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ARCHITECT Scene3D™ generates 3D models and animation directly from schematics...

COVENTOR PROVIDES A BREAKTHROUGH IN MEMS SOFTWARE TOOLS BY PROVIDING AUTOMATIC SCHEMATIC-TO-3D MODEL GENERATION AND ANIMATION

SAN FRANCISCO — SEMICON West 2007, South Hall Booth 2969-1,

(July 16, 2007) – Coventor Inc., the leading supplier of 3D software for the MEMS and semiconductor industries, has greatly enriched its schematic-based MEMS design environment ARCHITECT. Known as the standard tool for rapid virtual prototyping of a broad range of state-of-the-art MEMS devices, ARCHITECT now features a novel 3D visualization tool called Scene3D. With Scene3D, users can create 3D views of an ARCHITECT schematic and visualize simulation results with fully contoured three-dimensional animations. With this powerful addition, users gain insight into the complex dynamic behavior of MEMS devices as never seen before.

“The enhanced capability presented by Scene3D within ARCHITECT gives MEMS designers the ability to more efficiently and rapidly create state-of-the-art MEMS devices such as the gyroscopes and accelerometers being designed into today’s sophisticated electronic gaming systems,” said Gunar Lorenz, Ph.D., Manager of Coventor’s top-down design methodology. Mattan Kamon, Ph.D., Principal Technologist in R&D for RF-MEMS, highlighted that “in the race to integrate RF-MEMS into wireless products, ARCHITECT has always enabled MEMS designers to make design tradeoffs faster than any other tool on the market. ARCHITECT with Scene3D takes that to a completely new level by enabling users, in only minutes or even

seconds, to both simulate and visualize complex motion such as the closing and bouncing of an RF-MEMS switch or the impact of shock on the device package.”

ARCHITECT with Scene3D creates a rapid virtual prototyping environment for the most challenging MEMS and MEMS-Enabled Systems. Whether designing next generation gyroscopes, accelerometers, oscillators, RF switches, RF filters, optical mirrors or microphones, ARCHITECT with Scene3D not only helps the user to ease the design process, but also to document and communicate from initial steps to full production, across all design and management levels. ARCHITECT Scene3D provides output filters to generate 2D masks or 3D solid models in standard formats, making it seamlessly fit into most established design flows.

ARCHITECT is a schematic-based MEMS design and simulation environment used to quickly and accurately determine the behavior of a MEMS device, as a standalone component and in a surrounding system. With the world’s most comprehensive MEMS component library, ARCHITECT enables engineers to create designs faster, while significantly reducing their product development time by means of extraordinarily fast simulation speeds. At simulation speeds far beyond the capabilities of Finite Element Analysis, engineers can achieve more accurate "first-pass" designs, in less time. With ARCHITECT, designers can efficiently explore MEMS design alternatives and optimize performance while still being able to utilize their legacy design tools and data.

For more information about ARCHITECT Scene3D software, or to arrange a demonstration, please visit Coventor at www.coventor.com; e-mail jvk@coventor.com; or phone 1-919-854-7500; or send mail to CentreGreen Two, Suite 190; 4000 CentreGreen Way, Cary, NC 27513.

About Coventor

Coventor, Inc., headquartered in Cary, NC provides a comprehensive suite of software tools for the development of micro-electromechanical systems (MEMS), microfluidics systems and semiconductor processes. CoventorWare is the industry-standard platform adopted by leading MEMS and microfluidics manufacturers around the globe, and by an extensive network of university partners. Coventor is a privately held company with offices in Cambridge, MA and San Mateo, CA. European headquarters is in Paris, France. Coventor also serves Asia Pacific through regional distributors. More information is available at <http://www.coventor.com>.

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