

- Press Release - For Immediate Release -

Unreal® Tournament 2003 Unleashes UPaint

- *Right Hemisphere's Relationship with Award Winning Game* -

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Right Hemisphere, a creator of 3D graphic production solutions for games, film and broadcast, web content, and industrial design announced today that Unreal® Tournament 2003, which picked up year-end awards for Best Graphics and Best First Person Shooter, utilizes Right Hemisphere's *Deep Character™* technology for a full-featured customization utility which ships with Unreal Tournament 2003. A huge community of hardened warriors are experiencing UPaint, a 3D painting application that lets Unreal Players paint directly on their character. UT2003 Players can even import a digital photograph of their own face and put it directly on an Unreal Tournament 2003 Warrior.

“We chose Right Hemisphere to create UPaint because we were already using their professional-level tools to help create the game, so it seemed natural to have them create a custom skin-painting program for us based on those excellent tools. With UPaint, Unreal Tournament 2003 players have the ability to put themselves, or their wildest creations, into the game.” said Mark Rein, Vice President, Epic Games co-creators, along with Digital Extremes Inc., of Unreal Tournament 2003.

Right Hemisphere's *Deep Character* Technology, which was used in UPaint, is designed to rapidly create customization applications for players and creators of 3D games. *Deep Character* provides texturing, painting and parametric mesh editing capabilities. The user interface can be quickly developed to suit the exact usability requirements can be designed to fit the “look and feel” of any game player profile or market.

“Using Right Hemisphere’s *Deep Character* technology, Epic Games has successfully brought the Unreal Tournament gaming experience to yet another level”. UPaint, is the ultimate character painting solution for Unreal Tournament 2003.” said Michael Lynch, CEO of Right Hemisphere.

UPaint is supplied, along with other Mod-development utilities, on Disc 3 of the UT2003 CD-Rom set.

About Epic Games

[Epic Games](http://www.epicgames.com), Inc., based in Raleigh, NC and established in 1991, is a developer of cutting-edge computer and video games. The company is best known as the creator of hit PC 3D action games Unreal and Unreal Tournament both award-winning blockbuster hits having each sold more than 1 million copies. Unreal Tournament has been recognized as the Game of the Year by many leading gaming media outlets including Computer Gaming World, the #1 PC games magazine, and has appeared on PC, Macintosh, Linux, Sony PlayStation 2 and Sega Dreamcast. Epic's Unreal engine has been licensed to several top game developers for games in a variety of genres on multiple platforms including the PC, Apple Macintosh, Linux, Microsoft Xbox™ and Sony PlayStation®2. Eidos' Deus Ex, which was PC Gamer magazine's 2000 Game of the Year, and Electronic Arts' critically acclaimed Undying are among the many shipping titles built using the Unreal engine. Prior to their 3D success, Epic Games was well known for the hit shareware games Jill of the Jungle, Jazz Jackrabbit and Epic Pinball. Additional information can be obtained through Epic's Web site at www.epicgames.com.

About Right Hemisphere

[Right Hemisphere](http://www.right-hemisphere.com)® has built a strong reputation for enhancing creativity, improving quality, increasing productivity and lowering costs in a variety of industries including film, games, CAD, manufacturing and industrial design.

Other award-winning software includes Deep Exploration, a 2D|3D graphics file management and conversion utility, Deep Paint 3D for 3D painting and texturing and Deep UV for advanced UV mapping.

The privately funded company's corporate headquarters is in Burbank, CA, with other offices in the Silicon Valley, Texas and an international office in Auckland, New Zealand. Right Hemisphere, a Microsoft-certified partner, can be contacted at 818-557-0003 (phone).

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