



Alias|Wavefront and mental images Deliver Academy Award® Winning Rendering Technology

Maya 5 first to deliver advanced rendering power by leveraging the new mental ray 3.2 technology

Las Vegas, NV - NAB – April 7, 2003 - Alias|Wavefront™, an SGI (NYSE: SGI) company, revealed today that Maya® 5 software is the first 3D package to leverage advanced rendering innovations from mental images'® new mental ray® 3.2 rendering technology. Alias|Wavefront and mental images continue to forge ahead with mental ray for Maya development, after each company recently accepted awards from the Academy of Motion Picture Arts and Sciences for their advanced technology solutions.

“It’s exciting to see two of the world’s most advanced graphics companies working together to provide customers with even greater control over content,” said Samantha Staples, Principal & Senior Analyst at Acacia Research Group. “mental ray is quickly establishing itself as the 3D industry’s renderer of choice—this coupled with Maya continuously being a leader in the entertainment market means a powerhouse of technological imaging capability will be available in the newest version of Maya.”

Advanced Rendering Enhancements Added to Maya

mental ray for Maya 5, which is now distributed and installed automatically with Maya software, offers physically accurate photo-realistic rendering options such as global illumination, caustics and ultra accurate lighting calculations. Highly requested features such as support for particles and hierarchical subdivision surfaces, as well as light mapping optimizations are now available in Maya 5. With the new mental ray 3.2 core architecture, more efficient use of memory and low-level CPU optimizations offer significant performance improvements to rendering pipelines.

“The integration of mental ray with Maya produces better looking renderings, but more importantly for us, it increases our productivity,” commented Tristan Salome, CTO at nozon.com.

“Maya’s diverse customer base pushes rendering technology further and further as new productions seek higher quality and more realistic imagery,” said mental images President and Director R&D, Rolf Herken. “The integration of mental ray 3.2 into Maya will provide users with the most powerful rendering option available today. It fits perfectly with mental images’s agenda to make mental ray the uniquely sophisticated and most pervasive renderer used in the industry.”

Both Alias|Wavefront and mental images were honored on March 1, 2003 by the Academy of Motion Picture Arts and Sciences. mental images received a Technical Achievement Award for mental ray, “a highly programmable computer-graphics renderer incorporating ray tracing and global illumination to realistically simulate the behavior of light in computer-generated imagery.” Alias|Wavefront’s Maya received the highest honor the Academy can bestow - an Oscar[®] statuette for “... the development of a 3D animation, dynamics, modeling and rendering production tool known as Maya. With its significant and dominant impact on the motion picture industry, the Maya software package offers a robust and widely used commercial visual effects tool with a rich infrastructure for extension and customization.”

“Industry recognition proves what our customers already know,” commented Shai Hinitz, Maya Product Manager. “The combination of Maya and mental ray is opening a new world of unprecedented image creation possibilities for Maya’s extensive community.”

Alias|Wavefront Customers Get First Access to mental ray 3.2

Alias|Wavefront customers will be the first to have access to mental images’ new 3.2 standalone renderer. mental ray 3.2 standalone is available on Windows[®], IRIX[®], Linux[®] operating systems and now for the first time, Maya customers working on the Mac[®] OS X platform can take advantage of the new mental ray standalone renderer.

mental ray for Maya is a standard feature of Maya 5 which will begin shipping in May 2003. The mental ray 3.2 standalone renderer will be available separately in early May 2003 from Alias|Wavefront. For more information please visit www.aliaswavefront.com.

About Alias|Wavefront

As the world's leading innovator of 3D graphics technology, Alias|Wavefront develops software for the film and video, games, web, interactive media, industrial design and visualization markets. On March 1, 2003 the company was awarded an Oscar[®] for Technical Achievement by the Academy of Motion Picture Arts and Sciences for its development of Maya software, its professional 3D animation and effects package. Entertainment and games customers include: Acclaim Entertainment, Inc., CNN, Core Design Limited, Digital Domain, Disney, Electronic Arts, Industrial Light & Magic, Factor 5 LLC, Midway Games, Nintendo, Pacific Data Images (PDI), Pixar, Sega, Sony Pictures Imageworks, Square Co., Ltd., Warner Feature Animation and Weta Ltd.

Alias|Wavefront is a wholly owned, independent software company of SGI[®] with headquarters in Toronto and custom development center in Santa Barbara. Please visit the Alias|Wavefront web site at <http://www.aliaswavefront.com> or call 1-800-447-2542 in North America. International contact numbers include: Northern Europe, Middle East and Africa, +44 (1) 49 44 41 273; Germany, East & Southeast Europe, +49 (89) 31 70 20; France, Spain and Portugal, +33 (1) 44 92 81 60; Japan and other parts of Asia Pacific +81 (3) 57 97 35 00, +81 (3) 34 70 82 82 and Latin America, +77 (0) 393-1881.

About mental images

mental images, founded in 1986, is the recognized international leader in providing rendering software to the entertainment, computer-aided design, scientific visualization, architecture, and other industries that require sophisticated images. The main product of the company is the high performance photo realistic rendering software mental ray which is capable of running on a wide variety of platforms ranging from workstations and

networks of workstations to parallel supercomputers, producing images of unsurpassed realism. mental images GmbH & Co. KG is a privately held company based in Berlin, Germany, with a subsidiary in San Francisco, California.

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For screenshots and press images:

<http://www.aliaswavefront.com/entertainment/press>

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