



Stonetrip Announces That ShiVa 3D Now Supports 3D Game and Application Development for iPad

Developers Using the ShiVa 3D Engine Get Access to All Platforms Under a Single License

SOPHIA-ANTIPOLIS, France – March 29, 2010 – Stonetrip, a leading 3D engine company for games and 3D applications, today announced that it has added iPad development capabilities and support to ShiVa 3D, the company’s development kit for creating high-quality titles on leading platforms. ShiVa 3D is the fastest growing engine technology available, offering the ability to create games and applications for PC, Mac, Web, Linux, iPhone, Android and iPad under a single license.

“On March 18th we added Android development capabilities to ShiVa 3D and today we’re expanding the development capabilities again for our users by adding iPad development capabilities and support,” said Philip Belhassen, CEO of Stonetrip. “The market is very competitive and having powerful tools early gives developers the opportunity to compete and have a first mover advantage on emerging platforms. We will continue to add additional platforms under our single license per developer strategy.”

While some companies charge a separate licensing fee for each platform in which you are developing for, Stonetrip’s business model is to offer cross-platform capability under a single license per development seat, regardless of the target platform.



About the ShiVa 3D Engine

ShiVa is the developers’ tool of choice for easily creating amazing 3D real-time applications and games for Windows, Mac OS, Linux, iPhone, Android and the iPad. It is a powerful

development platform for creators of 3D real-time applications and games that enables creators to quickly bring high-quality content to market. ShiVa has a strong support team behind it that is responsive, creative and experienced in game development on all platforms. The company continues to add additional support for new and emerging platforms under a single license strategy and extends ShiVa's functionality to continue to meet the needs of developers.

Features

- Create any genre of game in a fraction of the time
- Cross-platform game engine designed for next-generation game development
- Delivers all the rendering, animation, special effects and programming features needed to create any game with ease
- Optimized graphical engine with dynamic lighting and shadows, reflection and skinning
- Built-in path finding
- Integrated physics engine
- WYSIWYG Editor
- Free Engine evaluation and SDK
- No publishing fees
- Single license for all platforms

Technical demonstrations are available on the Stonetrip website at: <http://www.stonetrip.com>.

Anyone interested in a free evaluation version of the engine, can visit:

<http://www.stonetrip.com/download.html>

About Stonetrip

Stonetrip a leading 3D engine company for games and 3D applications founded in 2003. Headquartered in Sophia-Antipolis, France, the company designs and supports ShiVa, the developers' tool of choice for easily creating amazing 3D real-time applications and games for Windows, Mac OS, Linux, iPhone, iPad and Android. The company is focused on delivering a powerful platform for creators through its technology that continues to make it easier to achieve high quality in less time with the greatest compatibility. Stonetrip continues to add additional platforms to the ShiVa platform as it extends its reach to new markets. For more information on Stonetrip, visit: www.stonetrip.com