



Fovia's HDVR™ Technology Surpasses Imaging Industry's Large Data Volume Rendering Limits

Palo Alto, California, October 2, 2008 – Fovia Medical, Inc., a world leader in volume rendering technology, announced that its CPU-based High Definition Volume Rendering® client/server solution easily exceeds existing industry limits for interactively rendering large volumes of data. The current upper limit for Fovia's HDVR engine is 4096x4096x4096, far larger than the images being generated by state-of-the-art scanners, which typically generate volumes that are 512x512x"Z" voxels.

Although many volume rendering solutions claim they can handle thousands of slices, this is not the same as being able to interactively "render" them. Since other solutions are unable to truly render these huge datasets, they either downsample or resample sub-volumes of the original data. Fovia's HDVR engine, on the other hand, actually renders these enormous volumes, resulting in superior image quality and performance.

Be sure to visit Fovia at RSNA in Chicago (November 30 through December 4, 2008, Booth #9546 in Hall B, North Building) for a full demonstration of High Definition Volume Rendering.

About Fovia Medical, Inc.

Fovia Medical, Inc., a subsidiary of Fovia, Inc., is headquartered in Palo Alto, California and is an international leader in volume rendering, an advanced technique for visualizing and analyzing large volumes of data in three dimensions. High Definition Volume Rendering® is a proprietary technique, developed by Fovia, which delivers unparalleled image quality and rendering performance.

Fovia's HDVR solution overcomes the many limitations of currently available imaging technologies, therefore enabling physicians to take full advantage of 3D imaging as part of everyday patient care. Selected features and benefits of Fovia's proprietary solution include:

- On-the-fly, interactive deep supersampling with off-the-shelf hardware
- Software-only solution that is faster than specialized hardware (ASIC) and video card-based approaches
- Interactive rendering of large datasets without data down/subsampling
- Non-compromised remote rendering over the internet or wireless networks
- Interactive rendering without preprocessing
- Scalability with more users, larger datasets, bigger rendering planes, multiple CPUs and clustering
- On-the-fly modification of all rendering settings

- Instant segmentation
- Multi-classification support
- Native support for embedded polygonal objects
- Selected per tissue lighting control via extended transfer functions
- On-the-fly auto-navigation for fly-through
- Subvoxel precision for 3D measurement
- Compatibility with Windows/Macintosh/Linux platforms

Fovia has designed its HDVR software engine to be easily integrated into various original equipment manufacturers' offerings, therefore allowing PACS companies, imaging modality manufacturers and other medical imaging OEMs to easily, quickly and cost-effectively integrate a best-of-breed 3D solution.

For additional information, visit www.fovia.com.

Contact:
Steve Sandy
Fovia Medical, Inc.
866.3D.FOVIA
steve.sandy@fovia.com