



# PlayStation® 2

NEWS AND INFORMATION

## PLAYSTATION® 2 TOOLS AND MIDDLEWARE LICENSEES

Please note this list has been created at each company's request and does not cover all official Tools & Middleware Licensees.

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Please visit our Web site for more information: [www.tmsstation.scei.co.jp/index\\_e.html](http://www.tmsstation.scei.co.jp/index_e.html)

- [Graphics / Art Production Tools](#)
- [Graphics Middleware \(3D Engine\)](#)
- [Graphics Middleware \(Physics/AI/MPEG/etc.\)](#)
- [Sound \(3D/Effect/Software Synthesizer/Recognition/etc.\)](#)
- [Network](#)
- [Compiler Technology](#)
- [Peripherals](#)
- [Others \(Mastering/etc.\)](#)

### [Graphics / Art Production Tools](#)

#### **\*\* Alias|Wavefront**

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

Geoff Foulds, Industry Marketing Manager, Games

[goulds@aw.sgi.com](mailto:goulds@aw.sgi.com)

The Maya Comprehensive Game Solution, from "Art to Engine"

-more-

Sony Computer Entertainment America  
919 East Hillsdale Boulevard  
Foster City, California 94404-2175  
650.655.8000

SCEA – PlayStation 2 Tool and Middleware Licensees  
2-2-2-2

**\*\* Custom Technology Corporation**

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

Hiroshi Taguchi

[taguchi@ctech.co.jp](mailto:taguchi@ctech.co.jp)

MPEG1/MPEG2 Software Encoder "CINEMA CRAFT ENCODER SP"

**\*\* discreet, a division of Autodesk**

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

Jeff Yates, Shinichiro Ichinose

[jeff.yates@autodesk.com](mailto:jeff.yates@autodesk.com) ,  
[shinichiro.ichinose@autodesk.com](mailto:shinichiro.ichinose@autodesk.com)

3d studio max Game Development Tool

**\*\* D-STORM, Inc.**

[www.dstorm.co.jp](http://www.dstorm.co.jp)

Yoshiaki Tazaki

[ps2@dstorm.co.jp](mailto:ps2@dstorm.co.jp)

3D Animation Software - LightWave 3D

**\*\* Enroute, Inc.**

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

Carol Soper

[ps2@enroute.com](mailto:ps2@enroute.com)

Immersive Video SDK for Playback of Spherical or Cylindrical Immersive video

**\*\* H.I.C.Co.,Ltd.**

[www.hic-soft.co.jp/e/ea](http://www.hic-soft.co.jp/e/ea)

Satoru Murakami

[ea-info@hic-soft.co.jp](mailto:ea-info@hic-soft.co.jp)

Emotional Animation is a tool for creating human-like facial expressions on animation characters.

**\*\* ImaginOn, Inc.**

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

Rebecca Gray

[rgray@imagion.com](mailto:rgray@imagion.com)

Authoring tool for creating interactive streaming video that branches seamlessly.

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**\*\* Improv Technologies, Inc.**

[www.improv-tech.com](http://www.improv-tech.com)

Lance Fieldman

[lance@improv-tech.com](mailto:lance@improv-tech.com)

Layer animation on the fly to create complex non-repetitive animations.

**\*\* Kaydara**

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

Dan Kraus

[dkraus@kaydara.com](mailto:dkraus@kaydara.com)

Run-time libraries for automatic lip-syncing and motion-capture character mapping

**\*\* Matrix Corporation**

[www.lares.dti.ne.jp/~matrix/](http://www.lares.dti.ne.jp/~matrix/)

Masayasu Yamamoto, Software Development Dept.

[M-Ymamoto@matrixsoft.co.jp](mailto:M-Ymamoto@matrixsoft.co.jp)

A reasonable price tool to edit or convert 3D models in the next PlayStation format on PC

**\*\* Micronet Co.,Ltd**

[micronetclub.co.jp](http://micronetclub.co.jp)

Kaoru Ogi, Isao Nakasugi

[sibogi@msn.com](mailto:sibogi@msn.com), [nakasugi@fa2.so-net.ne.jp](mailto:nakasugi@fa2.so-net.ne.jp)

The 3 Dimensional Authoring Tools of Game Development for the next generation PlayStation

**\*\* Not a Number bv**

[www.blender.nl](http://www.blender.nl)

Sian Lloyd

[sian@blender.nl](mailto:sian@blender.nl)

Polymodelling and a game engine accessible via GUI. Available for Unix, Linux and Windows, with import and export of PS native files, its the artists' choice to create assets and interactive animatics.

**\*\* Side Effects Software Inc.**

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

Richard Hamel

[richard@sidefx.com](mailto:richard@sidefx.com)

Particle-system engine for run-time support of special effects created using Houdini

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**\*\* SN Systems Ltd**

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

Tracey Hatch

[tracey@snsys.com](mailto:tracey@snsys.com)

Proview - Artist preview tool for Debug Stations using iLink for the fastest downloads

**\*\* Softimage, Co.**

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

Gareth Morgan, Product and Program Manager, Interactive Media Tools

[gareth@softimage.com](mailto:gareth@softimage.com)

Softimage|XSI v2.0 - An end to end 3D production environment. Backed by 15 years of production-proven experience, XSI v2.0 includes state-of-the-art modeling, animation, interactive rendering and real-time effects tools.

**\*\* Sony PCL Inc.**

Kazuhiro Niino

[niino@pcl.sony.co.jp](mailto:niino@pcl.sony.co.jp)

MPEG1-MGEP4 ENCODER/DECORDER

**\*\* STUDIO BULLTERRIER Co.,Ltd.**

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

Hiroki Agawa

[sbt@olive.ocn.ne.jp](mailto:sbt@olive.ocn.ne.jp)

2D Graphic tools / 3D Tools & 3D Library

**\*\* web technology Corp.**

[www.webtech.co.jp/istudio/](http://www.webtech.co.jp/istudio/)

Keiichi Tanaka

[istudio@webtech.co.jp](mailto:istudio@webtech.co.jp)

OPTPiX iMageStudio is de facto standard color reducer

**Graphics Middleware (3D Engine)**

**\*\* 4X Technologies**

[www.4xtechnologies.com](http://www.4xtechnologies.com)

Emmanuel Forsans

[forsans@4xtechnologies.com](mailto:forsans@4xtechnologies.com)

A high powerful real-time 3D engine, Phoenix 3D (already available on PC).

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**\*\* ARTDINK CORPORATION**

[www.the-agatha.com](http://www.the-agatha.com)

Takashi Izutani

[e-info@the-agatha.com](mailto:e-info@the-agatha.com)

Agatha Tools/Middleware is the total solution for development environment on PlayStation(r) 2, from Graphics, Sound to IO, especially memory card tools.

**\*\* Criterion Software Limited.**

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

Gael de Kerdanet

[Gael@csl.com](mailto:Gael@csl.com)

RenderWare3 is powerful, open and highly extensible cross platform game development tool kit.

**\*\* DATAPLUS Co.,Ltd.**

[www.middleware4ps2.com](http://www.middleware4ps2.com)

Tadashi Hano

[info@middleware4ps2.com](mailto:info@middleware4ps2.com)

OpenGL driver, 3D data converter

**\*\* Epic Games Inc.**

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

Mark Rein

[mrein@epicgames.com](mailto:mrein@epicgames.com)

The Unreal Engine, a complete roadmap to make million+ selling games

**\*\* H.I.C.Co.,Ltd.**

[www.hic-soft.co.jp/e/hgl](http://www.hic-soft.co.jp/e/hgl)

Hiroaki Ishiki

[hgl-info@hic-soft.co.jp](mailto:hgl-info@hic-soft.co.jp)

Game library HGL

**\*\* Hybrid Graphics, Ltd.**

[www.surrender3D.com](http://www.surrender3D.com)

Jouni Mannonen

[srlicense@hybrid.fi](mailto:srlicense@hybrid.fi)

dPVS - Real-time occlusion culling technology

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**\*\* Intrinsic Graphics, Inc.**

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

Steve Gleitsmann

[steve@intrinsic.com](mailto:steve@intrinsic.com)

Next generation software platform for developing and deploying real-time graphics applications and content

**\*\* LithTech, Inc.**

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

Jeffery Hutt

[jeffh@lithtech.com](mailto:jeffh@lithtech.com)

The LithTech Development System is a comprehensive set of technologies and tools that empowers developers to create innovative games.

**Graphics Middleware (Physics/AI/MPEG/etc.)**

**\*\* MathEngine plc**

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

Paul Topping

[paul.topping@mathengine.com](mailto:paul.topping@mathengine.com)

Real-time physics engine for 3D entertainment application

**\*\* Numerical Design, Ltd.**

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

Herman Kaiser

[sales@ndl.com](mailto:sales@ndl.com)

NetImmerse C++ cross platform 3D rendering/game engine includes source, tools, and royalty-free license

**\*\* Quat Technology, Inc.**

[www.quat.co.jp](http://www.quat.co.jp)

[info@quat.co.jp](mailto:info@quat.co.jp)

[info@quat.co.jp](mailto:info@quat.co.jp)

Platform independent, high performance tool & middleware for game development. (Original game engine, Viewer, Shader, Post Effects, Animation, etc.)

**\*\* Qube Software, Ltd.**

[www.qubesoft.com/projects/qdraw\\_1.html](http://www.qubesoft.com/projects/qdraw_1.html)

Nick Hibma

[info@qubesoft.com](mailto:info@qubesoft.com)

A simple, fast, low-level 3D graphics engine, 100% compatible with the PC version.

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**\*\* Silicon Studio, Ltd.**

[www.alchemy.ne.jp](http://www.alchemy.ne.jp) (Japanese Only)

Takehiko Terada

[alchemy@siliconstudio.co.jp](mailto:alchemy@siliconstudio.co.jp)

Next generation software platform for developing and deploying real-time graphics applications and content

**\*\* Vulpine GmbH**

[www.vulpine.de](http://www.vulpine.de)

Felix Roeken

[Felix Roeken](mailto:Felix.Roeken)

Vulpine Vision is a 3D game engine

**\*\* ARGONAUT SOFTWARE LTD.**

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

Jez San

[jez@argonaut.com](mailto:jez@argonaut.com)

Game engine including state of the art physics, collisions, content creation tools and rendering

**\*\* ARTDINK CORPORATION**

[www.the-agatha.com](http://www.the-agatha.com)

Takashi Izutani

[e-info@the-agatha.com](mailto:e-info@the-agatha.com)

Agatha Tools/Middleware is the total solution for development environment on PlayStation(r) 2, from Graphics, Sound to IO, especially memory card tools.

**\*\* CRI Middleware Co., LTD.**

[www.cri-mw.co.jp](http://www.cri-mw.co.jp)

SUZUKI Taizan

[info@cri-mw.co.jp](mailto:info@cri-mw.co.jp)

Game Oriented Middleware related to Sound and Movie, including Multi-Stream Sound System "CRI ADX" and "MPEG Sofdec".

**\*\* digital fashion., Ltd.**

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

Yoshiyuki Sakaguti

[dsinfo@dressingsim.com](mailto:dsinfo@dressingsim.com)

"DRESSINGSIM", a cloth simulation software for very realistic expression of cloth and clothes.

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**\*\* Epic Games Inc.**

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

Mark Rein

[mrein@epicgames.com](mailto:mrein@epicgames.com)

The Unreal Engine, a complete roadmap to make million+ selling games

**Sound (3D/Effect/Software Synthesizer/Recognition/etc.)**

**\*\* Havok**

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

Jim Lawton

[jim.lawton@havok.com](mailto:jim.lawton@havok.com)

Havok provides real-time physics technology and design plug-in for 3D Studio Max

**\*\* Learning Machines Corporation**

Zhimin Ding

[learning@lmtg.com](mailto:learning@lmtg.com)

Real time animation synthesis for human and characters based-on physics and AI.

**\*\* MASA**

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

Vincent Agami

[vincent.agami@animaths.com](mailto:vincent.agami@animaths.com)

DirectIA(R) : the sole complete Artificial life SDK

**\*\* MathEngine plc**

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

Paul Topping

[paul.topping@mathengine.com](mailto:paul.topping@mathengine.com)

Real-time physics engine for 3D entertainment application

**\*\* Side Effects Software Inc.**

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

Richard Hamel

[richard@sidefx.com](mailto:richard@sidefx.com)

Particle-system engine for run-time support of special effects created using Houdini



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**\*\* CRI Middleware Co., LTD.**

[www.cri-mw.co.jp](http://www.cri-mw.co.jp)

SUZUKI Taizan

[info@cri-mw.co.jp](mailto:info@cri-mw.co.jp)

Game Oriented Middleware related to Sound and Movie, including Multi-Stream Sound System "CRI ADX" and "MPEG Sofdec".

**\*\* Digital Theater Systems, Inc.**

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

Glenn Arentzoff

[garentzoff@dtsonline.com](mailto:garentzoff@dtsonline.com)

Audio tool set that allows developers to include a real time (encoded) 5.1 channel interactive audio experience.

**\*\* Faith, Inc.**

[www.faith.co.jp](http://www.faith.co.jp)

Masato Nakanishi

[nakanisi@faith.co.jp](mailto:nakanisi@faith.co.jp)

SoftwareSynthesizer Sound Tool & Sound Module

**\*\* Firelight Technologies Pty, Ltd.**

[www.fmod.org](http://www.fmod.org)

Brett Paterson

[support@fmod.org](mailto:support@fmod.org)

FMOD is a high performance, general purpose cross platform audio library, supporting multiple file formats, 3d sound, streams, synchronization, surround sound output, DSP processing, click free hardware sound support, and IOP based software mixing for extended audio storage capability.

**\*\* KORG Inc.**

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

Masanao Hayashi

[PSTMinfo@korg.co.jp](mailto:PSTMinfo@korg.co.jp)

Development of audio/sound related middleware and tools such as software synthesizer, effector, sound driver, sound editor, USB-MIDI driver, etc.

**\*\* SANYO Electric Co,Ltd Semiconductor Company**

Masanori tanaka(Marketing)

[tana011792@swan.sanyo.co.jp](mailto:tana011792@swan.sanyo.co.jp)

Virtual 3D surrounded sound "VASIL"

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**\*\* Sensaura Ltd.**

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

Neela Dass

[ndass@sensaura.com](mailto:ndass@sensaura.com)

The complete 3D audio software solution including innovations such as ZoomFX, MacroFX & EnvironmentFX (3D Reverb).

**\*\* Sony Corporation, Broadband Solutions Network  
Company,  
Home Audio Company**

Akiko Kimura, Mikiya Kubota

[info\\_snd@auau.sony.co.jp](mailto:info_snd@auau.sony.co.jp)

Virtual 3D Sound Engine, Sound Effector, Voice Recognition, USB driver for headphone and microphone set

**\*\* Sony Corporation, Mobile Network Company,  
Personal Audio Company**

Kiyofumi Inanaga, Yuji Yamada

[info\\_vpt@shiba.sony.co.jp](mailto:info_vpt@shiba.sony.co.jp)

"VirtualphonesTechnology" middleware for 3D sound-display and peripherals used with it.

**\*\* TWO FIVE**

[www.twofive.co.jp](http://www.twofive.co.jp)

Hiroshi Horiguchi

[char@twofive.co.jp](mailto:char@twofive.co.jp)

Producing to convert all sound data to format of game console.

**\*\* Victor Company of Japan, Ltd**

[www.jvc-victor.co.jp](http://www.jvc-victor.co.jp)

Kazuo Hikawa

[hikawa@krhm.jvc-victor.co.jp](mailto:hikawa@krhm.jvc-victor.co.jp)

Development of middleware and application for Acoustic Processing, MIDI Watermarking, High Performance File Compression and Software Synthesizer

-more-

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**\*\* YAMAHA CORPORATION**

[www.yamaha.co.jp](http://www.yamaha.co.jp)

Yoshichika Sakai

[sakai-y@emi.yamaha.co.jp](mailto:sakai-y@emi.yamaha.co.jp)

Music Synthesizer, Sound Effector

Network

**\*\* Access Co., Ltd.**

[www.access-us-inc.com](http://www.access-us-inc.com)

Jasmine Yang

[jyang@access-us-inc.com](mailto:jyang@access-us-inc.com)

Web Browser, TCP/IP protocol stack and networking middleware

**\*\* Auris System Co., LTD.**

Toshikazu Sawada

[t-sawada@auris.co.jp](mailto:t-sawada@auris.co.jp)

Development of communication driver program

**\*\* CommunityEngine Inc.**

[www.vce-lab.net](http://www.vce-lab.net) (Japanese Only)

Kengo Nakajima

[info@vce-lab.net](mailto:info@vce-lab.net)

TCP/IP multi-platform communication middleware and skeleton code collections.

**\*\* CONEXANT SYSTEMS Inc.**

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

YASUYUKI IMADA

[yasuyuki.imada@conexant.com](mailto:yasuyuki.imada@conexant.com)

Communication system solution ( Analog modem, xDSL, Cable modem, Bluetooth, Japanese PDC, DSS wireless, GPS, CMOS sensor, others )

**\*\* Kalisto Entertainment**

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

Stephane De Luca

[sdeluca@kalisto.com](mailto:sdeluca@kalisto.com)

K-Net : Kalisto Cross-Platform Object Oriented Network Library

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**\*\* OMRON Corporation**

[www.omron.co.jp/ped-j/index.html](http://www.omron.co.jp/ped-j/index.html)

Minoru Okamoto, Akihiro Tsukitani

[LEF03642@nifty.ne.jp](mailto:LEF03642@nifty.ne.jp),  
[KYI05546@nifty.com](mailto:KYI05546@nifty.com)

Network Middleware: USB driver for modem and ISDN terminal adaptor

**\*\* Planetweb, Inc.**

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

Adam Keller

[akeller@planetweb.com](mailto:akeller@planetweb.com)

Planetweb develop SDKs and client side applications that enhance the in-game experience on the PS2 through the provision of Internet connectivity.

**\*\* QEDSoft Inc.**

Louis Gurtowski

[louis@qedsoft.com](mailto:louis@qedsoft.com)

Net streaming technology, VU library

**\*\* Quazal**

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

Kenneth Trueman

[ktrueman@quazal.com](mailto:ktrueman@quazal.com)

NetZ network engine (SDK) for online games featuring fault-tolerance, load balancing and data extrapolation.

**\*\* RSA Security Japan Ltd.**

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

Eiji Arai, Developer Sales

[earai@rsasecurity.com](mailto:earai@rsasecurity.com)

With RSA BSAFE product line, software and hardware developers can implement security component of encryption, PKI, SSL, S/MIME, IPSec in their products.

**\*\* SECRET LEVEL TOOLS, Inc.**

[www.secretlevel.com/tools](http://www.secretlevel.com/tools)

Mike Aquino

[maquino@secretlevel.com](mailto:maquino@secretlevel.com)

Making the tools that make the game - tools for on-line console gaming

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**\*\* SN Systems Ltd**

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

Tracey Hatch

[tracey@snsys.com](mailto:tracey@snsys.com)

The Network Development Kit (NDK) comprises a TCP/IP stack (IOP) with a BSD like API on the (EE) - now supports the Sony analog modem and broadband adapter

**\*\* Terraplay Systems AB**

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

Jeremy Hamill-Keayes

[jeremy@terraplay.com](mailto:jeremy@terraplay.com)

The Terraplay System is a cross-network and cross-platform, highly scalable networking solution for on-line real-time games in both fixed and mobile networks.

**\*\* Videomail Japan, Inc.**

Jyoji Usami

[jusami@a2.mbn.or.jp](mailto:jusami@a2.mbn.or.jp)

Net streaming technology, VU library

**\*\* Zona, Inc.**

[www.zona.net](http://www.zona.net)

Monte Singman

[monte@zona.net](mailto:monte@zona.net)

Terazona(tm) provides scalable, fault-tolerant, high capacity server solution for Massive Multiplayer Online Games.

**\*\* zSlide**

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

Louis Choquel, Bruno Carsenti

[louis.choquel@zslide.com](mailto:louis.choquel@zslide.com),  
[bruno.carsenti@zslide.com](mailto:bruno.carsenti@zslide.com)

zSlideEngine lets you develop Online Game Services and media-rich user-interfaces for connected consoles.

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## Compiler Technology

### **\*\* Codeplay Limited**

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

Adam Slim

[a.slim@codeplay.com](mailto:a.slim@codeplay.com)

Codeplay produce powerful optimizing compilers for game developers.

### **\*\* Metrowerks Inc.**

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

David Gill, Game Platform Tools

[games@metrowerks.com](mailto:games@metrowerks.com)

CodeWarrior - Ultra fast and easy to use C/C++, assembler, debugger and IDE on Windows 95/98/2000/NT.

### **\*\* SN Systems Ltd**

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

Tracey Hatch

[tracey@snsys.com](mailto:tracey@snsys.com)

ProDG: Windows C/C++ compiler, assembler, linker and blisteringly fast Debugger (EE, IOP and VU)

## Peripherals

### **\*\* American Computer & Digital Components, Inc**

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

Vincent Lin

[vincentL@acdcmemory.com](mailto:vincentL@acdcmemory.com)

USB & FireWire (1394) controller chipset development and applications.

### **\*\* CONEXANT SYSTEMS Inc.**

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

YASUYUKI IMADA

[yasuyuki.imada@conexant.com](mailto:yasuyuki.imada@conexant.com)

Communication system solution ( Analog modem, xDSL, Cable modem, Bluetooth, Japanese PDC, DSS wireless, GPS, CMOS sensor, others )

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**\*\* EPSON Portland Inc.**

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

Raymond Lee

[raymond.lee@eitc.epson.com](mailto:raymond.lee@eitc.epson.com)

Inkjet printer SDK for the Sony Playstation 2. EPSON 4-color and 6-color Inkjet printers can be connected via the USB port.

**\*\* Hewlett-Packard Japan, Ltd.**

[www.hp.com/jp](http://www.hp.com/jp)

Hironori Bouno

[hironori\\_bouno@hp.com](mailto:hironori_bouno@hp.com)

We provide device drivers for HP printers and scanners.

**\*\* Intellgraphics, Inc.**

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

Brett Sappington

[brett.sappington@intellgraphics.com](mailto:brett.sappington@intellgraphics.com)

Intellgraphics provides device driver and system-level software products and development/optimization services for Playstation 2.

**\*\* Iomega Corporation**

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

Rafael A. Mendez

[Mendez@iomega.com](mailto:Mendez@iomega.com)

Smart Portable storage solutions. Makers of Zip, PocketZip, ZipCD and Jaz drives and media.

**\*\* Logitech Inc.**

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

Aidan Kehoe

[Aidan\\_Kehoe@logitech.com](mailto:Aidan_Kehoe@logitech.com)

Logitech Force Feedback Steering Wheel & Joystick peripheral SDK for PS2

**\*\* OMRON Corporation**

[www.omron.co.jp/ped-j/index.html](http://www.omron.co.jp/ped-j/index.html)

Minoru Okamoto, Akihiro Tsukitani

[LEF03642@nifty.ne.jp](mailto:LEF03642@nifty.ne.jp),  
[KYI05546@nifty.com](mailto:KYI05546@nifty.com)

Network Middleware: USB driver for modem and ISDN terminal adaptor

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→ **\*\* OmniVision Technologies, Inc.**

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

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

[hgadjali@ovt.com](mailto:hgadjali@ovt.com)

CMOS Camera solutions for vision gaming and control. USB cameras for PS2, CIF and VGA resolution

**\*\* Sony Corporation, Broadband Solutions Network  
Company,  
Home Audio Company**

Akiko Kimura, Mikiya Kubota

[info\\_snd@auau.sony.co.jp](mailto:info_snd@auau.sony.co.jp)

Virtual 3D Sound Engine, Sound Effector, Voice Recognition, USB driver for headphone and microphone set

**\*\* Sony Corporation, Home Network Company, e-Print Company**

Yoichi Kobayashi, Michie Aoki

[YoichiA.Kobayashi@jp.sony.com](mailto:YoichiA.Kobayashi@jp.sony.com),  
[Michie.Aoki@jp.sony.com](mailto:Michie.Aoki@jp.sony.com)

Printer Driver for PlayStation 2

**\*\* Sony Corporation, Mobile Network Company,  
Personal Audio Company**

Kiyofumi Inanaga, Yuji Yamada

[info\\_vpt@shiba.sony.co.jp](mailto:info_vpt@shiba.sony.co.jp)

"VirtualphonesTechnology" middleware for 3D sound-display and peripherals used with it.

**Others (Mastering/etc.)**

**\*\* ERGOSOFT Corp.**

[www.ergo.co.jp](http://www.ergo.co.jp)

Hiroshi Kinnou

[kinnou@ergo.co.jp](mailto:kinnou@ergo.co.jp)

Japanese input method (kana-kanji conversion) "EGCONVERT"

-more-



SCEA – PlayStation 2 Tool and Middleware Licensees  
17-17-17-17

**\*\* HOEI SANGYO CO., LTD.**

[www.hoei.co.jp/worldwide/dpm/index.html](http://www.hoei.co.jp/worldwide/dpm/index.html)

Hiroshi Kawamoto

[hiroshi\\_kawamoto@hoei.co.jp](mailto:hiroshi_kawamoto@hoei.co.jp)

Simultaneous multi-CD/DVD masters creating system for the next generation PlayStation

**\*\* JUSTSYSTEM Corporation**

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

Asuka Matsuo

[Asuka\\_Matsuo@justsystem.co.jp](mailto:Asuka_Matsuo@justsystem.co.jp)

Japanese Kana-Kanji Conversion System "ATOK"

**\*\* OMRON SOFTWARE Co., LTD.**

[www.omronsoft.co.jp](http://www.omronsoft.co.jp)

Software Products Sales Department Takeshi Asano

[asano@sp.tokyo.omronsoft.co.jp](mailto:asano@sp.tokyo.omronsoft.co.jp)

MobileWnn is a Japanese input system which provides an easy Japanese input environment

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