 1988 and a partner since 1994.
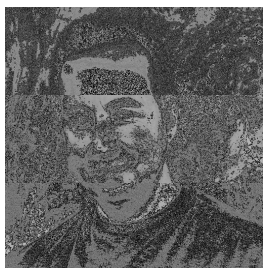
Mr. Jensen practices securities and general corporate law, with an emphasis on the representation of emerging and public software, semiconductor, internet, and other information technology companies. He also has extensive experience representing venture capital funds and underwriters. He has counseled clients in the areas of corporate formations, venture financings, public offerings of equity and debt, mergers and acquisitions, joint venture, licensing and related strategic transactions, employee incentive matters and SEC reporting and compliance. Mr. Jensen has been included as one of The Best Lawyers in America in 2006 - 2008, was named in The Top Lawyers in the Bay Area in 2006 and named as one of Northern California's "Super Lawyers" in 2004, 2005 and 2007.

From 2000 to 2001, Mr. Jensen served as general counsel and member of the senior management team at Blue Martini Software. Mr. Jensen received a J.D. in 1988 from the University of California, Los Angeles School of Law and a Bachelor's degree in Economics and Political Science from Stanford University in 1984.

Keith McCurdy
Co-founder and CEO – Vivaty

As CEO and co-founder, Keith is responsible for setting Vivaty's overall vision and strategic direction as a leading web-based virtual world. Keith's career has spanned more than twenty years in digital media and entertainment, where he has held numerous executive positions ranging from CEO of venture-backed start-ups to senior executive at Electronic Arts. Keith's more than 10 years at EA encompassed the company's growth from 150 to over 3,500 employees and $8 billion in value. During this time he held Vice President roles in Online, Product Development, and Technology, and he developed his passion for creating innovative and high quality consumer products. Throughout his career, Keith has created new businesses in online, interactive, and mobile, and he has consistently been on the leading edge of innovation in products, technology, business models, and distribution.

Geoffrey Selzer
Chairman & CEO – Emergent Game Technologies

Prior to accepting the leadership role at Emergent, Geoff consulted to video game and other media companies, specifically on the development and exploitation of cross-media intellectual property, fund raising and production for video game and other media companies. From 1995 through 1998, Geoff served as VP, Creative Development and Production for Disney Interactive, where he built, managed, and created the vision for a group of over 100 professionals responsible for the design, development and production of the interactive software titles at Disney Interactive. In addition to his work at Disney, Geoff enjoyed successful careers in publishing and investment banking with an emphasis on mergers and acquisitions.

Geoff completed his MBA (with a concentration in finance/international business) at Northwestern University's Kellogg Graduate School of Business. He holds a Bachelor of Arts in Philosophy awarded by Beloit College in Wisconsin.

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.
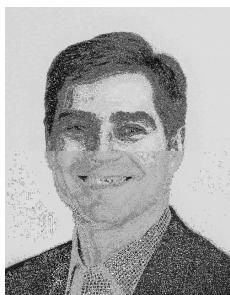
Colin Stewart
Vice Chairman, Head of Global Capital Markets Technology and
Business Services – Morgan Stanley

Colin is Vice Chairman, Head of Global Capital Markets
Technology and Business Services. Prior to this, he ran Morgan
Stanley's equity capital markets business in Asia. From 1997-1998,
Colin was Deputy CEO of China International Capital Corporation,
Morgan Stanley's JV investment bank headquartered in Beijing,
P.R.C. Colin has over 19 years of experience at Morgan Stanley,
previously working in the Firm's equity capital markets, institutional
equity, sales and trading, asset management and firm management. Colin has led Asian and
technology equity transactions aggregating over $40B in value. Colin has worked in New
York, Hong Kong, Tokyo, Beijing and Menlo Park. He has worked on the following selected
financings: China Unicom $5.7B; China Mobile $4.2B; Sinopec $3.5B IPO; Google $1.9B
IPO; Alibaba.com $1.7B IPO; SAIC $1.3B IPO; Seagate Technology $870M IPO; Google
$4.4B Follow-on; Korea Telecom $2.5B Privatization; First Data/Western Union $15B One
Step Spin; SanDisk $1.2B Convertible; Bangkok Bank $1.1B Follow-on; China Eastern
$277M ADR; Shanghai Industrial $300M Convertible; China Resources Limited $230M
Convertible; Wipro Ltd. $131M ADR.

Colin graduated from Dartmouth College with a B.A. in History and Asian Studies.

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Fireside Chat

Jen-Hsun Huang
Co-founder, President and CEO – NVIDIA Corporation

Jen-Hsun Huang co-founded NVIDIA Corporation in April 1993 and has served as President, Chief Executive Officer, and a member of the Board of Directors since its inception. Under his leadership, NVIDIA has become the world leader in programmable graphics processing technologies and one of the semiconductor industry's largest fabless companies. Mr. Huang serves on the RAND Corporation's Board of Trustees and is a member of the Committee of 100, an organization that addresses issues concerning the Chinese-American community and U.S.-China relations. In 2004, the Fabless Semiconductor Association honored Mr. Huang with the prestigious Dr. Morris Chang Exemplary Leadership Award, which recognizes a leader who has made exceptional contributions to driving the development, innovation, growth, and long-term opportunities of the fabless semiconductor industry. Additionally, Mr. Huang is a recipient of the Daniel J. Epstein Engineering Management Award from the University of Southern California and was named an Alumni Fellow by Oregon State University. Prior to founding NVIDIA, Mr. Huang held engineering, marketing, and general management positions at LSI Logic, and was a microprocessor designer at Advanced Micro Devices. Mr. Huang holds a B.S.E.E. degree from Oregon State University and an M.S.E.E. degree from Stanford University.

Jon Peddie
President – Jon Peddie Research

Dr. Jon Peddie is a pioneer of the graphics industry, starting his career in computer graphics in 1962. 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. With those same goals in mind, he left JPA to form Jon Peddie Research in 2001 to provide a more customer intimate environment for clients, and to further explore the business of multimedia. 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 industry analysts, he is frequently quoted in trade and business publications, and contributes articles to numerous publications including as well as appearing on CNN and TechTV, and a contributor to Advances in Modeling, Animation, and Rendering. Peddie is also the author of several books including Graphics User Interfaces and Graphics Standards, High Resolution Graphics Display Systems, and Multimedia and Graphics Controllers. Jon Peddie is recognized as one of the leading analysts in the country by AdWeek Magazine.

Special Demonstration Breaks

mental images
Demonstration of reality server, a scalable platform for web based 3D platform for remote creation, manipulation, and visualization of 3D digital content–no matter how complex. reality server enables interactive and collaborative 3D web services and applications.

mental images is the recognized leader in providing rendering and 3D modeling technology to the entertainment, computer-aided design, scientific visualization, architecture, and other industries that require sophisticated images. Mental images is a wholly-owned subsidiary of NVIDIA Corporation.

Perceptive Pixel
Jeffrey Han, founder of Perceptive Pixel, will discuss and show a demonstration of the most advanced multi-touch display in the world. This is the same technology that has achieved widespread exposure and acclaim for its role in CNN's coverage of this year's presidential primaries. Perceptive Pixel develops the highest performance multi-touch display hardware and their associated interaction techniques.

NaturalMotion
Torsten Reil, CEO of NaturalMotion, will demonstrate how motion synthesis is revolutionizing the games industry. NaturalMotion is the developer of the motion synthesis engines used in games such as Grand Theft Auto IV.

Nurien Software
Taehoon Kim, President & Co-founder of Nurien Software, will demonstrate how visual computing has transformed the virtual world and creates a captivating user experience.

Nurien develops a 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.

Color: Front Cover (glossy card stock)

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Profiles of Presenting Companies

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AccelerEyes

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770.315.1099
www.accelereyes.com

Company Profile	AccelerEyes is creating and leading the software-side of the movement towards Personal Supercomputing. In order for HPC application companies to adopt GPU technologies, a robust and healthy software tool chain must be created to connect programmers to GPU hardware. While hardware manufacturers are building lower-level software tools, such as CUDA, which support their devices, AccelerEyes delivers high-level interfaces which remove the lower-level complexity.

AccelerEyes' first product, Jacket, is used by customers across all major HPC industries, such as the automotive, financial, medical, and seismic industries. Further, Jacket's Graphics Toolbox enables true Visual Computing, seamlessly merging the compute power of CUDA with OpenGL visualizations. AccelerEyes plans to adapt and expand Jacket for other hardware and software platforms. |
CEO	John Melonakos
Investors	N/A
Capital Raised	N/A
Speaker	John Melonakos (CEO) & Gallagher Pryor (CTO)
Speaker Biography	John Melonakos is Founder and CEO at AccelerEyes. His experience includes positions at GE, HP, Lockheed Martin, and Corning Cable Systems. John has a BS in EE from BYU, a MS in ECE from Georgia Tech, and expects to receive a PhD in ECE from Georgia Tech in 2008.

Gallagher Pryor is Founder and CTO at AccelerEyes. His experience includes being a founding member of WeTheCitizens.com, providing software solutions for political campaigns. Gallagher has a BS in CS and expects to receive a PhD in CS from Georgia Tech in the coming year. |

Acceleware

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403.249.9099
www.acceleware.com

Company Profile	Acceleware develops and markets solutions that enable software vendors to leverage heterogeneous, multi-core processing hardware without rewriting their applications for parallel computing. This acceleration middleware allows customers to speed-up simulation and data processing algorithms, benefiting from high performance computing technologies available in the market such as multiple-core CPUs, GPUs or other acceleration hardware. Acceleware's expertise involves writing highly parallel software for many different (high-performance computing) hardware platforms. Acceleware solutions are deployed by companies worldwide such as Philips, Boston Scientific, Samsung, Eli Lilly, General Mills, Nokia, LG, RIM, Kyocera, Medtronic, Hitachi, Fujifilm, FDA, Mitsubishi, Sony Ericsson, AGC, NTT DoCoMo, and Renault to speed up product design, analyze data and make better business decisions in areas such as electronic manufacturing, oil & gas, medical and security imaging, industrial and consumer products, and academic research.
CEO	Michal Okoniewski
Investors	Publicly Held Company TSXV: AXE-V
Capital Raised	~$18M
Speaker	Ryan Schneider (CTO & Founder)
Speaker Biography	Ryan Schneider has earned numerous elite national scholarships and awards, including the Engineering Internship Prize from the University of Calgary and the Alberta Science and Technology Leader of Tomorrow Award. Prior to establishing Acceleware, Schneider was co-founder and president of Vortex Computing Inc., a high-performance-computing (HPC) consulting company and value-added reseller. Ryan has a BS and MS in Electrical Engineering from the University of Calgary.

AiLive

1200 Villa Street, Suite 100
Mountain View, CA 94041

650.810.2000
www.ailive.net

Company Profile   A leader in Artificial Intelligence for entertainment, AiLive's vision of video games is natural engagement and personalization through player participation. AiLive is best known for its LiveMove products that allows games to recognize any motions performed with a motion sensing device. Using advanced machine learning techniques, motion recognizers can be created simply by giving examples of the moves you want recognized. LiveMove has been sub-licensed and promoted by Nintendo; it is currently being used in hundreds of studios worldwide for rapid prototyping and for in-game recognition in many existing and upcoming titles. LiveCombat is AiLive's other product, it allows you to pick up a game controller, play for a few minutes, put down the controller and have the AI play like you.

CEO   Wei Yen

Investors   N/A

Capital Raised   N/A

Speaker   John Funge and Stuart Reynolds

Speaker Biography   John Funge and Stuart Reynolds are speaking as representatives of AiLive. AiLive is comprised of a team of AI experts, machine learning researchers, and game industry veterans. For the last 8 years, current and former team members have worked closely together to create products that are truly innovative and have no counterparts in either industry or academia.

AIseek

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Israel
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www.aiseek.com

Company Profile	AIseek provides accelerated AI solutions to power tomorrow's computer games. AIseek's flagship product, the Intia™ SDK, makes possible sophisticated and highly dynamic game worlds, populated by intelligent life. Designed for asynchronous, massively parallel computation, Intia supports multi-core CPUs, leading GPUs, as well as AIseek's own AI processor. With the Intia SDK, accelerated AI is now a reality.
CEO	Gil Asherie
Investors	Privately funded
Capital Raised	$4M
Speaker	Gil Asherie (CEO)
Speaker Biography	Gil Asherie, AIseek's co-founder and CEO, previously co-founded R*Tech Systems, a developer of database management products. Following a successful acquisition by Quest Software (Nasdaq: QSFT), Gil participated in Quest's phenomenal growth from a small, privately held company to a worldwide powerhouse in application and systems management. During his years at Quest, Gil played leading roles in sales, product management and marketing. As Director of Marketing, Gil was responsible for all marketing activities in Quest's large and rapidly growing European division. Gil holds a BA (Hons.) degree from Cambridge University (England) in Computer Science and English Literature and an MA in Cognitive Science from the Hebrew University of Jerusalem. He is fluent in four languages.

Allegorithmic
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+33 473 347 080
www.allegorithmic.com

Company Profile	Allegorithmic is the first company to propose professional middleware solutions for the authoring and on-the-fly rendering of procedural textures. ProFX and Substance allow content developers to produce texture assets at least twice as fast as usual, while the description files are typically 500-2000 times smaller than regular bitmaps. Allegorithmic's upcoming product, Substance is poised to redefine the development and distribution of rich real-time 3D content for the next generation of online and retail games by enabling non-linear production pipelines, in-game streaming of textures and user-generated content. 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	N/A
Capital Raised	N/A
Speaker	Dr. Sébastien Deguy (CEO)
Speaker Biography	Dr. Sébastien Deguy is the CEO of Allegorithmic, the company behind the ProFX procedural textures authoring and rendering system. 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.

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Anark

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, Lockheed Martin, and NVIDIA unlock the potential of their 3D data assets to save money, accelerate product development, and to collaborate and communicate more effectively and securely.
CEO	Stephen Collins
Investors	Murphree Venture Partners, 5280 Partners, Holden Capital, Wolf Ventures, Presidio Ventures (Sumitomo)
Capital Raised	N/A
Speaker	Stephen Collins (President & CEO)
Speaker Biography	Stephen Collins is a co-founder of Anark and an 18 year industry veteran within the high-tech, entertainment, and enterprise 3D market sectors. He has extensive sales, marketing, business development and private equity financing experience. 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 market leaders such as Xerox, Tandy's Business Systems Division, and Microage, where he consistently exceeded sales goals and company expectations. Stephen earned his BA from the University of North Carolina at Charlotte in 1989, where he majored in History and minored in Marketing.

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Auryn

6033 W Century Blvd, #808
Los Angeles, CA 90045

310.649.4278
www.auryn.com

Company Profile	Auryn Inc, founded in 2004 is a venture backed tech media company. Auryn's founders come with extensive background in animation industry in Hollywood and academia.
	Auryn's technology enables animation of unique artistic styles not possible through existing technologies. This creates a unique business opportunity to exploit branded content not possible before.
	With production facility in India, the company has successfully produced three shorts that are currently being sold at variety of outlets. Currently Auryn is working with world renowned authors & illustrators of children books on their current series entitled "Once Upon Tales".
CEO	Umesh Shukla
Investors	N/A
Capital Raised	N/A
Speaker	Umesh Shukla (CEO)
Speaker Biography	Umesh Shukla has been on the cutting edge of the animation and special effects industries for twenty years, as an award-winning director and artist. As a filmmaker, Umesh continually explores the use of computer generated imagery to create astonishing visuals, while at the same time weaving the kind of inspiring and deeply human narratives that are at the core of good filmmaking.
	Umesh knows how to use technology effectively to tell stories. He was one of the first artists in India to explore computer graphics for animation in the eighties. He innovated in film-making by utilizing motion capture for humans for the first time in a feature film for Titanic, which won the Oscar for best visual effects. Now he brings stylized rendering for the first time to the world of animation.

Avatar Reality

5 Merchant St, Ste 1700
Honolulu, HI 96813

808.954.6150
www.avatar-reality.com

Company Profile	Founded in December of 2006, Avatar Reality is developing a new massively multiplayer virtual world (MMVW), called Blue Mars, featuring stunning graphics, realistic characters and endless social bonding opportunities. The company consists of multiple well-known and award-winning game developers including Henk Rogers, founder of Blue Planet Software, Blue Lava Wireless and The Tetris Company, and Kazuyuki Hashimoto, former vice president of technology, New Platforms at Electronic Arts and CTO of Square USA.
	Set in Terraform'ed Mars, Blue Mars will allow players to live their fantasies through personalized avatars and will boast breath-taking graphics through the utilization of CryTek's game middleware CryENGINE™2. Blue Mars will be available in beta, at the end of 2008.
CEO	Kazuyuki Hashimoto
Investors	Henk Rodgers, Kazuyuki Hashimoto
Capital Raised	$5.2M
Speaker	Kazuyuki Hashimoto (President)
Speaker Biography	With over 20 years of experience in the computer graphics industry, Kazuyuki Hashimoto serves as President of Avatar Reality Inc. overseeing the implementation of strategic goals and objectives for the upcoming online MMVW, Blue Mars.
	Before the inception of Avatar Reality, Hashimoto acted as CTO at Square USA, working on the release of the popular role-playing title Final Fantasy VII and the feature film Final Fantasy: The Spirits Within. Hashimoto also served as VP of Technology, New Platforms at Electronic Arts where he engaged in the technical development of next generation machines.

Brainstorm America

1230 Ave. of the Americas
Rockefeller Center, 7th Floor
New York, NY 10020
413.644.0256
www.brainstormamerica.com

Company Profile

Brainstorm America provides real-time 3D Graphics solutions for virtual sets, broadcast on-air graphics and on-set visualization for television and feature film production. Broadcast customers include AccuWeather, CNBC, ESPN, IDS Sports, NBC, NASDAQ, NESN, Pentagon, PGA Tour, etc... Feature Film credits include I'Robot, Shark Boy & Lava Girl, Speed Racer and the upcoming XMen 4.

Brainstorm Multimedia, Spain develops eStudio. The fastest real-time 3D broadcast quality rendering engine available for the PC, supporting off-the-shelf hardware. eStudio is optimized for NVIDIA's Quadro SDI series hardware providing both SD and HD in a single low cost solution. It is an open architecture allowing you to tailor the application to meet your specific needs with live data streaming from your databases like Oracle/SQL using ODBC. Interfaces to iNEWS and ENPS using MOS and plugins to export directly from MAYA and 3DStudio MAX, are also available. Camera Tracking support for all available tracking systems. eStudio is available for WindowsXP, LINUX, IRIX and MAC OSX.

CEO

Paul Lacombe

Investors

Privately held

Capital Raised

N/A

Speaker

Paul Lacombe (CEO)

Speaker Biography

Paul's feature film work includes I'Robot, Stealth, Sin City, Shark Boy & Lava Girl. Prior to joining Brainstorm America, Paul worked with Doug Trumbull at EDW and won the project "Book of Pooh", he launched the virtual studio division at Pacific Ocean Post and landed the Disney production "One Saturday Morning". Prior to that, his background included positions at General Motors, Silicon Graphics, and co founded Silicon Studio-a virtual production studio for the startup ArtBIT. Paul is a graduate of SUNY NY BTEE.

Bump Technologies

908 - 48 Isabella Street
Toronto, Ontario M4Y 1N2
Canada
416.315.8605
bumptop.com

Company Profile	BumpTop is a fresh and engaging new way to interact with your computer desktop. You can pile and toss documents like on a real desk. Break free from the rigid and mechanical style of standard point-and-click desktops. Interact by pushing, pulling and piling documents with elegant, self revealing gestures. BumpTop's stunning interface makes clever use of 3D presentation and smooth physics-based animations for an engaging, vivid user experience.
	BumpTop has people talking. A video of the BumpTop interface is the most watched video of software on YouTube ever with over 3 million views. Other stories include NY Times, PCWorld, MIT Tech Review, Digg (twice) and others. BumpTop was also presented at TED 2007.
CEO	Anand Agarawala
Investors	Andy Hertzfeld, Austin Hill, G. R. Heffernan & Associates, Extreme Venture Partners
Capital Raised	N/A
Speaker	Anand Agarawala (Founder and CEO)
Speaker Biography	Anand is creator of the BumpTop desktop interface and cofounder 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.

Company Profile	Cooliris transforms the browser into a full-screen, 3D experience for viewing online photos and videos. Media comes to life via a cinematic presentation that goes well beyond the confines of the traditional browser window.
	It is designed for Web surfers who enjoy experiencing rich media online and finds fans among casual users as well as media enthusiasts among the Internet's most trafficked sites, including YouTube, Flickr, Facebook, Google Images, and more.
	With the slick interface provided by Cooliris users can intuitively navigate and enjoy media in full-screen mode. One distinguishing feature is Cooliris' "3D Wall" — a stunning and magical visual world where users can effortlessly drag, click, and zoom around thousands of images and videos in an immersive environment.
CEO	Soujanya Bhumkar
Investors	Kleiner Perkins Caufield & Byers
Capital Raised	N/A
Speaker	Austin Shoemaker (CTO)
Speaker Biography	Austin Shoemaker is the CTO for Cooliris. Austin was a master's student in CS at Stanford specializing in AI, and stepped out to lead technology and product development for the Cooliris platform. Prior to his involvement with Cooliris, he worked at Apple Computer for 7 years, contributing to product development efforts in several divisions.
	As an undergraduate, Austin competed on the rowing team, an endeavor that culminated in racing as part of the boat that won Stanford's first rowing national championship in 2005.

Company Profile	DAZ has been in business since 2000 focusing on creating creative tools for creative people. The company has a community of nearly one million members who use DAZ's tools and content to create high quality art and animation. DAZ's mantra is to lower the cost and difficulty barriers that traditionally have kept 3D from becoming more mainstream. DAZ is positioned to be the premiere content provider for people looking for custom avatars and props for virtual environment. DAZ's pipeline tools take high detail, high resolution models and maps and port them to real-time environments.
CEO	Dan Farr
Investors	Highway 12 Ventures, University of Utah venture fund and Village Ventures.
Capital Raised	N/A
Speaker	Dan Farr (President)
Speaker Biography	Dan Farr has been in the 3D industry since the early 90's. His love of 3D and related technology fuels his desire to continually push the envelope of possibilities. His major focus over the past several years have been based around community building activities and driving 3D to larger groups of customers.

Digisens
13 B Chemin du Levant
01 210 Ferney-Voltaire
France
00 33 4 79 65 89 16
www.digisens.fr

Company Profile	Digisens is a software developer specialised in Computed Tomography (CT) reconstruction and 3D volume rendering. Digisens is a company nestled in the French alps and seeded from a public lab. The team is able to handle all the process from research to full documented and supported product. Digisens' software is renowned for steady innovation, technical assignments as well as high-quality standards of products. After being a pioneer for GPU, Digisens continues to innovate. They are an innovation driven company and don't believe in technical status quo. Innovation is the key for diagnosis with less nuisances, improving the image quality. Making better software for people and next generation is Digisens' fuel.
CEO	Francois Curnier
Investors	Self- funded
Capital Raised	N/A
Speaker	François Curnier (CEO)
Speaker Biography	Dr Curnier is a very relevant of the new entrepreneurship. Coming from the academic world, he looked for the best competencies to create Digisens. Building the team with enthusiasm to achieve an innovation driven company. Dr Curnier holds a dental degree from Paris University; he is still part time faculty at Geneva University, Switzerland. He is married and father of two children.

Edge 3 Technologies

10912 Palm Ridge Drive
Scottsdale, AZ 85255

480.993.9110
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. The company specializes in the development of GPU middleware with advanced learning machine vision for sophisticated Fortune 500 companies. Edge 3's 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. Edge 3's methodology involves: • CUDA/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 to improve classification and identification of various user gestures and postures • Machine learning of users' behavior and habits with hundreds of features • Differentiating users with various biometrics and depths • Usability testing on thousands of subjects
CEO	Bill Glomski
Investors	ERAU, Glomski family
Capital Raised	N/A
Speaker	Professor Tarek El Dokor (CTO, Professor of EE / CE)
Speaker Biography	Professor El Dokor is co-founder and CTO of Edge 3 Technologies, an off-shoot of the Embry-Riddle Machine Vision Lab. El Dokor is the Machine Vision Lab director and is one of the leading authorities on gesture recognition. He has co-authored and submitted various patents and publications in his field. El Dokor is also a faculty with the Electrical and Computer Engineering department at Embry-Riddle. He is the recipient of the 2007 Honda Initiation Grant for emerging technologies. He is also a 2008 University Partner with NVIDIA.

Elemental Technologies

1800 SW 1st Avenue, Ste 515
Portland, OR 97201

503.222.3212
www.elementaltechnologies.com

Company Profile

Elemental Technologies, Inc. (ETI) is a software company building a high performance platform for Internet, consumer, professional and broadcast video applications. The company's mission is to create the fastest, highest quality video software by exploiting massively parallel, off-the-shelf hardware. Unlike specialized hardware-based solutions, Elemental's product uses the power of the modern GPU to achieve unparalleled performance while leveraging the economies of scale provided by PC market.

ETI was founded in August 2006 by three high-level engineers from Pixelworks, a supplier of image processing semiconductors. The company's initial products are the badaboom™ Media Converter, targeted to consumers for media processing tasks, and the RapiHD™ Accelerator for Adobe Premiere Pro, targeted to professional video editors.

CEO

Sam Blackman

Investors

Oregon Angel Fund, Seattle Alliance of Angels, Bend Venture Conference

Capital Raised

N/A

Speaker

Sam Blackman (CEO and Chairman)

Speaker Biography

Sam is a ten-year veteran in the video industry. Prior to co-founding ETI in 2006, he specified and architected next-generation products as an IC Design Manager for 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. Mr. Blackman holds an M.B.A from the University of Oregon, an M.S.E.E. from the 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

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. 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 200 games across 15 genres, and with 100 additional titles in development.
CEO	Geoffrey Selzer
Investors	Jerusalem Venture Partners, Worldview Technology Partners, Adena Ventures, Cisco, Copan and Walker
Capital Raised	N/A
Speaker	Geoffrey Selzer (Chairman & CEO)
Speaker Biography	Prior to accepting the leadership role at Emergent, Geoff consulted to video game and other media companies, specifically 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 built, managed, and created the vision for a group of over 100 professionals responsible for the design, development and production of the interactive software titles at Disney Interactive. In addition to his work at Disney, Geoff enjoyed successful careers in publishing and investment banking with an emphasis on mergers and acquisitions. Geoff completed his MBA at Northwestern University's Kellogg Graduate School of Business. He holds a BA in Philosophy awarded by Beloit College in Wisconsin.

Company Profile	Fork Particle provides advanced real-time visual effects simulation software development kit and authoring solution to video games and visual simulator software developers. The company's solution streamlines the effects production pipeline and enables developers to create next generation visual FX to enhance graphics quality of their products. Fork Particle Visual FX Tool & SDK is used in multi-platform video games, massive multi-player online games, virtual world social networks, and visual simulation software products. Clients include Electronic Arts, Vivendi, Turbine, and Microsoft.
	Fork Particle Visual FX Tool & SDK enables spectacular advanced visual effects in real-time 3d graphics software applications. For example it can simulate smoke, fire, rain, explosions, and other fantastic effects. Users author special effects in the Fork authoring tool and use Fork's runtime component to simulate them in their products.
CEO	Noor Khawaja
Investors	N/A
Capital Raised	N/A
Speaker	Noor Khawaja (President & CEO)
Speaker Biography	Noor Khawaja founded Fork Particle and serves as CEO. He has 15 years of professional video game software development experience and held engineering and management positions at EA, Konami, Cinemaware, and Acclaim Entertainment. Under Mr. Khawaja's leadership, Fork Particle has developed next generation visual effects computer simulation technologies to enable video game and visual simulation software developers enhance 3-D graphics realism in their products. Mr. Khawaja holds a B.S. degree in Computer Sciences from University of Texas at Austin.

Forterra Systems

2207 Bridgepointe Parkway, Suite 200
San Mateo, CA 94404

650.433.4000
www.forterrainc.com

Company Profile	Forterra provides distributed, enterprise grade virtual world software that enables customers and partners to create their own private, realistic 3D Internet solutions for the corporate, healthcare, government, and education industries. Forterra's software enables users to train, learn, communicate, rehearse, analyze, collaborate, experiment, and socialize over any network. Using standard PC hardware, customers can rapidly generate trusted, secure, collaborative solutions behind or through firewalls that scale to thousands of concurrent users. Forterra's open and extensible architecture works with 3D authoring tools and integrates with real-world data systems. Users get a better experience from 3D audio, realistic graphics, and anytime, anyplace access.
CEO	David Rolston
Investors	Sutter Hill Ventures, Jerusalem Venture Partners, Chichen-itza Ventures, Lockheed Martin
Capital Raised	$12+M
Speaker	David Rolston (Chairman & CEO)
Speaker Biography	Dave Rolston has more than 35 years of experience in the high technology industry. His experience spans a broad spectrum of industries, applications, and technologies including extensive involvement in simulation and training, graphics applications, imagery, gaming, and artificial intelligence. Before Forterra, Dave served as VP of Engineering for ATI and was responsible for the design of graphics chips. Prior to ATI, Dave served as CEO of Multigen-Paradigm, GM of the Advanced Graphics Division at Silicon Graphics and GM of a division of ESL. Dave has a BS in civil engineering, an MS in industrial engineering, and a PhD in computer science. He also holds several patents, has written a number of papers and a best-selling book on Artificial Intelligence.

Futuremark
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Company Profile	Futuremark® Corporation is the leading provider of performance analysis software and services for PCs, smartphones and in the future, games. Futuremark® is known around the world for its benchmark products, including the 3DMark® and PCMark® Series, SPMark™ and VGMark™ (with more than 35 million copies distributed worldwide) and value-added services powered by a database of almost 20 million real life benchmarking results. Futuremark® maintains offices in Saratoga, California and Helsinki, Finland.
CEO	Tero Sarkkinen
Investors	Nexit Ventures, Pohjola (Conventum)
Capital Raised	N/A
Speaker	Tero Sarkkinen
Speaker Biography	Tero Sarkkinen is an international businessman who graduated from Business University in Helsinki with a Masters in International business. Having worked at several companies including Elisa Oyj, the Finnish telecom company, Tero came to Futuremark in 1999 where he opened up the North American subsidiary and was committed to growing the business into a world class software company. Now as CEO of Futuremark Oy, Tero lives in Espoo, Finland.

Gauda

530 Lakeside Dr. Suite 180
Sunnyvale, CA 94085
408.617.0212
www.gauda.com

Company Profile	Gauda is the first company to introduce the technology to accelerate lithography computations using GPUs. The company has developed a new breed of algorithms that accelerate the most computation intensive EDA applications without sacrificing accuracy. Gauda technology can significantly reduce time to market and improve yield. The company has been in operation since mid-2006 and is located in Sunnyvale, CA.
CEO	Ahmet Karakas
Investors	Individual Angel Investors
Capital Raised	N/A
Speaker	Ahmet Karakas (President & CEO)
Speaker Biography	Ahmet co-founded Gauda in late 2005. He has worked at many startups in various capacities including founder, director, CTO, VP and research engineer positions with Chromatic Research, Inc., Local Silence, Inc., Sleep Solutions, Inc., Excess Bandwidth Corp. and Portal Player, Inc. Most of these companies either were acquired or had IPO. Ahmet has BS, MS and PhD degrees, all in electrical engineering.

Geomerics

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United Kingdom
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www.geomerics.com

Company Profile

Geomerics is an innovation-led company specializing in graphics software for the games industry and beyond. It is built on a combination of advanced in-house IP, a world-class research team, and strong management experience. Geomerics is based in Cambridge, UK, and are building a team that combines many years of management and industry experience with some of the UK's leading researchers.

Geomerics' first product is Enlighten, which radically transforms the way lighting is handled in computer games. Instead of pre-baking the effects of global illumination into the scene, they can now be computed at run time, allowing for fully dynamic lighting which dramatically enhances realism.

CEO

Gary Lewis

Investors

ANGLE Plc, Trinity Hall, Cambridge

Capital Raised

$6M

Speaker

Chris Doran (COO)

Speaker Biography

Chris Doran is Founder and COO of Geomerics. He founded Geomerics in 2005 after 15 years at Cambridge University as an Advanced Research Fellow in applied mathematics. Chris is a regular speaker at major international conferences, and is the author of a major book on geometry and of over 50 papers spanning a wide range of subjects. In 2003 he was a finalist in the Joint Research Council Business Plan competition, and was made a Royal Society of Edinburgh Enterprise Fellow in 2004. In 2008 Chris was named one of the 25 people reshaping game development by Develop Magazine.

Green Plug

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San Ramon, CA 94582

925.867.2781
www.greenplug.us

Company Profile

Green Plug is the developer of Greentalk^{TM}, digital protocol that enables any electronic product to get power from any power supply using digital collaboration to negotiate device-specific power requirements. Since every device has a unique power requirement, for safety, external power supplies have been designed with incompatible connectors and are useful for only 1 product. Through Greentalk^{TM} and power connectors based upon an open systems design, electronic product vendors can provide a superior power charging experience and solve important consumer convenience and solid waste issues. Now, any device can get power from any intelligent power source. The power model is currently broken – 1 power supply for each device is counter to trends in mobility and consumer preference and represents a significant opportunity for improvement to the user experience.

CEO

Frank Paniagua, Jr.

Investors

Peninsula Ventures

Capital Raised

N/A

Speaker

Frank Paniagua, Jr. (CEO & Founder)

Speaker Biography

Frank is the Founder and CEO of Green Plug. A two year old technology company dedicated to fixing the AC to DC consumer charging experience and changing the world. As a serial entrepreneur, Frank has spent his entire career involved in start-ups. Frank was the co-founder of the Video Electronics Standards Association (VESA) and was VP of WW Worldwide OEM Sales at RasterOps and VideoLogic, founder of KidWise LearningWare, co-founder of Eskape Labs and AutoNetworks and the president of IXMICRO. Frank has a history of success including 26+ years of "solution selling" into the industry's most respected PC and CE manufacturers Frank holds a BA degree from California State University Hayward.

Hanweck Associates

61 Broadway, Suite 1608
New York, NY 10006

646.414.7274
www.hanweckassoc.com

Company Profile   Founded in 2003, Hanweck Associates, LLC, develops high-performance systems for financial modeling, risk management, and trading. Team members have extensive experience as quantitative financial analysts, software developers, proprietary traders, risk managers, and market strategists. Hanweck Associates' flagship product, Volera™, is a high-performance options analytics and risk engine. Based on NVIDIA GPU technology, Volera enables real-time valuation and risk analysis of large options portfolios for automated market-making desks, statistical-arbitrage traders and risk managers. The Volera engine powers VoleraFeed™, Hanweck Associates' premier data feed service for low-latency, real-time U.S. equity implied volatilities and risk parameters. VoleraFeed is currently delivered through the ACTIV Financial API.

CEO   Gerald A. Hanweck, Jr.

Investors   Self funded

Capital Raised   N/A

Speaker   Gerald A. Hanweck, Jr., PhD (Principal Partner)

Speaker Biography   Gerald Hanweck, Jr., is founder and principal partner of Hanweck Associates. Previously, 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 at University of Chicago GSB, 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. He has a PhD, Managerial Economics and Decision Science from Kellogg Graduate School of Management, and an AB, Mathematics from Princeton University.

HiPiHi

17B, Tower B, IN-DO Mansion, No.48 Jia Zhichun Road,
Haidian District, Beijing 100098
China
86 10 58731100
www.hipihi.com

Company Profile	HiPiHi World is a China-based but globalized virtual world platform. HiPiHi is developed using proprietary technology that provides residents with a real-time online environment for creation, collaboration, commerce, communication and entertainment. Its open architecture is intended to support various forms of applications for the 3-dimensional (3D) web for both individual and the enterprises. Through active participation on a 3D platform, HiPiHi aims to build upon the foundations of its open technical architecture and real-time online creation tools, in order to foster a 3D virtual world environment for media creation and diverse communities.
CEO	Hui Xu
Investors	VC's N/A
Capital Raised	N/A
Speaker	Toshitaka Jiku (CTO)
Speaker Biography	Toshitaka Jiku is CTO and Executive Vice-President of HiPiHi. Born and raised in China, Toshitaka Jiku graduated from China's Shanghai Jiaotong University's naval engineering program and holds a Master's degree in Digital Content Management from the Digital Hollywood Institute in addition to a PhD from Japan's Yokohama National University. Since 2000, he has dedicated his career to the research and development of 3D systems, specifically in the areas of system architecture, flight simulation, landscape simulation and 3D CAD among others. In February 2007, he initiated Jiku Lab that specialized in the design, architecting and operating of virtual worlds. This was followed by his June 2007 appointment as Director of the Tokyo-based NGI Group's 3D Division and the CTO and Executive Vice-President of the NGI subsidiary—3Di. There, Toshitaka Jiku was charged with the responsibilities of expanding NGI's business operations in all areas of the 3D virtual worlds industry's ecosystem.

Company Profile	iBloks' mission is to revolutionize advertising and consumer interactivity on the web with a 3D unified advertising platform. iBloks works with advertising networks to deliver rich immersive experiences. iBloks clients include Fox Interactive, Microsoft, and MGM.
CEO	Will Hunsinger
Investors	Maveron & Beehive Interactive
Capital Raised	$5+M
Speaker	Julia Miller (President)
Speaker Biography	Julia's previous responsibilities included general management, sales and product marketing for Xbox Live and executive management of Apple's Internet Services group. Before that, she was VP for Citibank and Sr. Director of Marketing for PepsiCo, which included overseeing the Pepsi brand. Her educational background includes a Masters from Kellogg and a BS in International Business from SUNY. She was a judge for the Billboard Video Games Awards in and has been a speaker at E3, AdTech, Midem, and Billboard. In addition, she is currently on the advisory board for the GGL and Advisor for Vista Research.

Idée

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Toronto, Ontario
Canada M5A 1S2
416.860.0330
ideeinc.com

Company Profile	Idée turns complex algorithms into visual search tools, making images and video searchable. The software and services developed by Idée look inside visual content, analyzing the appearance and patterns in the pixels themselves. Idée's software can index and search collections that grow into the billions of assets. Searching is based on appearance rather than using keywords, tags or meta-data.
	Idée's unique algorithms and services are used by some of the world's leading firms, including Adobe Systems, Digg, and Associated Press. They are the foundation for the world's first image identification based internet search engine, TinEye.
	Given an image to search for, TinEye tells you where and how that image appears all over the web—even if it has been modified.
CEO	Leila Boujnane
Investors	N/A
Capital Raised	N/A
Speaker	Leila Boujnane (CEO)
Speaker Biography	Leila Boujnane is CEO of Idée Inc, the firm she co–founded with Chief Technology Officer, Paul Bloore, in 1999. Leila has been instrumental in making Idée the leader in visual search and monitoring solutions for digital imaging. Leila brings over a decade of experience in the technology sector to her CEO role. Before founding Idée, Leila held positions in international organizations in the commercial and public sectors, including Algorithmics, Infinity Financial Technology and Bank of Montreal.

Illuminate Labs

Första Långgatan 20
413 28 Gothenburg
Sweden
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www.illuminatelabs.com

Company Profile	Illuminate Labs' lighting solutions, based on the proprietary LiquidLight® technology, are used in many of the most exciting game titles like Aliens (Gearbox), Killzone 2 (Guerrilla), Mass Effect (BioWare), Gran Turismo (Polyphony Digital), Heavenly Sword (Ninja Theory) and Mirror's Edge (DICE). The solutions combine state of the art global illumination with an efficient workflow that shorten production time and reduce cost.
	Illuminate Labs is a member of Epic Games' Unreal Engine 3 Integrated Partners Program.
	Products: - Turtle™, for Maya by Autodesk, combines advanced rendering technology with sophisticated baking functionality in one integrated toolset - Beast™ is a content pipeline tool used for advanced global illumination and dynamic relighting of characters. Beast has been successfully integrated with Unreal Engine, Gamebryo and several in-house game engines.
CEO	Magnus Wennerhom
Investors	Volvo Technology Transfer, Industrifonden
Capital Raised	N/A
Speaker	Magnus Wennerholm (CEO)
Speaker Biography	Magnus Wennerholm is a veteran in the IT industry with many years at Ericsson and Oracle in various positions. Magnus was for 6 years a member of the management team at Carmen Systems that, after having established a world leading position in airline optimization, was acquired by Boeing in 2005. Since October 2005 Magnus has held the position as CEO at Illuminate Labs.

IMAGTP

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69, Rue de Roquebillière
06300 NICE – France
+33 (0) 4 9314 4617
www.imagtp.com

Company Profile	IMAGTP started its activity by supporting architectural firms and local authorities in their projects' communication and presentations. After an exclusive partnership with CRYTEK, one of the leading companies in the video games industry, IMAGTP is now able to propose a new type of service: The Interactive Virtual Model.
	The I.V.M., using cutting-edge video game technology, is probably the only way to answer demands and needs from all the parties involved in a project. It allows a complete interactive immersion into the project and an accurate examination of all the evolutions and modifications in real-time.
	IMAGTP skilled team offers a unique and relevant support to communicate your project along its evolution in the fields of architecture, urban-planning, transport, industrial simulation, yachting and engineering.
CEO	Jean-Baptiste Reynes
Investors	N/A
Capital Raised	Seed
Speaker	Benoit Toutee (International Project Manager)
Speaker Biography	Studied in France and in the USA then graduated in Graphic Design. Various professional experiences in the field of Graphic Design, Photo-journalism and New Technologies Events Management in UK, Japan, Monaco and France.

MASSIVE

Company Profile Massive is an artificial intelligence (AI) authoring software utilized by engineers, filmmakers, and other users for creating and visualizing large scale, complex, agent-based simulations. Massive simulations may include agents of any kind, from humans to vehicles, animals, birds or insects. Massive is ideally suited for real world life safety, transportation, environmental planning and urban infrastructure design. Massive Agents^{TM} utilize a fuzzy logic AI "brain" and simulated natural senses of sight, sound, touch, and memory. Agents interpret and react autonomously to the world around them based on what they see and experience, enabling Massive simulations to recreate the complexity and subtleties that characterize real-world interaction with the environment. The intuitive interface of Massive allows artists to define - and interactively fine tune - Massive Agent brains, creating realistic behaviors and results.

CEO Diane Holland

Investors N/A

Capital Raised N/A

Speaker Diane Holland (CEO)

Speaker Biography Diane joined Massive Software as CEO in 2003. She helped guide Massive from start-up to its current position as world leader in its field. She was most recently most recently Senior Vice President of the Magnet Interactive and has extensive experience in the M&E industry includes management roles at Industrial Light and Magic, Digital Domain, Sony Pictures, and Santa Barbara Studios.

nVISION 08
THE WORLD OF VISUAL COMPUTING

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Company Profile   The Mercury Visualization Sciences Group ("VSG") is the leading provider of software tools for visualizing and understanding scientific and industrial 3D data. VSG sells toolkits and application frameworks. Users include engineers and scientists solving problems in material and physical sciences, geosciences, engineering, manufacturing, medical applications, and scientific activities. VSG technology improves time to market, integrates and processes data from diverse sources, and presents visual analytics that enable users to understand their data. VSG's products have a growing installed base of 700 organizations, representing more than 20,000 licenses and over 2,500 developers across industries.

CEO   Jean-Bernard Cazeaux VP of Mercury VSG

Investors   Wholly owned by Mercury Computer Systems, Inc. (NASDAQ: MRCY)

Capital Raised   N/A

Speaker   Jean-Bernard Cazeaux (VP, Visualization Sciences)

Speaker Biography   Jean-Bernard founded the 3D graphics applications company G5G in 1987. He later became CEO of TGS (Template Graphics Software) group in 1998. In May 2004, TGS joined Mercury Computer Systems group and Jean-Bernard handles the development and the strategy of the 3DViz activities business unit. He has initiated and organized the many TGS acquisitions: Portable Graphics, Yonowat, Eovia and Indeed-Visual. Since 2004, Jean-Bernard leads the VSG BU as Vice President. Jean Bernard Cazeaux holds a MS in Computer Sciences from the University of Sciences of Bordeaux.

nvision 08
THE WORLD OF VISUAL COMPUTING

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 owned by CEO Dr. Thomas Alt and CTO Peter Meier.
CEO	Dr. Thomas Alt
Investors	Founder owned
Capital Raised	N/A
Speaker	Thomas Alt (CEO)
Speaker Biography	Dr. Thomas Alt founded metaio GmbH in February 2003 together with Peter Meier. metaio began with his university studies where he graduated Magna Cum Laude with a dissertation that had the focus on Augmented Reality. He took this dissertation and turned it into the winning business plans at the Munich and Futuresax business plan contest, which leaded to the foundation of metaio GmbH.
	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.

Morpho,Inc.

Morpho

7-3-1 Hongo
The University of Tokyo Entrepreneur Plaza 5F
Bunkyo-ku, Tokyo 113-0033 Japan
03 5805 3975
www.morphoinc.com/eng/

Company Profile	Founded in 2004 Morpho, Inc. has licensed advanced imaging software to over two-thirds of the camera enabled mobile phones in Japan. Its deployed software includes image and video stabilization, advanced JPEG viewing with fast zoom, face detection, and high-quality low-processing-overhead solutions for video frame-rate conversion, noise reduction, color normalization, and resolution conversion. In February 2008, Morpho, Inc. announced an investment by Nokia Growth Partners to grow its international business. Morpho, Inc. will continue to develop new and innovative applications making imaging on mobile devices not only easier, but also more enjoyable.
CEO	Dr. Masaki Hiraga
Investors	NTT DoCoMo, Nokia Growth Partners, NEC, Panasonic, The University of Tokyo Edge Capital Co., Ltd.
Capital Raised	$4.5M
Speaker	Gary Brown (VP International Sales and Developer Services)
Speaker Biography	Gary Brown is the VP International Sales and Developer Services for Morpho Inc, a Tokyo-based company that licenses software for mobile image and video processing. He has spent 16 years focused on the fields of Digital Signal Processing (DSP) and microprocessor technology. He has held R&D and market development positions at such companies as Matsushita Electric, Dolby Laboratories, Tensilica, Arithmatica and Stream Processors). Gary holds a BS in Engineering Mathematics from University of California at Berkeley and an MSEE from Stanford University.

nVISION 08
THE WORLD OF VISUAL COMPUTING

Company Profile	MotionDSP is a San Mateo, California-based startup that has developed video "auto-fix" software based on its patented multi-frame algorithms. Its technology is available in Ikena Reveal, a software solution for video forensics, and www.fixmymovie.com, a consumer web service that can "auto-fix" videos from mobile phones and digital cameras.
	In July of 2007, the company announced a strategic investment and technology advancement agreement with In-Q-Tel, the independent strategic investment firm that identifies innovative technology solutions to support the mission of the Central Intelligence Agency and the broader U.S. Intelligence Community.
	MotionDSP is now raising funding to bring its powerful tools to the consumer market.
CEO	Sean Varah
Investors	Private Investors, InQTel
Capital Raised	<$1M
Speaker	Sean Varah (CEO)
Speaker Biography	Sean 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 a first-look deal 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.

Multiverse

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www.multiverse.net

Company Profile	Multiverse is changing the economics of the virtual world industry by empowering development teams to create high-quality worlds – including Massively Multiplayer Online Games, social and educational worlds, and business collaboration environments – for less money and in less time than ever before. Multiverse solved the industry's prohibitive challenges by providing development teams with the Multiverse Platform, a comprehensive, pre-coded client-server infrastructure and tools based on open and industry standards, a wide range of free content – including sample worlds for modification – and a built-in market of consumers. The company gives consumers a single program – the Multiverse World Browser – that lets them enter all of the worlds built on the company's platform and available in the company's network.
CEO	Bill Turpin
Investors	$7+M
Capital Raised	Sterling Stamos Capital Management
Speaker	Corey Bridges (Executive Producer & Co-Founder)
Speaker Biography	Corey is responsible for business development and strategic marketing at Multiverse. He is helping build the world's leading network of 3D virtual worlds and is one of the industry's most outspoken proponents of open standards. Corey also co-chairs the advisory board for CMP's Austin Game Developers Conference, co-leads a special interest group for the SDForum on virtual worlds, and is an advisor to the Synthetic Worlds Initiative, whose mission is to promote innovative thinking about immersive digital spaces.
	Corey brings experience from some of the most influential companies in the high-tech and entertainment industries, including Netscape, Netflix, Zone Labs, Borland, and The Discovery Channel.

Company Profile	Nascentric develops and markets next generation SPICE verification tools for analysis and functional verification of complex nanometer IC designs. Nascentric products allow designers to quickly simulate, analyze, and verify larger and more complex circuits, improve design quality, and facilitate higher yields. The Nascentric management team brings decades of combined electrical engineering and electronic design automation experience to bear on the challenge of delivering full chip simulation and analysis focused on eliminating silicon re-spins due to nanometer effects.
CEO	Rahm Shastry
Investors	Intel Capital, Austin Ventures, Silverton Partners, Needham Capital Partners
Capital Raised	N/A
Speaker	Rahm Shastry (President & CEO)
Speaker Biography	Rahm Shastry has an established executive-level track record at several startups as well as leading EDA companies. Prior to joining Nascentric, Rahm served as the president & CEO of Tharas Systems, a hardware-assisted verification company which was acquired by EVE, Inc. in 2006. At Cadence Design Systems he held marketing positions and was most recently Group Director for Logic Design & Verification. At Viewlogic Systems, he held various technical marketing, applications and sales positions. He was a co-founder and CEO of TriQuest Design Automation, a behavioral synthesis startup. He started his career as an IC designer and hardware designer. He holds an MSEE from State University of New York, Stony Brook and a B.Tech in Electronics & Communications from National Institute of Technology, Karnataka (India).

NaturalMotion

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www.naturalmotion.com

Company Profile	NaturalMotion develops advanced animation technologies for games and movies. Its flagship motion synthesis engine euphoria recently debuted in the record-breaking Grand Theft Auto IV to widespread critical acclaim. Unlike convention animation, euphoria uses the hardware's processing power to generate character movement on the fly, thus creating truly surprising game moments and interactivity.
	NaturalMotion's other run-time engine, morpheme, has experienced rapid adoption in the games industry, with customers including Bioware, Eidos, Ninja Theory, CCP, Disney and many others. The upcoming version 2.0 will feature fully integrated NVIDIA PhysX support.
	In addition to its technology licensing business, NaturalMotion is developing games for PC and consoles. Its recently announced football title Backbreaker features completely interactive tackles that are unique every time, and a breathtaking on-the-field camera gameplay experience.
CEO	Torsten Reil
Investors	Benchmark Capital
Capital Raised	N/A
Speaker	Torsten Reil (Co-founder and CEO)
Speaker Biography	Torsten Reil is co-founder and CEO of NaturalMotion. He holds a BA in Biology from Oxford University and 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's Zoology department, from which NaturalMotion was spun off.
	Torsten has been named amongst MIT's TR100 top innovators, Next-Gen's 25 People in the Games Industry, and Develop's 25 Game Changers.

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THE WORLD OF VISUAL COMPUTING

Nurien Software

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Yangjae-dong, Seocho-gu,
Seoul, Korea (137-943)
82 2 3462 9500
www.nurien.com

Company Profile	Nurien 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. Nurien service is expected to launch in China and Korea by end of 2008 and in North America by 2009.
CEO	Andrew Ku, Taehoon Kim
Investors	Globespan Capital Partners, Northern Light Venture Capital, Qiming Venture Partners, and New Enterprise Associates
Capital Raised	N/A
Speaker	Taehoon Kim (President & Co-founder)
Speaker Biography	Taehoon Kim 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, the Korean branch of UK-based software technology and online entertainment company founded by David Jones, the creator of Grand Theft Auto and Lemmings. 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.

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THE WORLD OF VISUAL COMPUTING

ONESIA

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www.onesia.fr

Company Profile	Onesia is a company that empowers other companies to design, display and market their products faster and more effectively by using virtual prototypes.
	Founded in 2004, Onesia is an innovative company spearheading a true revolution in 3D rendering and virtual reality through high visual quality. Thanks to its extensive in-house R&D effort and its partnerships with high-level research labs, Onesia is at the cutting edge in its field. Onesia has developed the Orealia innovative software solution so that you can create and interact in 3D environments in real-time, with photo-realistic rendering.
CEO	David Biau
Investors	Angel Investors
Capital Raised	N/A
Speaker	David Biau (CEO) & Fabienne Bole (CMO)
Speaker Biography	David Biau is the CEO and Co-Founder of Onesia company and in charge of strategy, management and business development. Prior to Onesia, David was Project Lead in a company at Paris specialized in computer imaging. David holds a Postgraduate degree in Digital Imaging and Computer Science from Paris VIII University.
	Fabienne Bole is Chief Marketing Officer and she is in charge of setting up commercial strategy and help ONESIA's development in France. Before, Fabienne has worked in several software editors and Marketing Consulting companies, like Generix Group and Le Bihan Consulting in Paris on sales and marketing activities. Fabienne education is orientated on international business and got this background in a French Business School with a specialization in marketing in a Spanish Business school.

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www.optitex.com

Company Profile	For 20 years, OptiTex has been the leading developer of 2D & 3D solutions for textile, industrial fabrics, apparel, upholstery, transportation industries.
	OptiTex is making its mark on the global textile industry by providing digital software solutions for state-of-the-art pattern design, runway simulation and process optimization.
	OptiTex new 3D Runway Suite of Tools technology leverages the quality and productivity of virtual-reality cloth technologies from the gaming and movie industry. 3D Runway simulation is a realistic motion engine, which allows accurate garment visualization in motion. This 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.
CEO	Ran Machtinger
Investors	N/A
Capital Raised	N/A
Speaker	Eri Rubin (Head of CUDA Porting)
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.

PERCEPTIVE PIXEL

Company Profile	Perceptive Pixel was founded in 2006 by Jeff Han as a spinout of his groundbreaking and widely recognized research at NYU's Courant Institute of Mathematical Sciences, and is dedicated to the development of the highest performance multi-touch display hardware and their associated interaction techniques. PPI has been shipping product since January of 2007 to professional markets including government, defense, geo-intelligence, broadcast, and medical imaging. Most recently the company has achieved widespread exposure and acclaim for its role in CNN's coverage of this year's presidential primaries.
CEO	Jeffrey Han
Investors	Self-funded
Capital Raised	Self-funded
Speaker	Jeffrey Han (Founder & Chief Scientist)
Speaker Biography	Jeff Han is founder and chief scientist of Perceptive Pixel, Inc., a company resulting from just one out of several technologies he developed during his role as a research scientist at NYU's Courant Institute of Mathematical Sciences. Named as one of Time 100 most influential persons for 2008, Jeff's research mainly focuses on the fields of computer graphics, computer vision, human-computer interfaces, and machine learning. He is respected in both the commercial and the research communities, having numerous peer-reviewed publications as well as a large patent portfolio. Jeff studied ELEE and CS at Cornell University.

nvision 08
THE WORLD OF VISUAL COMPUTING

Company Profile	PhaseSpace optical motion capture systems are the industry's price / performance leader for motion tracking and position sensing. With 12 megapixel 480 hertz active LED tracking PhaseSpace provides real time data with no marker swapping and greater resolution and fidelity than anyone else in the industry. For over 15 years, PhaseSpace has developed solutions for government and industry, and is currently developing solutions using GPUs to perform computer vision applications and sports tracking.
CEO	Tracy McSheery
Investors	N/A
Capital Raised	N/A
Speaker	Tracy McSheery (CEO)
Speaker Biography	As founder and CTO of PhaseSpace, a computer vision and motion tracking company in business for over 15 years, Mr. McSheery has focused on hybrid solutions with active marker LEDs or high-speed vision cameras to perform tasks in real time. After getting a BS in Mechanical Engineering from UC Berkeley serving as a Lieutenant in the US Navy, and obtaining a MS in Applied Physics from UC Davis, he has started two companies. Mr. McSheery has worked on diamond multi-chip modules, 3D integrated circuits, computer games, computer peripherals including Liquid Crystal Shutter glasses for stereo display and wireless pointing devices.

Pixelux Entertainment

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www.pixelux.com

Company Profile

Pixelux Entertainment has developed a revolutionary new 3D Animation technology called Digital Molecular Matter (DMM) which provides a level of realism in animation not possible before. DMM achieves this realism through the use of a proprietary, real-time, Finite Element Method (FEM) system to simulate the physical properties of objects.

With DMM, an artist can create objects that not only look good, but that move and react to external forces as if they were real. Plants can subtly sway as they are subjected to a simulated wind, Glass can shatter into sharp shards, wood can bend and splinter, and stone walls can crumble and fall. DMM even allows the simulation of flesh to make character animation attain a completely new level of realism.

CEO

Mitchell Bunnell

Investors

N/A

Capital Raised

N/A

Speaker

Mitchell Bunnell (President & CEO)

Speaker Biography

Mitchell Bunnell cofounded Pixelux Entertainment in 2003 with the mission to create a new kind of video game physics and foster simulation based gameplay. The vision was realized when he and his team created and helped to integrate Digital Molecular Matter into Star Wars: The Force Unleashed. Before Pixelux, Mitchell founded the embedded operating system company LynuxWorks at the age of 23. Mitchell is also the designer of its popular embedded operating system, LynxOS, which has been used in a number of highly successful products, including the current generation of HP laser and inkjet printers, Xerox Document Center Copiers and Motorola cellphone equipment.

nVISION 08
THE WORLD OF VISUAL COMPUTING

Reallusion

Company Profile Reallusion is a leader in the development of 3D cinematic animation tools for consumers, students and professionals. Recognized as an industry pioneer, the company provides consumers with easy-to-use avatar animation, facial morphing and voice lip-sync solutions for real-time 3D filmmaking and previsualization. Reallusion's core technologies are widely used by consumers, gamers and filmmakers to ready their PCs with a total real-time movie studio that plugs-in to the gamer mentality with videogame-like play-to-create technology. Professional content developers equip their studios with Reallusion technology to streamline production efforts; keeping up with the lightspeed demands of animation. In addition to PC software, Reallusion is a trusted digital imaging and mobile 3D development partner to Brother, Panasonic, Skype and Nokia with embedded applications in leading consumer devices worldwide.

CEO Charles Chen

Investors iD Ventures, FVIC, UMC Capital

Capital Raised N/A

Speaker John Martin II (VP of Marketing)

Speaker Biography As VP of Product Marketing, John leads Reallusion's award-winning CrazyTalk and iClone Studio. A founding member of Reallusion USA, John represents Reallusion's brands and the continued development of evermore accessible filmmaking technology. John's role as spokesperson for Reallusion connects audiences with demonstrations of Reallusion's real-time filmmaking software that's fueling the frenzy of user-generated video content on the web.

John specializes in emerging media and social networks including Machinima and virtual worlds. He recognizes the vast potential to use virtual worlds and real-time game and animation engines to unite technology with the new era of digital storytelling and social interaction.

Red Giant Software

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Fort Wayne, In 46814

260.625.6848
www.redgiantsoftware.com

Company Profile	Red Giant Software was founded in 2002 by industry veterans to develop and distribute special effects tools for digital video & film professionals. The company develops their own applications and also publishes other people's technology. Products are available as plug-ins for popular video editing and effects applications, including Adobe, Apple, Avid, and Sony Media Software. Red Giant products are also bundled in consumer applications from the Pinnacle division of Avid and with cameras from Panasonic.
CEO	Sean Safreed
Investors	Self funded
Capital Raised	N/A
Speaker	Sean Safreed (Founder & CEO)
Speaker Biography	Sean Safreed is co-founder of Red Giant Software, publishers of professional plug-ins from John Knoll, The Orphanage, and Trapcode, and a 16-year veteran of the computer graphics industry. Before founding Red Giant in 2002, he managed products as diverse as Apple's QuickTime and QuickDraw3D, Silicon Graphics' video hardware systems, Puffin's Commotion video paint software, and Pinnacle's Edition (now part of Avid).

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.
CEO	Michael Lynch
Investors	Sequoia Capital XI, Sutter Hill Ventures, NVIDIA, SAP
Capital Raised	$23M
Speaker	Michael Lynch (CEO)
Speaker Biography	Michael Lynch 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.

SCISS

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www.scalingtheuniverse.com

Company Profile	SCISS is a software development company. Its core product suite is Uniview, a scientific visualization platform for real time rendering of scientific databases. SCISS currently delivers Uniview as a component or a turnkey package to the planetarium, museum and science center industry. Uniview was developed in collaboration with the American Museum of Natural History in New York City and Linkoping University in Sweden.
	Uniview has been widely adapted by the scientific community as well as by planetariums, science centers and immersive visualization environments around the world. Uniview has also raised significant interest from government agencies in both Europe and North America that contribute to the product on a daily basis. In total, Uniview is seen by audiences of over 2,000 people every day.
CEO	Staffan Klashed
Investors	Rendera Seed Capital
Capital Raised	N/A
Speaker	Staffan Klashed (CEO)
Speaker Biography	Staffan Klashed is the founder, entrepreneur and CEO of SCISS. Staffan's interest in graphics programming became a profession through a master degree in computer science at Linköping University where he also performed his final thesis project at the American Museum of Natural History, developing the first prototype of what later became Uniview.
	As a professional he left programming for management and leadership and became the head of the NVIS production department at Linköping University. Three years into that position, he decided to quit and create SCISS. Since 2005, he has established SCISS as a player in a global marketplace with partnerships and installations in five of the six populated continents on the planet.

SeeFront

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www.seefront.com

Company Profile	SeeFront develops and licenses a unique technology for the design of autostereoscopic 3D displays that can deliver the highest image quality for a single user.
	This groundbreaking technology lays the foundations for soon making "personal" 3D displays accessible and affordable for professionals as well as consumers worldwide. In all fields of application, SeeFront provides the technical basis for individual 3D-Display solutions with any desired image quality, which can be developed with short time-to-market and favorable cost of development. Due to the extreme flexibility of the patented SeeFront process, design options range from miniature displays with a small viewing distance and the highest pixel density to the use of the latest 30" TFT panels with 4 Megapixel resolution and beyond.
CEO	Christoph M. Grossmann
Investors	Spatial View Inc.
Capital Raised	N/A
Speaker	Christoph M. Grossmann (CEO)
Speaker Biography	Fascinated by the secret of 3D images since his youth, German engineer and architect Christoph M. Grossmann wondered a few years ago: Why was there no high-resolution 3D display around to view all kinds of 3D content without the obnoxious glasses? What started with a simple question led to one of the most exciting 3D technologies around these days.
	Mr. Grossmann holds a number of patents in the field of 3D technology. He is also trained as an architect and has been working successfully in this profession for years.

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Seeing Machines

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www.seeingmachines.com

Company Profile	Seeing Machines is an award winning Technology Company specializing in computer vision techniques for face & facial feature tracking. Formed in 2000 in Canberra, Australia, Seeing Machines' purpose is to commercialize its computer-vision across a range of industries and applications.
	Seeing Machines' computer vision systems are able to measure the orientation and position of a human head, estimate eye-gaze direction, detect eye blinks and track other facial features. This functionality is achieved entirely though visual means, using video cameras connected to advanced image processing software, with no attachments required on the subject.
CEO	Dr. Nicholas Cerneaz
Investors	Volvo Technology Transfer AB, Australian National University, JATS Pty Ltd
Capital Raised	Listed on the AIM board of the LSE
Speaker	Dr. Nicholas Cerneaz (CEO)
Speaker Biography	Dr Nicholas Cerneaz joined Seeing Machines in April 2005 to take responsibility for the commercialization of the company's glaucoma diagnostic technology known as Truefield. Nick assumed the role of CEO in September 2005 and led the company to its listing on the AIM board of the London Stock Exchange in December 2005. Nick brings to Seeing Machines significant industry experience developing and commercializing R&D. Prior to joining Seeing Machines Nick was the COO at CTI Mirada Solutions and formerly Vice President of Engineering at Mirada Solutions Limited an Oxford UK based medical software company spun out from Oxford University in 1997. Nick was instrumental in building Mirada from its start-up origins through to a trade sale to CTI Molecular Imaging, which was itself acquired by Siemens Medical Systems in 2005.

Company Profile	As masters of speed, Silicon Informatics fully exploits the revolutionary power of GPUs and multi-core CPUs, delivering optimized solutions to customers: first in the life science sector, then in complementary sectors. The company's CEO and directors were previously affiliated with Minnesota-based RocketChips Inc., which was acquired by Xilinx. With support from the National Cancer Institute (NCI), the company adapted their acceleration kernels to a popular software package that is used for small molecule drug discovery. Although NCI's beta evaluation is underway (as of mid-July), initial results are very encouraging. Targeted customers include the 4,000+ pharmas, biotechs, and research institutions that are among the software's user base. Silicon Informatics is currently seeking additional funding to take us through launch and achieve meaningful revenues.
CEO	Robert Keller
Investors	Angels
Capital Raised	$2M
Speaker	Robert Keller (President & CEO)
Speaker Biography	Immediately prior to founding Silicon Informatics, Bob was with San Jose-based Xilinx, Inc., a leading manufacturer of field programmable gate array (FPGA) devices. He had been Vice President, Business Development for RocketChips, Inc., a privately held company that was acquired by Xilinx in November, 2000 for $280 million in stock. Bob holds a Bachelor of Science degree from Grove City College, an M.B.A. from the University of Utah, and a J.D. from William Mitchell College of Law. He also served in the US Air Force Reserve, retiring as a Lt. Colonel.

Sixense Entertainment

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www.sixensent.com

Company Profile	Sixense Entertainment Inc.'s founders have been developing motion-tracking input devices for more than 15 years, with a primary focus on entertainment, especially games. The Sixense MTS delivers true six-degrees-of-freedom tracking, enabling the player to use natural, physical motion to interact with the images on the screen.
	The current Sixense MTS's underlying technology was originally developed and marketed by the leading global provider of 3D position/orientation tracking systems. These products are well known and accepted as the standard for use in the medical, university research, military training and simulation, and computer-aided design applications. These devices are the most accurate, precise and reliable motion-tracking control systems available in the world.
	Sixense Entertainment Inc. was founded in 2007, with headquarters in Los Angeles and R&D in Los Gatos, California.
CEO	Amir Rubin
Investors	N/A
Capital Raised	N/A
Speaker	Amir Rubin (CEO)
Speaker Biography	Amir Rubin has been pioneering motion-based interfaces for games and digital media for more than 16 years. His commitment to this intuitive interface led him to found Sixense Entertainment, identify the world's best industrial and military motion-tracking technology and develop a consumer-level version that retains its accuracy and precision.

Spatial View

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Company Profile	Spatial View is a pioneer in 3D image processing and auto-stereoscopic display. Headquartered in Canada, with R&D and engineering coordinated by Spatial View GmbH, Germany, this international team develops products that transcend the boundaries of 2D imaging, opening new dimensions and interactive solutions in medicine, engineering, geo-informational systems, advertising and entertainment. The company's vision is to make 3D more accessible, affordable, versatile, and inspiring. With the SVI family of software and a variety of high quality auto-stereo displays, Spatial View offers a wealth of adaptable solutions enabling the presentation of 3D rich content of all types, in full dimensionality, for specialty as well as the consumer mass market.
CEO	Beat Raemy
Investors	Aradian Securities (Angel Investor)
Capital Raised	N/A
Speaker	Beat Raemy (CEO)
Speaker Biography	The founder of W3 Internet Services Ltd. www.w3internet.com and Transdoc www.transdoc.ch, Beat Raemy is constantly exploring how new technologies can benefit existing businesses. His fifteen years in the technology industry have provided him a well-rounded outlook on how today's businesses can take advantage of the technology to streamline processes, improve communication, and reach new clients. Since W3's inception in 1996, Beat has overseen incredible growth in the company. He has expanded W3 from its base in Nova Scotia to become a global network of affiliates in six countries worldwide.

Sportvision

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Company Profile	Sportvision's solutions have enhanced experiences for fans and marketing partners of virtually every major sports league and sporting event, including the Olympic Games, Super Bowl, NBA Finals, Daytona 500 and The World Series among others. Sportvision creates valuable assets and derives many of its products by capturing the live Digital Record of a sporting event (location of cars, the trajectory of a ball in flight, object orientation and speed, etc.) powering new forms of content that is transforming the way fans interact with their favorite sport across all media platforms, with notable applications including GameDay on mlb.com and RaceView on nascar.com. The Company has won eight Emmy Awards, including three for its signature broadcast products the Yellow 1st & Ten Line™ and K Zone™.
CEO	Henry Adams
Investors	Motorola Ventures, AIG Global Sports & Entertainment Fund, New World Ventures, Austin Ventures, Dolphin Equity Partners, Lake Street Capital
Capital Raised	N/A
Speaker	Michael Jakob (COO & CFO)
Speaker Biography	As COO & CFO for Sportvision, Inc Mr. Jakob's primary focus is growing and scaling Sportvision, and he has overseen 30%+ compound annual revenue growth while delivering Sportvision's first ever EBITDA and Net Income profitable annual results. Mr. Jakob works closely with the Executive Management team to determine the long-term strategic direction of the company. Before joining Sportvision, he served as the COO for Ignite Sports, a leading interactive sports solution provider that won numerous industry and entrepreneurial awards. Prior to his stint at Ignite, Mr. Jakob worked for Sears Roebuck & Co., as the Director of Sears Online, managing all eCommerce initiatives for sears.com, and he also held management consulting positions with AT Kearney and Peterson Consulting.

nVISION 08
THE WORLD OF VISUAL COMPUTING

Tech-X

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Boulder, CO 80303

303.448.0727
www.txcorp.com

Company Profile	Tech-X Corporation develops advanced software for supporting research in plasma physics, nuclear fusion and particle accelerator technologies. Using the unique expertise of the staff, consisting of Physicists, Computer Scientists and Mathematicians, the company combines high-performance computing and advanced numerical methods to help clients in solving their most challenging scientific problems. The vast amount of processing power needed by client's computations requires Tech-X's pursuit of research and development on latest computational technologies, ranging from petascale parallel computing to reconfigurable hardware and GPUs. In this process, a broad range of supporting technologies and resulting products are developed. Among them is GPULib, a tool to enable scientists to take advantage of GPUs for their data analysis tasks in very high level languages.
CEO	Dr. John R. Cary
Investors	N/A
Capital Raised	N/A
Speaker	Dr. Peter Messmer (Vice President Space Applications)
Speaker Biography	Since joining Tech-X in 2002, Dr. Messmer has been involved in the development and application of Tech-X's flagship simulation code, VORPAL, both extending it with new numerical models and applying it to scientific problems. Recognizing the increasing demand for computational power in data analysis, he has led the development of parallel data analysis tools for NASA. This tool-suite was originally based on compute clusters and later on GPUs, which finally led to the development of GPULib. Peter Messmer holds a PhD in Physics from ETH Zurich, Switzerland. His current research interests include modeling of advanced ion sources, GPU computing and optimization of scientific codes on petascale supercomputers.

Teradici

Company Profile

Teradici has developed a unique technology, called PC-over-IP, which makes network delivered computing a viable corporate computing reality. Teradici is the first to enable an exceptional end-user experience for datacenter-based computing. Through a combination of unique graphics algorithms and high-performance silicon processing, the company is changing how personal computers are used, deployed and managed.

Teradici's PC-over-IP® technology delivers an uncompromised workstation experience including full 3D graphics, full frame rate HD media, and full USB peripheral interoperability. A unique hardware-based display compression solution delivers this no-caveat experience over a standard IP network and enables IT to consolidate users across the entire enterprise user base from mainstream office workers to extreme graphics users.

CEO

Dan Cordingley

Investors

Alloy Ventures, Alta Berkeley, BDC Venture Capital, GrowthWorks Capital, Skypoint Capital

Capital Raised

$34M

Speaker

Dan Cordingley (President & CEO)

Speaker Biography

Dan Cordingley is the president and CEO of Teradici. Dan brings over 20 years of experience in the semiconductor industry, having started several new business initiatives and managed their successful growth. Prior to co-founding Teradici, Dan was a GM with Intel Corporation, where he oversaw the 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 GM and Director at Level One Communications which was acquired by Intel. Dan has also held senior marketing and design engineering roles at Mitel Semiconductor, Spectrum Signal Processing, Nortel Networks and IBM.

Dan holds a BS in Electrical Engineering from the University of Waterloo, and an MBA from the Ivey School of Business at the University of Western Ontario.

Total Immersion

10687 Santa Monica Blvd., Suite 10
Los Angeles, CA 90025

310.441.9092
www.t-immersion.com/

Company Profile	Total Immersion pioneered the business of augmented reality in 1999 and is today the industry leader – in both concept and execution. Total Immersion's software, D'FUSION®, enables the real-time integration of interactive 3D graphics into live video flows. Operating on standard PC devices and compatible with HD, this technology blurs the line between the virtual and the real world. Without D'FUSION objects were trapped within the confines of the screen or the display. Total Immersion provides new ways for consumers to interact with established brands in a practical, yet entertaining, engaging way. By breathing new life into brands that consumers may take for granted or brands/product categories that have become dormant, Total Immersion creates real-world experiences that deliver significant ROI.
CEO	Bruno Uzzan
Investors	Partech International, I Source Gestion, Elaia Partners
Capital Raised	$5.6M
Speaker	Bruno Uzzan (CEO)
Speaker Biography	Uzzan 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.

Vivaty

4400 Bohannon Drive
Menlo Park, CA 94025

650.644.4400
www.vivaty.com

Company Profile	Vivaty's vision is to make the Immersive Web a reality by transforming the flat web into a more visually rich and expressive experience that amplifies socialization and engagement. The company's end-to-end web platform is designed to enable distributed virtual experiences anywhere on the web. Founded in 2007, Vivaty is led by a team of web, gaming, and graphics experts, and is backed by venture capitalists Kleiner Perkins Caufield & Byers and Mohr Davidow Ventures.
CEO	Keith McCurdy
Investors	Kleiner Perkins Caufield & Byers and Mohr Davidow Ventures
Capital Raised	$9.4M
Speaker	Keith McCurdy (Co-founder, President & CEO)
Speaker Biography	As CEO and co-founder, Keith is responsible for setting Vivaty's overall vision and strategic direction as a leading web-based virtual world. Keith's career has spanned more than twenty years in digital media and entertainment, where he has held numerous executive positions ranging from CEO of venture-backed start-ups to senior executive at Electronic Arts. Keith's more than 10 years at EA encompassed the company's growth from 150 to over 3,500 employees and $8 billion in value. During this time he held Vice President roles in Online, Product Development, and Technology, and he developed his passion for creating innovative and high quality consumer products. Throughout his career, Keith has created new businesses in online, interactive, and mobile, and he has consistently been on the leading edge of innovation in products, technology, business models, and distribution.

xaitment

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Germany
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www.xaitment.com

Company Profile	During the past few years, computer games have evolved in complexity and graphic intensity. Yet, one critical area remains sorely lacking: artificial intelligence. Until now, the behavior of agents in a game has either been manually programmed, or created by solutions that primarily focus on pathfinding and basic decision-making. xaitment's passion for AI and games has led to the development of the modular xaitEngine, a system that enables game and simulation developers with no previous AI knowledge to create realistic intelligence and rational human behavior for enemies and non-player characters (NPCs) alike. A spin-off of the world renowned German Research Center for Artificial Intelligence (DFKI), xaitment has developed to be a full fletched AI partner striving to bring game characters to life by suffusing their decision-making process and team operations with realistic influences, such as basic reactions, goals, rewards, consequences and even emotions. xaitment's vision is to extend the life of every game by immersing your customers in a world of characters who learn and evolve, just like humans.
CEO	Dr. Andreas Gerber
Investors	N/A
Capital Raised	N/A
Speaker	Thorsten Maier (CTO)
Speaker Biography	As the CTO of xaitment, Thorsten heads the entire AI development team, which includes all research and development and research coordination. Prior to his position at xaitment, he spent seven years as a research scientist focusing on scientific computing. He was responsible for several scientific computing and mathematical modeling projects that were funded by the German Research Foundation (DFG). Additionally, he was head of the research and funding office (Forschungsreferat) at the University of Kaiserslautern. Thorsten holds a MS in physics and a PhD in applied mathematics from the University of Kaiserslautern.