



## **PRESS RELEASE**

### **A successful presence of D-BOX Technologies at the Consumer Electronics Show (CES)**

Longueuil, January 14, 2016 – D-BOX Technologies (TSX:DBO) is proud of its successful participation at the Consumer Electronics show (CES), which took place between January 6 and 9, in Las Vegas. Highlights of the event include virtual reality (VR) and simulation demonstrations only possible through D-BOX Motion System.

#### **Transforming storytelling**

By creating unique VR experiences, D-BOX enhances the storytelling and adds a new dimension to movies. “With our expertise in immersive motion and true-to-life simulation, we help people take part in a story and make the virtual world become real”, explained Michel Paquette, Vice-President, Marketing at D-BOX.

Amongst D-BOX’s latest VR realizations, two were presented at the CES. Using the latest Oculus Rift and Touch combo and the HTC Vive, *The Martian VR* in collaboration with 20<sup>th</sup> Century Fox films (*The Third Floor* and *VRC*) gave the opportunity to participants to namely pilot a rover on planet Mars and feel every bump and acceleration while operating it in real time! As for the *Goosebumps VR experience*, in collaboration with Sony Pictures (MPC and Technicolor), D-BOX offered an unforgettable adventure as viewers sat aside the main character of the movie while being chased by a giant praying mantis.

#### **Immersive content in simulation**

In addition to the VR experiences, CES attendees had the possibility to test the D-BOX Motion Cueing solutions in vehicle simulators and experience a whole new way of driving. “At the respective booths of Dodge, Intel, Sigma intégrale and Hisense, the added-value of our precise motion systems was demonstrated in individual car driving simulators. These multinational companies offered a true-to-life feeling in test driving”, stated Mr. Paquette.

#### **About D-BOX**

Pioneer and world-leader in immersive motion for cinematic art and real-time synchronization, D-BOX designs, manufactures and commercializes cutting-edge motion systems intended for the entertainment and industrial markets. This unique and patented technology uses motion effects specifically programmed for visual and audio content. Movies are more immersive, training simulations more effective and video games more exhilarating than ever before.

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