

PRESSRELEASE



Grome modeler used for professional MMO solution as part of Star Vault / Quad Software collaboration

March 26, 2008 - Star Vault and Quad Software collaborate to make Grome modeling available to a professional MMO developing platform.

During the prototype phase of the development of NOW, an innovative next generation MMORPG-game, Star Vault decided to enter into a collaboration and licensing agreement with Quad Software and their product, the Grome modeler. Grome will be used to generate landscapes and terrain for the game project NOW. The prototype phase included development of an exporter/importer for Unreal Engine 3, the engine platform Star Vault is using for their upcoming title.

"Grome has exactly what we've been looking for when it comes to generating and editing large-scale terrain. It gives us the possibility to produce environments of stunning quality and beauty within a time-frame we've never seen before." says Mats Persson, Creative Director Star Vault.

"Star Vault team is made of professional individuals with great experience in the game industry. It was a pleasure to work with them and they help us greatly improve our product. The end result demonstrate the availability of Grome editing for MMO titles based on one of the best professional engines.", added Adrian Licuriceanu, Technical Director Quad Software.

About Star Vault AB

Star Vault is a new Swedish games company founded by its CEO, Henrik Nystrom who has 11 years of experience within the MMORPG space. The Star Vault team and advisory board today consists of hand-picked developers, 3D-artists and pipeline specialists, with considerable experience from all key areas in developing and launching MMORPG-games successfully. The advisory board alone has 30 years of experience in game development on positions such as technical director and lead programmer on various projects for example the AAA title Ground Control II.

About Quad Software SRL

Quad Software, privately own company founded in 2000, is specialized in 3D middleware and editing solutions. Building on experience from single player and massive multiplayer game titles, the company developed an extensible graphical development platform from which Grome is one of the first products to arrive. Past and current clients include game studios like ArenaNet (NCSoft), Ubisoft, Eidos, SquareEnix, as well as companies from civil and military avionics and naval simulations and training industry.

Links of Interest:

StarVault official site: <http://www.starvault.se>

Grome modeler homepage:

<http://www.quadsoftware.com/index.php?m=section&sec=product&subsec=editor>