Hello, my name is Barry Minor. I am from Austin and am working with the Quasar design team. We're showing here the Boeing 777 digital mockup. It's roughly a third of a billion triangles for rendering real time using fourteen QS21 Blades. The model itself is 25 Gigabytes which is larger than the actual memory size of the blades. So we put the model into the memory of an Opteron system, which is also known as a Ridgeback. We feed that into the cell blades on demand. So we are able to render this large model at real time interactive speeds using a very advanced technique, one of the sides of it is ambient inclusion, which is a shader that was designed by Industrial Light and Magic back in the early part of this decade. This technique allows us to shade recessed regions of the aircraft with a lot more depth than you would with a traditional CAD type system. You'll see it here pop. You can see the actual recessed panels popping out with a lot more depth and that is something that the CAD industry is very interested in. The high floating point capability of cell is what allows us to real time ray trace these images.