



Fovia to demonstrate Enhanced High Definition Volume Rendering® Functionality at Radiology Society of North America 2008

Palo Alto, California, October 6, 2008 – Fovia Medical, Inc., a world leader in volume rendering technology, will demonstrate native support for integration of embedded polygon objects within volumetric datasets without requiring developers to write OpenGL or DirectX code. Fovia, Inc. also announces development support for all of the .NET family of languages including C#. High Definition Volume Rendering demonstrations will take place at the upcoming Radiology Society of North America conference in Chicago, November 30 – December 4, Booth #9546 in Hall B, North Building.

“The ability to accurately embed polygon objects within volumetric data requires proper interface with a volume containing transparency,” states Ken Brown, Senior Software Architect for Fovia Medical. “Using a Z-buffer extracted from a volume rendering with OpenGL or DirectX requires developers to first define what the surface is. With true volume rendering, surfaces don’t exist, so when using a Z-buffer, the polygon object does not properly interact with the volume. The bottom line is that it is insufficient to use a Z-buffer approach to accurately render polygon objects interfacing with a volume containing transparency.”

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.

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