



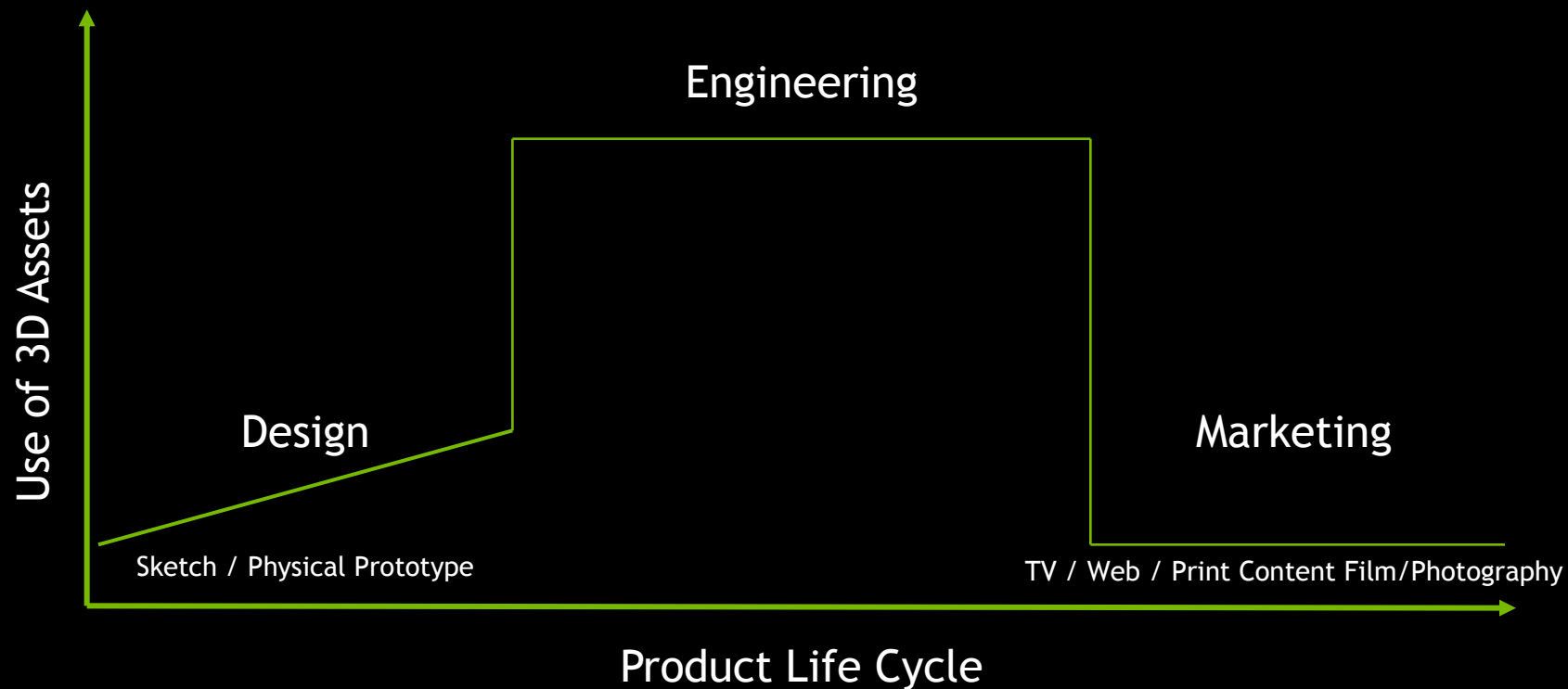
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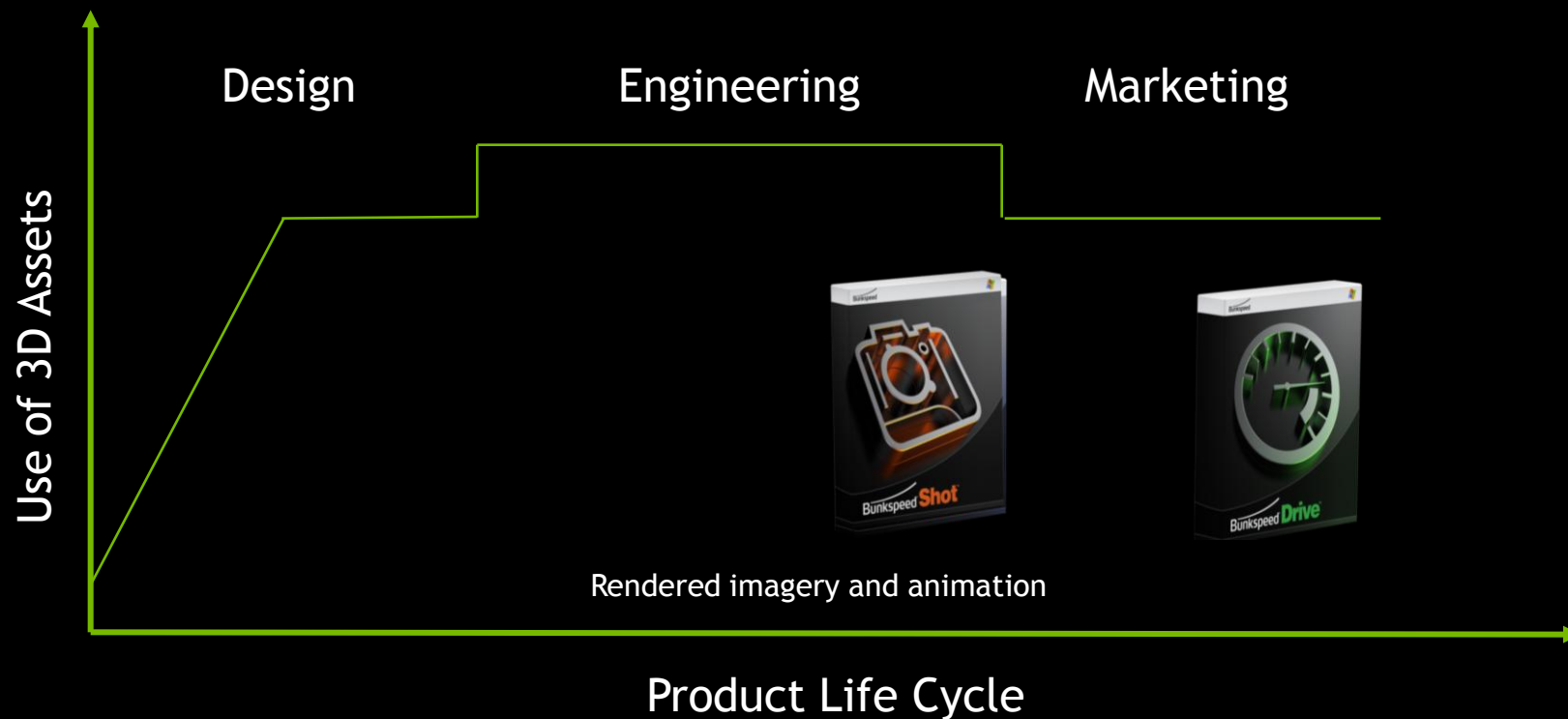
Bunkspeed Philip Lunn - CEO Rendering and Animation Simplified

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

Presented by Philip Lunn Bunkspeed Founder/CEO

PRESENTED BY  NVIDIA.



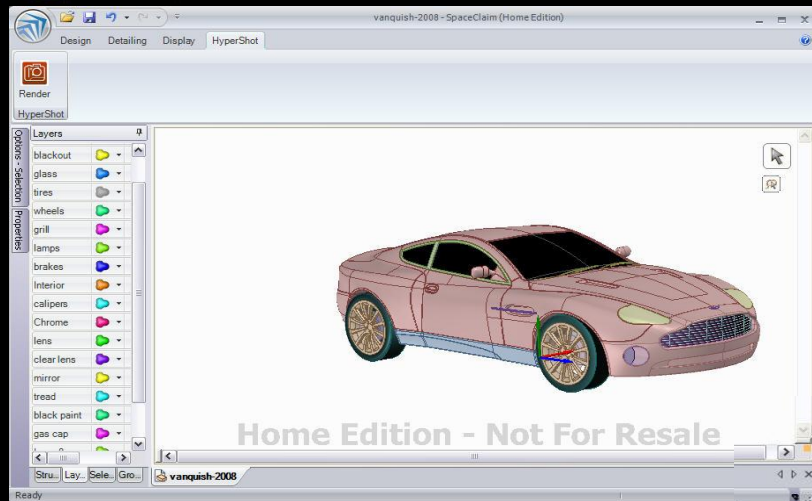


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Simplified rendering and animation tools

- Easy to learn
- Simple to use
- Photographic quality
- “An interactive photograph”



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Increase ecommerce revenue



Leverage investment in existing 3D Digital Assets

- Pull 3D CAD data from engineering and get it to creatives
- Cut number of prototypes, eliminate waste



Bunkspeed

- Easy to use photographic quality rendering
- Eliminate waste in physical prototypes and expensive photo shoots
- Provide a more visual web experience at lower cost increasing confidence of consumers to purchase