

FOR IMMEDIATE RELEASE

InSpeck selected as the MVP of 3D Digitizing by The Major League Baseball Players Association

Montreal (Canada) – March 4, 2002 -- InSpeck, leader in the field of optical 3D digitizing solutions, has been chosen once again to conduct this very prestigious task of digitizing more players and new arrivals for Major League Baseball Players Association (MLBPA), Major League Baseball Players Properties (MLBP), and its licensees; Electronic Arts, Sony, Sega and Acclaim.

Mr. John Olshan, Category Director, Interactive Games at the Major League Baseball Players Association states: "Selecting InSpeck to go back and finish the head scan project we started in Spring Training last season was a no brainer. Our licensees who elected to use this technology (EA, Sega, Acclaim, and Sony) have brought a new level of realism to their baseball games as a result of InSpeck's technology, and we could not have asked for a better partner in terms of quality of service."

Exactly one year ago, InSpeck conducted the largest 3D digitizing project ever heard of for the gaming industry. 874 players and coaches of Major League Baseball were digitizing to enable the MLBP and the MLBPA to make their models available to the licensee for the newest and latest cutting edge baseball games with 3D graphics more real than ever before. Once again, InSpeck has stepped up to the plate and once again, hit a home run on this very important new trend in video games.

Batting 500 with its 3D Digitizing and 3D modeling division, InSpeck continues to lead the Industry by providing cutting edge technology, enhancing and optimizing workflow techniques and cost saving approach.

About InSpeck

Montreal-based InSpeck is a leading provider of halogen-based, color, non-contact optical 3D digitizers and 3D modeling software - all designed to seamlessly support applications in biomedical research and medical imaging for modeling, animation, multimedia, and electronic games. InSpeck products are considered a standard for use in applications requiring the digitizing of human and organic form. InSpeck's 3D Services division has tackled projects such as digitizing and 3D modeling of all the players of Major League Baseball (MLB) as well as many highly complex 3D modeling projects for major films. 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, including X-Men, Bait and Exit Wounds. InSpeck's 3D Full Body Systems are in use around the world such as in Sony Entertainment in California, Shanghai Film Studios and CCTV in China as well as Sainte Justine Hospital in Montreal, Canada. InSpeck's award winning products have earned a reputation for its products' ease-of-use, affordability, capture speed and capacity to measure texture and geometry simultaneously.

- 30 -

For more information:

Pascale Lapointe-Manseau

Marketing Coordinator

plapointe@inspeck.com

www.inspeck.com