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MicroVision Frees Mobile Gaming from the Small Screen

Company's laser projection technology uniquely suited for new iOS4 games with immersive six-axis movement and video-out

LAS VEGAS--(BUSINESS WIRE)-- MicroVision, Inc. (NASDAQ:MVIS), a leader in innovative ultra-miniature laser display technology, today at the 2011 Consumer Electronics Show demonstrated how its new SHOWWX+(TM) laser pico projector can be used with iOS4 games offering video-out to project game play on any surface from 12 inches to 100 inches depending on ambient lighting. By eliminating the limitations of the small fixed screen, and combining it with a large display and immersive movement that gyroscopes and accelerometers offer in new mobile devices, gamers get a much more exhilarating experience.

On January 6 and 7, CES attendees are invited to try iOS4 gaming on SHOWWX+ at locations throughout CES to be tweeted daily. The five players with the highest RAGE HD scores at the end of each day will win a SHOWWX+ laser pico projector. Follow MicroVision on [Facebook](#) or [Twitter](#), or track the conversation with #mvisCES for daily updates on the competition.

"In applications like this, lasers have inherent advantages over all other forms of display technology, as the image is always in focus even under constant motion," said Sid Madhavan, vice president of research and product development, MicroVision. Lasers also instantly create colors, avoiding color breakup other technologies experience when the projector or the viewer's head moves."

Also on display and available for demo in MicroVision's private technology suite at the MGM Grand Hotel is the latest generation of its [Project Tuatara](#) prototype gun, created to explore the market opportunity for gaming applications enabled by the PicoP(R) laser display engine. The prototype gun is a battery-operated, wireless HD video projection display and wireless controller that projects high-definition displays on any surface, enabling gamers to experience first-person shooter or third-person perspective video games all around them. Dubbed "Infinite Reality," this new gaming experience, made possible by MicroVision's laser-scanning technology, makes the walls, ceiling and floor part of the action as gamers point the gun up to see the sky, and spin around to see what's behind them.

Now in its fifth generation, the Project Tuatara gun incorporates a 720p, 15 lumen version of the PicoP display engine embedded below the rifle's sights, as well as an improved motion tracker that is twice as fast and responsive as the Project Tuatara demonstration at New York Comic Con in October. Higher resolution and the improved tracker offer a smoother sense of motion in the 3D gaming environment, and audio improvements with headphones add to the sensory experience, enabling gamers to hear sounds behind them and spin around to deal with the threat.

"Even with the immersive movement offered by today's consoles, gamers are still staring straight ahead at a fixed point," said Alexander Tokman, president and CEO, MicroVision. "By using lasers to eliminate the fixed screen and combining it with immersive movement, whether through your iPhone or something like our Project Tuatara prototype, gamers get an entirely new and extremely engaging experience."

About MicroVision

MicroVision provides the PicoP display technology platform designed to enable next-generation display and imaging products for pico projectors, vehicle displays and wearable displays that interface with mobile devices. The company's projection display engine uses highly efficient laser light sources which can create vivid images with high contrast and brightness. For more information, visit us on:

Our company website: www.microvision.com

Our corporate blog: www.microvision.com/displayground

Twitter: www.twitter.com/microvision

Facebook: www.facebook.com/MicrovisionInc

YouTube: www.youtube.com/mvisvideo

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Forward-Looking Statements

Certain statements contained in this release, including those relating to future development, products and product applications are forward-looking statements that involve a number of risks and uncertainties. Factors that could cause actual results to differ materially from those projected in the company's forward-looking statements include the following: our ability to raise additional capital when needed; our customers' failure to perform under open purchase orders; our financial and technical resources relative to those of our competitors; our ability to keep up with rapid technological change; government regulation of our technologies; our ability to enforce our intellectual property rights and protect our proprietary technologies; the ability to obtain additional contract awards; the timing of commercial product launches and delays in product development; the ability to achieve key technical milestones in key products; dependence on third parties to develop, manufacture, sell and market our products; potential product liability claims; and other risk factors identified from time to time in the company's SEC reports, including the company's Annual Report on Form 10-K filed with the SEC. Except as expressly required by federal securities laws, we undertake no obligation to publicly update or revise any forward-looking statements, whether as a result of new information, future events, changes in circumstances or any other reason.