Joint development agreement will enable millions of Java users to easily employ OpenGL for wide range of graphics needs

For the first time, the two most widely accepted software platforms in the graphics industry OpenGL and Java(tm) will work seamlessly together. SGI (NYSE: SGI) and Sun Microsystems, Inc. (Nasdaq: SUNW) today jointly announced an agreement to cooperate on developing Java bindings to the OpenGL application-programming interface (API). OpenGL is the industry-leading, cross-platform graphics API, and the onlymajor API with support for virtually all operating systems. SGI is working with Sun to enable millions of Java users to easily use OpenGL for their graphics needs. The development of Java bindings will also benefit OpenGL application developers, because they will be able to write applications in a cross-platform environment."Working with Sun to enable OpenGL graphics application developers to use Java creates an excellent opportunity for both developers and consumers," said Shawn Underwood, director of marketing, Visual Computing Systems, SGI. "We will have two cross-platform standards operating together: Java and OpenGL. This effort will enable tens of thousands of developers, who write graphics applications, to gain the many benefits of the Java technology." "Java and OpenGL together will make a powerful win-win combination for graphics developers everywhere," said John Fowler, chief technology officer, Software, Sun Microsystems, Inc. "The power of OpenGL and the wide deployment of Java means graphics developers will now bring together the best of two worlds: Java and graphics." The development of these bindings will involve submissions to the Java Community Process (JCP) and the OpenGL Architecture Review Board (ARB). The JCP is an open organization of international developers and licensees whose charter is to develop and revise Java technology specifications, referenc implementations and technology compatibility kits. The ARB is an industry-wide organization that governs the evolution and ongoing development of OpenGL, a technology originally created by SGI, as an open, platform-independent standard for professional-quality 3 graphics. Mobile Devices Manufacturers Standardize on Java and New OpenGL ES StandardWith the recent OpenGL ES announcement by the Khronos Group, a consortium of digital media and graphics industry leaders, the benefits of creating Java bindings to OpenGL extend beyond desktop applications to those for mobile devises. OpenGL ES standard specifies well-defined subset profiles of OpenGL to enable small-footprint embedded mobile devices with advanced graphics capabilities."Khronos strongly applauds the cooperation between Sun and SGI as we can leverage this work to enable the OpenGL ES API to be driven from small footprint Java applications - creating a unique opportunity for the embedded graphics market," said Neil Trevett, senior vice president of market development at 3Dlabs, secretary of the Khronos Group and chairman of the OpenGL ES Working Group. "The coming together of Java and OpenGL ES will enable advanced 3D graphics on a huge variety of embedded platforms." With a vendor-neutral, multiplatform graphics standard based on OpenGL ES and Java, mobile phones, PDAs and other mobile devices will be transformed by the addition of 3D graphics, which will greatly enhance the marketability of content services to consumers. Later this fall, "mobile terminals," as some manufacturers are beginning to refer to them, will be featuring name-brand, quite complex 3D games. The possibilities of these mobile terminals will be virtually unlimited, ranging from top-selling interactive games, to video clips synchronized with text, to 3D global positioning systems (GPS) and 3D representations of buildings and terrains.About OpenGLThe OpenGL graphics system specification allows developers to incorporate a broad set of rendering, texture mapping, special effects and other powerful visualization functions and provides a graphics pipeline that allows unfettered access to graphics hardware acceleration. Since its introduction by SGI in 1992, OpenGL has become the industry's most widely used and supported 3D and 2D graphics API. OpenGL is available on all other major computer platforms, including IRIX, Solaris* OE, HP-UX, AIX, Windows NT, Windows 98 and Mac OS X. An industry-wide architecture review board governs the evolution and ongoing development of OpenGL. With broad industry support, OpenGL is uniquely positioned to leverage the continuing improvements of graphics hardware. About the Java Community Process Since its introduction in 1998 as the open, inclusive process to develop and revise Java technology specifications, reference implementations, and technology compatibility kits, the Java Community Process program has fostered the evolution of the Java platform in cooperation with the international Java developer community. The JCP has over 650 company and individual participants; more than 200 Java technology specifications are indevelopment in the JCP program out of which 46 percent are in final stages.For more information on the JCP program, please visit http://jcp.orgAbout Sun Microsystems Since its inception in 1982, a singular vision-"The Network Is The Computer(tm)"-has propelled Sun Microsystems, Inc. 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