

Right Hemisphere® Introduces New Versions of its Award-Winning Deep Paint 3D® and Deep UV™ Software

New Versions Include Support for New Releases of Leading 3D Digital Content Creation Applications

SIGGRAPH — August 9, 2004, Los Angeles, CA — Right Hemisphere, a leading provider of visual communication solutions software, today announced new versions of its award-winning Deep Paint 3D and Deep UV software. The new versions include support for the latest releases of some of the industry's most popular digital content creation applications. Deep Paint 3D is an intuitive, easy-to-use tool to paint and texture 3D models interactively. It uses textures or natural medium that can be brushed directly or projected onto 3D models and scenes. Available later this month, the new Deep Paint 3D 2.2 version now includes support for:

- **LightWave 3D® 8** — NewTek's 3D animation software featuring advanced character animation tools.
- **Maya® 6** — the 3D special effects software from Alias® for the film, broadcast, game development, digital publishing, and visualization markets.
- **Photoshop® CS** — an upgrade from Adobe® Photoshop 7.0 for graphic and Web designers, photographers, and video professionals.
- **SOFTIMAGE®|XSI® version 4.0** — an industry leading nonlinear 3D production environment for professional animators from Softimage Co., a subsidiary of Avid Technology.

Also available later this month, Right Hemisphere's new Deep UV 1.3 software release now includes support for Maya 6 and SOFTIMAGE|XSI version 4.0. Deep UV locates the necessary UV coordinates on a model to allow the artist to drape and arrange textures on top of it. Once a satisfactory texture arrangement is in place, the artist can then use Deep Paint 3D for further modification. Deep UV may be used as a standalone software application or in conjunction with Deep Paint 3D.

"Deep Paint 3D continues to be a well-loved and widely-used digital paint tool by both professionals and amateur artists," said Mark Thomas, president and founder of Right Hemisphere. "These new releases of Deep Paint 3D and Deep UV keep them current so that artists can keep using our tools with the latest version of their favorite content creation applications."

Both Right Hemisphere's Deep Paint 3D and Deep UV software will be demonstrated in the company's booth #2033 at the SIGGRAPH 2004 conference August 10-12 in Los Angeles, Calif. Right Hemisphere's "Entertainment Bundle" includes the award-winning Deep Exploration software; a 2D|3D graphics file management and conversion utility; Deep Paint 3D for 3D painting and texturing; and Deep UV for advanced UV mapping at a special price of \$795.

New customers can order the software in the company's booth at SIGGRAPH or download it from the Right Hemisphere Web site at www.righthemisphere.com. Right Hemisphere software may also be purchased in North America through Jeff Burgess & Associates, Inc. (JB&A) at www.jbanda.com. Upon release later this month, existing Right Hemisphere Deep Paint 3D and Deep UV customers can download the updates directly from the company's Web site.

Right Hemisphere

Right Hemisphere is the leading provider of visual communication solutions. Right Hemisphere enables non-engineering staff to easily re-use engineering data in visual communication solutions like training, documentation, marketing and support. The company's Deep Server software replaces expensive manual processes with automated, open, and scalable solutions that make high-impact *interactive* 2D and 3D content an affordable reality for communicating technical information, marketing highlights or complex support procedures. Enterprises can now efficiently capitalize on investments in engineering design to increase sales; cut documentation, support and training costs; and speed products to market. For more information please visit: www.righthemisphere.com or call toll free at (877) 309-3204.

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