



Frame Studios S.r.l.

Contact: Z.I. Villanova 14/O
32013 Longarone (BL)
Italy
Phone +39 0437 573119 • Fax +39 0437 576337

Press Release

FOR IMMEDIATE RELEASE

For information & inquiry write us at:
info@framestudios.com

Frame Studios announces Trinigy as Technology Partner



Longarone, Italy, July 3rd, 2009: Frame Studios is proud to announce its collaboration with Trinigy as its primary technology partner in the development of future digital games. The well trusted Vision Engine will allow Frame Studios to reach new heights in visualizing their projects and aid in the quick development of new games.

Renowned for being engineered to provide more creative and technical freedom, Trinigy's Vision Engine is a perfect fit for the broad array of games and projects that Frame Studios is known to be able to produce. This collaboration is one out of many solid steps taken by Frame Studios to ensure the increasing quality and future competitiveness of its products.

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Based in Southern Germany, and with an office in Austin, TX, Trinigy is a privately owned company committed to selling groundbreaking game engine technology and first-class support to video game and serious game development studios across the globe. Engineered to provide more creative and technical freedom, the company's Vision Engine is currently in use in more than 100 commercial game productions by well-known companies such as Ubisoft, Take 2, Dreamcatcher, NeoWiz, Spellbound, Nitro Games and more.

The Vision Engine has proven its versatility for use in a multitude of game genres, including real-time strategy, racing, first person shooters, role-playing games and massively multiplayer online (MMO) games. It is available and optimized for PC (DX9, DX10), Xbox360™, PLAYSTATION®3, Nintendo Wii™, XBLA™, PSN™ and WiiWare™. For more information about Trinigy, its Vision Engine or its technology partners, please visit: www.trinigy.net.