

PRESS RELEASE

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## **Streamline Studios Throws Down with THQ And Volition, Inc on Saint's Row TM**

### **Next-Generation Title Showcases Next-Generation Production Methods**

**Purmerend, The Netherlands, July 14, 2005 – Streamline Studios, a leading video game creative and engineering outsource solutions provider, today revealed that it has been working in-depth on Volition's upcoming next-generation urban open-world title, Saints Row. "Saints Row has been a fantastic project to work on. It not only pushes the envelope in terms of gameplay, but also in next-generation content creation," said Stefan Baier, Chief of Production, for Streamline Studios.**

For Saints Row, Streamline Studios created a vast amount of assets used in the development of a highly detailed city environment that engulfs players. Produced within a demanding time frame, Streamline Studios utilized its previous experiences to upgrade its production pipeline to accommodate the unique challenges posed by the development. Hector R. Fernandez, Chief Creative Officer stated, "Saints Row exemplifies the amazing results of when world class developers and publishers rely on our highly skilled support services to complete their next-gen developments." Kelly Snapka, Studio Art Director for Volition added, "Streamline has played a very important role in helping us meet the demanding expectations of next-generation content through their adaptability to new technology and ever present attention to quality."

Streamline Studios is currently servicing 4 next-generation titles and continues its recruiting drive for highly talented candidates. For more information on job positions, please visit [www.streamline-studios/jobs](http://www.streamline-studios/jobs). For more information regarding the studio and its services please visit [www.streamline-studios.com](http://www.streamline-studios.com).

### **About Streamline Studios**

Streamline Studios was founded in 2001, as a creative and engineering outsource provider for the film, television and video game industry. Since its inception, Streamline Studios has become a leading outsourcer in the video game industry, and has serviced several high profile clients and franchises including: Electronic Arts James Bond: 007 Nightfire, Epic Games' Unreal Tournament, and Red Storm

Entertainments Ghost Recon 2. Through the provisioning of its services, Streamline Studios has developed a reputation as a premier full-service design studio that is capable of providing creative vision, and the necessary expertise to ensure a smooth production pipeline.

#### About Volition, Inc.

Located in Champaign, Illinois, Volition, Inc. is one of THQ's premier internal game development studios responsible for high-end creations on next generation systems and Windows PC. Its credits include the best-selling The Punisher, Red Faction® and Red Faction® 2, Summoner®, the acclaimed Freespace and Freespace 2, as well as the award-winning Descent and Descent 2 as a part of Parallax Software.

#### About THQ

THQ Inc. (NASDAQ: THQI) is a leading worldwide developer and publisher of interactive entertainment software. The company develops its products for all popular game systems, personal computers and wireless devices. Headquartered in Los Angeles County, California, THQ sells product through its global network of offices located in the United States, United Kingdom, France, Germany, Spain, Korea and Australia. More information about THQ and its products may be found at [www.thq.com](http://www.thq.com) and . THQ, THQ Wireless, Volition, Inc., Red Faction, Summoner, Saint's Row and their respective logos are trademarks and/or registered trademarks of THQ Inc.

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