PRESS RELEASE

For immediate release

OPTIS announces joint development with AMD for professional graphics technology in physics-based rendering solutions

Toulon, France – August 2nd, 2011 Today OPTIS and AMD (NYSE: AMD) announced the signing of an agreement aimed at delivering a highly accurate real-time, physics-based, rendering solution.

The agreement covers joint development of an innovative ray-tracing engine and rendering solution to support the market centered around OpenCL™ and AMD graphics technology. It will allow OPTIS development engineers early access to AMD graphics cards and future systems as well as direct support from AMD to help ensure quality, validation and performance of the final solution. The goal is to have the solution support available on any of the latest AMD FirePro™ professional graphics cards.

The requirement for highly realistic visualization is becoming more and more important in all sectors of industry, architecture and lighting. Today it continues to represent the missing link in the design process in order to make reliable decisions on material and color choice, both of which are critical when assessing perceived quality.

OPTIS' unique technology is based on physics algorithms associating optical properties of light and material to human vision performance.

Thanks to the convergence of both parties' R&D efforts over the past 3 years, the challenge of developing unique, true physics-based real-time rendering technology is now well underway.

"AMD is intently focused on driving improved visual computing experiences for all market sectors, and this is particularly important for computer aided design applications," said Sandeep Gupte, general manager of Professional Graphics for AMD. "Our work with OPTIS is critical to providing design professionals the advanced graphics processing hardware and software needed to harness the

intricacies of light and optical environments. This is yet another example of the maturation of the OpenCL industry standard, a critical tool to facilitate development of powerful software."

Jacques DELACOUR, OPTIS President & CEO says: "At OPTIS, we develop physics based rendering software providing highly accurate rendered images, which the world's largest manufacturers use to base their design decisions on. As a market standard, OpenCL is a great opportunity to benefit from all the power required for massively parallel computation available on heterogeneous platforms, including multi-core CPU & GPU. These applications are ready for future APUs with the level of graphics performance professional users demand."

About OPTIS

OPTIS is the world leading software editor for the scientific simulation of light and human vision within a Virtual Reality Environment. Its solutions allow designers, ergonomists and engineers to simulate and optimize lighting performance, product appearance as well as the visibility and legibility of information on Human Machine Interfaces, in a fully-immersive environment.

Since integrating its SPEOS solution in SolidWorks in 2001, CATIA V5 in 2002 and Pro/ENGINEER in 2008, OPTIS is still the only company to provide a light simulation solution fully based on a physical model inside a CAD/CAM software.

Users include most of the major automotive, aerospace, electronics, white goods and lighting manufacturers, as well as architects, universities, research laboratories and defence agencies. They use the SPEOS technology to design, simulate and visualise in a Virtual Reality environment, products as diverse as automotive lighting, mobile phone screens and keypads, dashboard and cockpit displays, LCDs, LEDs, luminaires, military detection systems and optics for industrial vision, defense and medical applications.

More information can be found at http://www.optis-world.com

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