

FOR IMMEDIATE RELEASE

“Global Telepresence Product Of The Year Award” - 3D Holographic Meetings Unveiled to Public at DVEtelepresence.com

Irvine, CA – (March 1, 2010) Digital Video Enterprises, Inc. (DVE) today unveiled to the public the much anticipated DVE Immersion Room™ and also announced the Room has won the Frost & Sullivan 2009 Global Conferencing Telepresence Product of The Year Award. This amazing meeting experience displays HD 3D holographic appearing images of people for the ultimate in ultra-realistic videoconferencing. DVE has videotaped the DVE Immersion Room™ during a live conference so that the public can now share in this amazing experience. The video can be seen at www.DVEtelepresence.com

The DVE Immersion Room™ has been a highly guarded secret during development and has only been seen by industry insiders until today's public unveiling. It is several generations of technology beyond common telepresence videoconferencing that uses one or more TV screens with cameras on top offered by firms such as Cisco, Tandberg, and Polycom.

“The Award was determined after a thorough review of the competing telepresence solutions and the DVE Immersion Room™ clearly has set a new standard for the potential realism of telepresence communication,” said Paul Waadevig, Principal Consultant at Frost and Sullivan. “The whole point of telepresence is to simulate a meeting where people forget about technology and get down to business. The Immersion Room is a breakthrough in simulating face-to-face meetings that, literally, makes the users forget they are not all in the same room.”

According to a recent report by Frost & Sullivan, the Telepresence market is predicted to reach revenues of 4.7 billion worldwide by 2014. The DVE Immersion Room™ is now the recognized leader in providing the ultimate telepresence experience in this market.

The DVE Immersion Room™ enables life-size images of people seen standing and walking about in the 3D physical space of the meeting room. Further, the Room displays 9-foot wide volumetric 3D images appearing to float in mid-air. The effect does not require special glasses to be worn.

The DVE Immersion Room™ is based on an extensive patent portfolio of augmented reality telepresence that places real-time images of people inside the middle of the room. Also of note is the inclusion of hidden cameras that aim through the image for natural eye contact. “Consumer and legacy business telepresence mounts cameras above the display so people appear to look down while conferencing. DVE's product line, from the desktop to the DVE Immersion Room™, ingeniously hides the camera behind the image for real eye contact,” stated Jeff Machtig, DVE co-founder.

About DVE

Digital Video Enterprises, Inc. is the world's leader in real telepresence meetings. Legacy telepresence and videoconferencing mount cameras above displays so people

appear to look down while conversing. DVE's product line truly simulates being there in person with embedded cameras hidden behind images for true eye contact.

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