

## Anark Announces Sale of Entertainment Division and Series 4 Expansion Financing

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Company to focus on accelerating enterprise CAD-PLM and Visualization business

Boulder, CO. May 13, 2008: Anark Corporation, a leading provider of advanced 3D solutions, today announced that it has sold its Entertainment Software Division, including its award winning Gameface UI software platform. It also completed an additional funding transaction that will allow it to focus entirely on its rapidly growing Enterprise 3D CAD-PLM and Visualization division.

Anark's Entertainment Division has delivered powerful 3D tools and middleware platforms to leading video game and entertainment content developers since 2002. Anark's products helped streamline interactive 3D content creation and deployment for many industry leading customers, such as Microsoft, Sony, and Nvidia.

In mid-2007, Anark launched the Anark Core Platform, targeted at the enterprise CAD-PLM market. This revolutionary software platform dramatically reduces repetitive CAD file conversion and preparation tasks, enabling efficient and secure interoperability between producers and consumers of 3D CAD data for applications such as OEM-Supplier data exchange, technical illustration, and visual-simulation.

The current platform, Anark Core version 1.1, provides users with design-feature removal capabilities (parts, holes, fillets), then exports modified CAD data into high-precision BREP and lightweight mesh file formats including CATIA V4/V5, Parasolid, Pro/E, STEP, NX (formerly Unigraphics), IGES, Collada, DWF, X3D, and VRML. All of these steps can be automated in process-driven workflows specific to each project underway.

"Anark's history working with leading manufacturers such as Boeing, Cessna, Lockheed Martin, and Pratt & Whitney has given us considerable experience overcoming major obstacles that prevent the effective use of 3D product data throughout the enterprise and supply chain," said Stephen Collins, President and CEO of Anark Corporation. "The Anark Core Platform has been well received by our customers, reducing the time and effort of preparing 3D CAD files for data exchange, collaboration, and visual-simulation applications by as much as 80 percent compared with competing products and solutions."

Anark is already ramping up its product development efforts, with the goal of delivering Anark Core Version 2.0 in the coming months, as well as continuing to evolve and expand the capabilities of the Anark Media Platform. The company is also expanding its Sales Operations across North America, Europe, and Asia.

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About Anark: Anark Corporation provides powerful enterprise software and solutions to organizations that need to cost

effectively utilize their CAD data and other 3D graphics assets to deliver a wide array of high-end collaboration and visual communication applications. Anark helps customers such as Boeing, Cessna, Pratt & Whitney, Nvidia, and Sony unlock the potential of their 3D data assets to improve efficiency, save money, and communicate more effectively with mission critical Collaboration, Product Visualization, and Marketing Communication applications. For more information, please visit: [www.anark.com](http://www.anark.com).

About Anark Core: The Anark Core™ Platform is an innovative software solution that quickly and easily transforms 3D product design data for use throughout design, engineering and support organizations.

About Anark Media Platform: The Anark Media Platform 4.0 consists of Anark Studio and Anark Client, the most powerful rapid application authoring tool and delivery platform for efficiently creating interactive 3D content for the web, PCs, Kiosks, and other target delivery platforms.

[You can find this press release here](#)