



STONETRIP'S ShiVa 3D WEB PLAYER SURPASSES 3 MILLION DOWNLOADS

New Standard for Web Plug-ins is Seeing Rapid Adoption with Easiest Installation and Highest Compatibility Among All 3D Web Players

SOPHIA-ANTIPOLIS, France – March 26, 2010 – Stonetrip, a leading 3D engine company for games and 3D applications, today announced that their recently announced Web player, which sets the standard for compatibility and features a single click installation, has already surpassed three Million downloads. The ShiVa web player is compatible with more than 80% of all computers in operation today, with full compatibility with all browsers. ShiVa 3D is the fastest growing engine technology around, for which Stonetrip credits their single license for all target platforms as a major factor in its growing success.

“The response to our business model has been phenomenal. We’ve had a lot of interest because of our single license for all platforms and the inclusion of PC, Mac, Web, Linux, iPhone, and Android as well as future platforms,” said Philip Belhassen, CEO of Stonetrip. “The rapid growth of the Web player installation is another sign of the interest in ShiVa as a leading development platform. We’ll continue to increase the compatibility of the player to reach the widest possible audience.”

The company has released a video that shows the ease of installation of the ShiVa 3D web player versus other leading 3D players.

Installing plug-ins has always been a headache for end users: complex file downloads and installation procedures, browser restarts, certificate acceptance, and more. Often, the user is then unable to view the content due to a lack of administrator rights. This is a risk to companies considering including 3D content on their websites. This is why, after years of research and development, StoneTrip is now able to provide a real solution, making content created with its ShiVa 3D solution instantly accessible on more than 80% of computers worldwide. Regardless of user permissions, browser choice or operating system, users just need to accept a signed Java certificate.

How the ShiVa 3D Web Player Works

The first time the plug-in is required, the user will be prompted to accept the signed Java certificate. After few seconds, the 3D content appears. That’s it: no file to download, no installation, no browser restart or page refresh needed and no admin rights issues! Thanks to Java and Microsoft per-user ActiveX installation, ShiVa 3D Web Player is compatible with Windows 2k to Windows 7 systems running Internet Explorer, Firefox, Safari, Opera or Chrome web browsers. The Web Player is also available on Mac OSX, from Tiger to Snow Leopard (even on Safari 64-bit) using a classic installation system, as well as on various Linux systems, for Firefox, using the common xpi system.

Thanks to this new deployment system, plug-in installation problems are a thing of the past. Major companies are looking to ShiVa 3D to provide their users with 3D immersion on their

websites by taking advantage of a next-gen 3D engine embedded in the browser.

Technical demonstrations are available on the Stonetrip website at: <http://www.stonetrip.com>.
For a free evaluation version of the engine, please visit: <http://www.stonetrip.com/start-download/shiva/1-shiva-ple.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 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