

Acron Announces 3D Modeller 2.0 at CANSEC

First 3D content development tool to support the new Microsoft® ESP™ simulation platform.

April 9, 2008, Ottawa, ON: Acron Capability Engineering has announced version 2.0 of Acron 3D Modeller their powerful integrated 3D modeling tool for simulation and game real time graphics.

3D Modeller was specifically engineered for the Modelling, Simulation and Gaming (MS&G) industry with support for standard 3D formats with tools made by modelers for modelers. Version 2.0 model formats now include Collada DAE, AutoCad DXF, AutoDesk FBX, DirectX and Microsoft ESP MDL in addition to OpenFlight, 3DS, AC3D and OBJ. It is a simple-to-use tool set that enables artists and modelers to quickly produce stunning quality models and environments in less time and makes it easier than ever to share models across synthetic environments and formats. 3D Modeller's DirectX .x model format support also allows opportunities to develop content for Microsoft® XNA™ which is the development environment for the Xbox console. Other enhancements in this release include a reworked user interface, export wizard for MDL models, OpenFlight 16.3 including enhanced material support and many other functionality improvements. The Professional Edition of the tool supports all model formats and the Standard Edition supports 3DS, DirectX and MDL formats.

The Acron 3D Modeller is the first content development tool to support the new Microsoft® ESP™ simulation platform and incorporates many advanced features that allow the easy reuse of content from legacy systems. Acron was one of the original launch partners of the Microsoft ESP platform. This is the tool of choice for many organizations wishing to re-use their model libraries for ESP.

The software will be available for purchase from Acron on 30 April 2008. There are two versions. The Acron 3D Modeller Professional Edition 2.0 is priced at US\$995 and the Acron 3D Modeller Standard Edition is targeted at the consumer market for US\$49.95.

About Acron

Acron specializes in Information Exchange applications for Command and Control systems and develops Modeling, Simulation and Games technology in Canada and overseas. The company provides a full range of services in the three main areas of Live, Virtual and Constructive Simulation and Serious Games.

Acron has technical staff that constructs stand-alone or distributed modeling and simulation assets using our own tools, other commercial tools and can also provide management staff for modelling and simulation projects at many different levels.

The Acron InfoX Information Exchange Architecture allows government and non-Government organizations to communicate and exchange information collaboratively.

The company has facilities in Ottawa (Ontario), Gatineau (Quebec) and Fredericton, (New Brunswick.) www.acroneng.com

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