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Matrox Graphics elected as voting member of OpenGL® Architecture Review Board

Montreal, Canada, July 16th, 2002 — Matrox Graphics Inc., the leading professional graphics company, is pleased to announce that it has been elected by its peers in the technology industry as a voting member of the OpenGL® Architecture Review Board (ARB). Comprised of leading technology companies such as Apple®, Compaq, Evans & Sutherland, Intel®, SGI®, Dell™ Computer, Hewlett-Packard, IBM®, Microsoft®, Nvidia®, ATI®, 3DLabs® and Sun Microsystems®, the ARB's primary objectives are to discuss the future advancement and development of OpenGL in the marketplace, to approve new OpenGL features and extensions, and to vote on ARB bylaws.

The decision to award Matrox voting membership comes as a result of Matrox's continuous dedication and commitment to the evolution of the OpenGL application programming interface (API). For many years, Matrox has been an active non-voting participant in the OpenGL ARB, and has contributed resources to many working groups. The host of the June, 2002 ARB meeting in Montreal, Canada, Matrox has been shipping OpenGL-conformant products for years.

"We're very proud to be a voting member of the OpenGL ARB committee," says Dan Wood, vice president technical marketing, Matrox Graphics Inc. *"Matrox is strongly committed to OpenGL, and this membership allows us to build on that commitment and play an even larger role in the evolution and growth of the OpenGL standard."*

Since its introduction in 1992, OpenGL has become a widely used and supported 2D and 3D graphics API, bringing thousands of applications to a variety of computer platforms. OpenGL fosters innovation and speeds application development by incorporating a broad set of rendering, texture mapping, special effects, and other powerful visualization functions. Developers can leverage the power of OpenGL across all popular desktop and workstation platforms, ensuring wide application usage.

"We are pleased to have Matrox Graphics as a voting member of the ARB," says Jon Leech, OpenGL ARB secretary. *"Matrox has been a groundbreaker in the graphics industry with many pioneering technologies, and their expertise and vision will be of great value to the OpenGL ARB committee."*

About Matrox Graphics Inc.

Matrox Graphics will be showcasing the latest TripleHead accelerated OpenGL products next week at Siggraph 2002 in San Antonio, Texas in booth #19105. Matrox Graphics Inc., the leading professional graphics company, has been delivering high-quality, innovative 2D/3D and video graphics accelerators for more than a quarter century. Pioneer of the trend-setting DualHead® technology, Matrox is a graphics chip designer and board manufacturer whose products have been awarded over 1,000 times worldwide for their superior image quality, practical ingenuity and unwavering stability. A privately held company headquartered in Montreal, Canada, Matrox has international offices in the United States, the United Kingdom, Ireland, France, Germany, Italy, Hong Kong, and Taiwan. Information on Matrox products, drivers, technical support and more can be found at: www.matrox.com/mga.

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