

GestureTek Inc., founded in 1986, is the inventor, pioneer and world leader in computer vision control and gesture-recognition technologies for presentation, information and entertainment systems. With patented single camera, multiple camera and 3D-vision solutions, GestureTek's video gesture control technology powers a variety of products that enable people to use hand and body motions to control dynamic computer content on any screen, surface, or camera-enabled device – with no need to wear, hold or touch anything special. The company also offers a number of immersive and multi-touch gesture-based products.



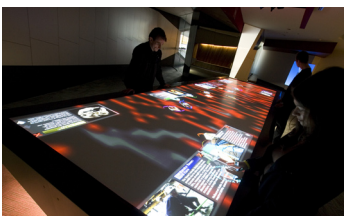
**GestPoint®:** A family of “point to click” computer interface products that convert hand gestures into mouse control in any environment. Used for menu-based exhibits and displays in public spaces, museums, science centers and trade shows, and in corporate showrooms and presentation centers, GestPoint lets people control presentations on any size screen from any distance, simply by pointing a finger. The newest GestPoint product is AirPoint®, a small, portable hand-tracking unit that replaces a mouse and keyboard. It provides cursor control by tracking finger position as a user points above it and works well in large venues or boardrooms.



**GestureXtreme®:** A “Wii-like” virtual gaming system that immerses the user's real-time full-body video image on-screen. Users watch themselves interacting with virtual characters and objects in exciting sports and adventure simulations, controlling the program with body gestures. Used primarily in location-based entertainment facilities, GestureXtreme is also used at corporate events, in retail locations, in TV broadcasts and for virtual rehabilitation in health care.



**ScreenXtreme®:** An immersive, interactive solution for advertising and digital signage that transports a person's real-time video image into any display, digital sign or retail window. Users can watch themselves as they control the on-screen images, backgrounds and special effects, creating an engaging interactive experience that enhances advertising effectiveness and builds brand affinity. ScreenXtreme is popular with digital signage networks, retail stores and leading advertisers.



**Illuminate® Surfaces:** Interactive surface computing solutions available as kiosks, tables or freestanding panels. Surfaces can be delivered in any shape or size, and can be configured for multi-touch interactivity, allowing for ‘Minority Report-style’ computer interaction. Illuminate solutions are popular in museums, science centers, tourist attractions, hospitality venues, and trade shows – and as wayfinding systems in corporate foyers and retail locations. It's an eye-catching way to present information, and supports a futuristic, cutting-edge brand image.



**GestureFX™:** An interactive visual display system that projects dynamic multi-media content onto any surface, including floors, walls, tables, screens, counters and bar tops. Users control visual effects, games or ads by moving their hands, feet or body. Nightclubs, bars, restaurants, casinos, cinemas, malls and tourist attractions are all popular sites for GestureFX.



**EyeMobile®:** A software-only solution that uses the existing camera on a mobile device to provide a gesture control interface for any mobile game or application. Instead of pressing buttons, users control the program by shaking, rocking or rolling the phone. Software can be delivered to developers ‘over-the-air’. Turnkey motion-controlled games and applications for multiple platforms are also available.



**GestureTek Health:** Brings computer vision and gesture-control technology to the disability, health and education markets. Our Interactive Rehabilitation Exercise System, Multi-Sensory solutions, and interactive products for virtual play, entertainment and fitness are used worldwide by doctors, nurses, clinicians, occupational therapists, physical therapists, special education professionals and gerontologists. Products promote virtual rehabilitation, physical and cognitive therapy, activation and recreation and sensory stimulation, while also allowing patients to have fun and build self-esteem, all in a hygienic, no-touch environment.



**Consumer Products and Technology Licensing:** GestureTek's vast library of patented technologies and applications provide all the tools that toy and game developers, consumer electronics companies and original equipment manufacturers need to integrate gesture-control into their products and platforms. Patent and technology licensees include Sony for its PlayStation EyeToy, Microsoft for its XBOX 360, Hasbro for its ION Educational Gaming System, Monster Media, Reactrix, DynaMedia and NTT DoCoMo. GestureTek is making strong inroads in the cross-platform market, with leading companies worldwide looking to embed our gesture-control software onto their platforms.

## Revenue Growth

In the past 20 years, GestureTek has installed approximately 4,000 interactive multi-media displays, kiosks, exhibits, digital signs and advertisements, virtual gaming systems and other interactive surface computing solutions, many with multi-touch interactivity. Since 2003, GestureTek's sales increases have averaged nearly 50% per year and employee growth has averaged over 30%. The company has grown and prospered due to funding by two limited partnerships and three strategic partners - Tose, DoCoMo, and Telefonica. Offices are based in Toronto and Ottawa, Ontario; Silicon Valley, California and Asia.

## Key Accounts

GestureTek has approximately 2,500 clients, including leading organizations and Fortune 500 companies such as CNN, NASA, BMW, Ford, Oracle, Intel, Vodafone, IBM, Federal Express, Autodesk, Panasonic, Telefonica, Samsung, Gillette, Microsoft, Sony, Hasbro, Weather Service International, Virgin Megastores, Monster Media, Cisco Systems, and many more.

## Key Patents

U.S. Patent #7,227,526 covers 3D Vision Image Control System. U.S. Patent #7,058,204 for Multiple Camera Control Systems covers video camera based hand-tracking systems utilizing two or more cameras. U.S. Patent #5,534,917 for video-based interactive gesture control of computer processes covers all applications where a user, or representation of the user, appears on-screen and interacts with computer objects or icons. A further 37 patents are at various stages of the application process.

## Executive Team

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Chief Technology Officer/Founder

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