

# GPU TECHNOLOGY CONFERENCE

## miGenius Chris Blewitt - CEO Realtime 3D for Everyone

GTC, San Jose Convention Center, CA | Sept. 20-23, 2010



PRESENTED BY  NVIDIA.

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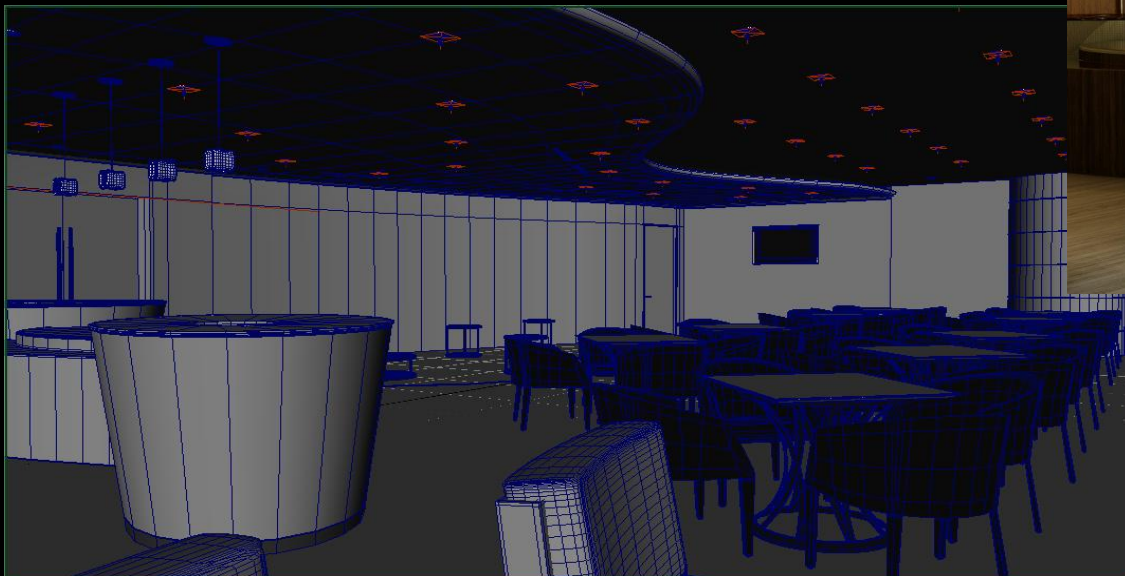
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## Challenges of Current 3D Systems



## EasyRS - Content Creation

- Single button conversion
- Easy Web based deployment
- Create rendered content



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## EasyRS - Simple 3D Web Services

- Easily Create and Deploy Branded Custom Applications
- Flex based developer tools
- Simplifying Application Deployment



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## EasyRS - Collaboration, Communication and Sharing

- Mobile and Desktop Compatible
- Share and Explore with many people simultaneously
- Secure Environment
- Interactively Review Alternative Options



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## In Closing

- Investment in emerging GPU Cloud sector
- Encourage businesses and developers to license and promote our tools



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