



## **Leading browser-based game developer Bigpoint chooses Xsens' motion capture technology**

**- Bigpoint use Xsens MVN for upcoming Poisonville -**

***Hamburg (Germany), Enschede (The Netherlands) – August 13th, 2009, Xsens Technologies, creator of MVN, the leading camera-less motion capture solution, announces browser-based videogames developer Bigpoint as new customer. This confirms the acceptance of Xsens MVN as a proven motion capture technology in the game industry.***

Bigpoint (known for Seafight and DarkOrbit, a.o.) is using Xsens MVN (formerly Moven) during production of their upcoming game Poisonville. The MVN system seamlessly integrates with their existing production pipelines and provides extremely short turn-around times.

Poisonville, one of the highest budget browser games of all time, has already proven that it has the same quality and standards as conventional games. 'Using the MVN system for character animation, our team is able to create realistic motions within extremely short timelines', says Heiko Hubertz, Bigpoint's Managing Director. 'Because Poisonville uses motion capture for its character animation -as the first browser game- we're able to reach high quality standards'.

'We're excited about the speed of production and growth in the field of browser based games, says Casper Peeters, CEO of Xsens Technologies 'Bigpoint is clearly taking the lead in providing quality and setting the standard for future browser-based titles'.

Bigpoint and Xsens Technologies will be available for interviews at Gamescom in Cologne, Germany, 19-23 August 2009. Please contact [marketing@xsens.com](mailto:marketing@xsens.com).

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### **About Xsens**

Xsens is a leading supplier of 3D motion tracking products based upon miniature MEMS inertial sensor technology. Since its inception in 2000, several thousands of motion sensors and motion capture solutions have successfully been deployed in areas such as 3D character animation, rehabilitation and sports science, and robot and camera stabilization. Customers include Electronic Arts, Sony Pictures Imageworks, Össur, Daimler, Saab Underwater Systems, Kongsberg Defence & Aerospace and many other companies and institutes throughout the world.

Xsens' research department has built a unique portfolio of technologies and know-how in the field of multi-sensor data fusion algorithms, combining inertial sensors with aiding technologies such as GPS and RF positioning and biomechanical modeling. The company and its products have received several awards, amongst which 3 consecutive ratings in Deloitte's ranking of fastest growing technology companies in Europe.

Xsens is headquartered in Enschede, The Netherlands and has an office in Los Angeles, CA, US.

[www.xsens.com](http://www.xsens.com)

### **About Bigpoint**



Bigpoint.com is the world's largest browser game portal and overall one of the top 3 game portals across the globe. Their portfolio of games has achieved the high level of quality which is usually associated with CDs or consoles.

Bigpoint is a publisher of online games, a content provider for large media concerns and a developer of browser-based games. More than 250 employees from over 25 nations around the world work together at the international headquarters in Hamburg-Eppendorf, Germany. The games developed here are available in 20+ languages and provide more than 75 million gamers from Russia to America and beyond with first-class entertainment for free, without the hassle of having to download or install any additional software.

Bigpoint has pocketed such prestigious honors as the Eco Award "Best Content Provider" 2009, the international Business Award Stevie 2009, the Ruban d'Honneur at the European Business Awards 2009, the Red Herring 100 Europe and the OnlineStar for the most popular website in Germany. Such impressive recognition from respected and distinguished industry organizations, branch analysts and peers confirm Bigpoint's sensational success just as convincingly as its dramatic growth rate well in excess of 4,500% within the first four years of its existence. Thanks to this extraordinary performance, the Hamburg-based company secured a place among the 20 most successful enterprises in the EMEA region for the coveted Deloitte Technology Fast 500 award. In addition, company founder and CEO Heiko Hubertz was honored as the Internet Entrepreneur of the Year 2007.

For further information about Bigpoint and its games, please stop by at <http://www.bigpoint.net>.