

WildTangent Announces Web Driver for Streaming Interactive 2D/3D Media

Web Designers Can Now Stream Hardware-Accelerated Graphics and Sound to Web Pages Using Basic Scripting Skills.

Redmond, WA, June 3, 1999 - WildTangent Inc. today announced a public beta-2 release of the WildTangent web driver. WildTangent's web driver empowers web developers with the ability to integrate hardware acceleration with streaming 2D/3D graphics and synchronized audio for the first time in their web pages. Armed with a little JavaScript, Visual Basic, or Java, web designers can now take advantage of the DirectX APIs for the same powerful audio and visual effects previously only accessible to professional multimedia programmers. With the current beta release, web designers can create web pages incorporating nearly all of the effects found in the most popular PC video games.

Possible applications for the technology might include multiplayer games, better visualization of Internet maps, weather, stocks, and products. Imagine an Internet mapping application that can smoothly zoom and pan in real-time while streaming adjacent mapping information in the background, or a stock ticker that tracks a portfolio and graphs incoming data in three dimensions all in real-time. "WildTangent's web driver provides a superior way to develop most PC multimedia content on or off the Internet," said Alex St. John, president and founder at WildTangent. "There is no reason for web developers to be creatively limited to text and bitmaps when today's popular browsers can be capable of doing much more. Our web driver is designed to make a powerful technology for multimedia development -- DirectX, accessible to every Windows user on the Internet."

The WildTangent web driver will support Windows 95, 98, NT 4.0, and Windows 2000. Web driver content can be viewed from both Internet Explorer and Netscape browsers, version 4.0 or better, or within any application that supports ActiveX controls such as Microsoft's Excel or Outlook. A free SDK is available to web developers which includes a composition tool for compressing finished content. WildTangent web driver-based content can be authored with any text editor and supports JPEG and PNG images as well as 3D models in .X file format.

"Our goal is to ease development, provide compact delivery and enable access to extremely dramatic multimedia without the gigantic downloads. The WildTangent web driver takes a very pragmatic approach to Internet graphics and interactivity by letting DirectX do all of the heavy lifting," said Jeremy Kenyon, chief technology officer at WildTangent.

Features of the WildTangent web driver include: Setting video mode and resolution from a web page
Direct3D hardware rendering for texture mapping, filtering, lighting, and alpha blending
Access to the DirectDraw blitter for smooth multi-layer parallax scrolling in a web page, as well as hardware accelerated sprite animation.
Tightly synchronized multi-channel audio mixing using DirectSound
Font rendering onto 3D surfaces
3D compression and streaming
Scalable to maximize performance for a

variety of PC configurations and bandwidths. Availability

The beta version of the driver is roughly 250K bytes and is available immediately as a free download from the WildTangent web site at <http://www.wildtangent.com>. WildTangent is inviting web developers to test drive the technology and provide feedback on its performance and functionality. The beta program is open to the first 20,000 web developers to register. The final release of the WildTangent web driver is expected to be available to the public in the Summer of 1999.