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**Tungsten Graphics Announces Custom Graphic Driver
Enhancements for New Intel® Low Power Platform**

Support for embedded developers and their specific graphics requirements

April 2, 2008 – Tungsten Graphics, Inc. today announces the ability to develop custom enhancements to graphic drivers for the Intel Atom™ processor and the Intel® System Controller Hub (SCH) US15W chipset-based platform. Embedded developers with specific graphics requirements can use the custom development services from Tungsten Graphics to get the support they need.

“The new low power platform from Intel includes the Intel Graphics Media Accelerator 500 (Intel GMA 500) that provides very advanced 3D shader capabilities in both OpenGL and Direct3D,” said Jens Owen, CEO of Tungsten Graphics, “This offers embedded developers access to more visual realism.”

Tungsten Graphics can assist embedded developers to maximize the advanced graphics capabilities of the Intel GMA 500 and enable graphics innovation in their products based on the Intel SCH US15W.

“Tungsten Graphics is in a unique position to support the graphics needs of embedded developers because of their long history of working with Intel on graphic drivers,” said Ton Steenman, vice president and general manager, Low Power Embedded Products Division, Intel. “With Tungsten Graphics as part of the ecosystem for the Intel SCH US15W, embedded developers can be more innovative and create a new class of visual products.”

Tungsten Graphics’ custom graphics driver enhancements for the Intel GMA 500 as part of the Intel SCH US15W are built on the TG-Gallium3D graphics driver infrastructure, a modular architecture that can deliver more complex and complete graphics drivers in shorter timeframes than ever before.

Embedded developers interested in Tungsten Graphics’ services can find more information on our website at www.tungstengraphics.com or contact us at sales@tungstengraphics.com or 1-866-424-9677 in the US and 0207-071-5690 in Europe.

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About Tungsten Graphics, Inc.:

Tungsten Graphics is an international and world renowned engineering company that specializes in hardware-related graphics software development with deep knowledge of and expertise in 2D/3D graphics technologies including OpenGL, Direct3D, Mesa and DRI on a variety of operating systems including Linux, Windows XP, Windows CE and Vista.

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