**ORGANIC MOTION (OM)**
**MARKERLESS MOTION CAPTURE TECHNOLOGY WITH MAJOR CAPABILITIES**

Organic Motion's markerless motion tracking systems harness the Company's core computer vision technology, enabling computers to cognitively "see" people's complex movements and generate accurate 3D tracking data in real-time, all without body suits or tracking devices. Organic Motion has eliminated the need for markers, long set-up times, calibration efforts, occlusion errors, and operating technician costs. Instead, Organic Motion's systems can be calibrated in minutes, provide immediate scanning of subject(s) and stream data in real-time into the leading interfaces for animation, biomechanical analysis, training and simulation.

Based on proprietary computer vision software and high speed color cameras, the platforms provides many important capabilities, including multiple actor tracking, basic prop tracking, no backdrop, larger scanning space, increased accuracy, portability, and other features thereby fulfilling the key requirements for preproduction, production, live entertainment, educational needs and simulation.

The Company expects to gain traction with four audiences that most frequently need convenient, accurate, and flexible methods to capture human motion for 3D animation and related works:

**Animation** – OM's motion capture technology is specifically designed for flexible, convenient, and accurate content creation and animation of multiple actors. It reduces the time and cost required to create 3D animations, and provides speed and flexibility for a range of previz* projects.

**Education (Life Sciences, Animation)** – The ability to track multiple students simultaneously, combined with portability for use in different rooms around campus, makes markerless motion tracking ideal for hands-on teaching and learning. Many schools have already integrated OM's systems into their Life Sciences, Gaming, Animation, Virtual Reality, and Computer Science classes.

**Public Interactive Exhibits** – The instant tracking of attendees in their regular clothes makes innovative exhibits possible for the science center and public exhibition market. Interactive agencies and their clients requested no backdrop and more flexible sizing to best enable OM to serve hundreds of visitors daily.

**Training and Simulation** – OM's technology revolutionizes training for the defense and related industries, enabling a multitude of training scenarios in a more realistic manner, including live, virtual and constructive training.

**OpenStage® release September 2011** – At Siggraph 2011, Organic Motion, announced the release of OpenStage, its new markerless motion capture system – the first major upgrade to its award-winning computer vision platform. The new feature-rich OpenStage system is designed to meet the demanding and varied requirements of commercial animators, educators, and public exhibitors.

**About Organic Motion, Inc.**
Organic Motion is a leading provider of computer vision software and markerless motion capture systems. The Company's OpenStage®, BioStage®, ATIS and MSTP systems radically enhance motion capture for animation, education, 3D live public events, life science research, training and simulation. For additional information, please visit: www.organicmotion.com.

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*"Previz" or "Previs" is a collaborative process that generates preliminary versions of shots or sequences, predominantly using 3D animation tools and a virtual environment. It enables filmmakers to visually explore creative ideas, plan technical solutions, and communicate a shared vision for efficient production.