ShiVa 3D Becomes First Application and Game Development Engine for Palm webOS

New Platform Extends Engine for Mobile Developers Under Existing License

SOPHIA-ANTIPOLIS, France – May 12, 2010 – Stonetrip, a leading 3D engine company for games and 3D applications, today announced that its popular engine technology, ShiVa 3D, now supports development for the Palm® webOS™ platform. This makes ShiVa 3D the first engine enabling cross-platform development for the operating system and further expands the platforms covered by Stonetrip's single license, royalty free business model.

Over the past two months, Stonetrip has added four new target platforms including Android, iPad, Wii™ and now Palm webOS. With support for additional platforms in the works, ShiVa 3D is the fastest growing development tool for games and 3D applications.

"Being first on Android, first on iPad and now first on webOS is a testament to our tech team and their ability to bring ShiVa where the community wants to develop," said Philip Belhassen, CEO of Stonetrip. "For developers, being on platforms early gives a competitive advantage in establishing yourself before the inevitable land rush that we see on each new platform. ShiVa gives developers that extra edge in the marketplace."

About the ShiVa 3D Engine
ShiVa is the developers' tool of choice for easily creating amazing 3D real-time applications and games for Windows, Mac OS, Linux, iPhone, Android, Wii and now Palm webOS. It is a powerful development platform for creators of 3D real-time applications and games that enables creators to quickly bring high-quality content to market. ShiVa has a strong support team behind it that is responsive, creative and experienced in game development on all platforms. The company continues to add additional support for new and emerging platforms under a single license strategy and extends ShiVa's functionality to continue to meet the needs of developers.

Features
-Create any genre of game in a fraction of the time
-Cross-platform game engine designed for next-generation game development
-Delivers all the rendering, animation, special effects and programming features needed to create any game with ease
-Optimized graphical engine with dynamic lighting and shadows, reflection and skinning
-Built-in path finding
-Integrated ODE physics engine
-High-level development using LUA language
-WYSIWYG Editor
-Free Engine evaluation and SDK
-No publishing fees
-Single license for all platforms

About Stonetrip
Stonetrip a leading 3D engine company for games and 3D applications founded in 2003. Headquartered in Sophia-Antipolis, France, the company designs and supports ShiVa, the developers' tool of choice for easily creating amazing 3D real-time applications and games for Windows, Mac OS, Web, Linux, Wii, iPhone, iPad, Palm webOS and Android. The company is focused on delivering a powerful platform for creators through its industry

leading technology that continues to make it easier to achieve high quality in less time with the greatest compatibility. Stonetrip continues to add additional platforms to the ShiVa platform as it extends its reach to new markets. For more information on Stonetrip, visit: www.stonetrip.com