

For Immediate Release

## **InSpeck's 3D Full Body Digitizing and Modeling used in 7 upcoming movies**

**Montreal (Canada) – July 29<sup>th</sup>, 2003** – InSpeck, in conjunction with Gentle Giant Studios, has announced today that the industry leading 3D service provider experts, Gentle Giant Studios, have used InSpeck's 3D Full Body system to digitize actors for seven upcoming movies and many more are slated for this year. The system was used to digitize actors for Spy Kids 3 (Dimension Films), The Cat in the Hat (Universal), Pirates of the Caribbean (Disney), Van Helsing (Universal), Polar Express (Warner Bros.), Haunted Mansion (Disney) and Peter Pan (Universal). The seven movies are to be released in 2003 and 2004.

"The diversity of these movies is a testament to the Full Body's adaptability to scan anybody, anywhere. For Peter Pan, we packed InSpeck's system and flew to Australia with only a few days notice. I can safely say that the InSpeck Full Body system is our new favorite toy. We've only had it for a few months and already we have seven movies under our belt and more are already slated for 2003." says Karl Meyer, President of Gentle Giant Studios. InSpeck will be at Siggraph booth #3221 from July 29<sup>th</sup> to 31<sup>st</sup> at the San Diego Convention Center.

### **About InSpeck**

Montreal-based InSpeck has been a leading provider of optical 3D digitizers and 3D modeling software since 1994. Applications for their products include animation, film special effects, medical imaging, research and electronic games. InSpeck products are considered a staple for use in applications requiring the digitizing of humans. The company's digitizers are used the world over by major production and post-production facilities and have been used in the production of a number of films. Clients include Sony Computer Entertainment America, Electronic Arts, NIOSH, and Gentle Giant Studios. InSpeck's technology is also present in many of the latest Major League Baseball video games. InSpeck has earned a reputation for its products' ease-of-use, capture speed, capacity to measure texture, and affordability. To find out more about InSpeck, visit [www.inspeck.com](http://www.inspeck.com).

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For Further Information Contact:

**Marco Estrela**  
T. 514.284.1101  
F. 514.284.1108