

ED FRIES JOINS CANESTA BOARD OF DIRECTORS

SUNNYVALE, CALIFORNIA - FEBRUARY 3, 2010 - Canesta, Inc, announced today that Ed Fries has joined the board of directors of this Silicon Valley 3-D sensor pioneer. Fries is filling a new board position.

“Canesta represents a very unique opportunity,” said Fries. “It will fundamentally change the relationship between computers and other consumer devices and the world around them. I am excited to join the board of such an important company.”

Canesta is the inventor and pioneer of tiny chips that sense the world around them in true three dimensions. The technology makes possible “the other side of 3-D”, where, for example, the user of a consumer electronic product such as a computer, television, media center, or other entertainment system can use “3-D input” or “natural interfaces” to operate a device remotely, with hand gestures or postures. Because Canesta’s technology allows this capability at mass market pricing, the company recently received \$16 million in additional financing (see “*New Strategic Investors Signal the importance of 3-D Natural Interfaces to the Future of PCs and other Consumer Devices*” <http://canesta.com/corporate/press-releases/102109>).

Fries, 45, joined Microsoft in 1986, and spent the next ten years as one of the founding developers of both Excel and Word. For the next eight years, he helped to define the new era of interactive entertainment and created Microsoft Game Studios in the process. In 2004, Fries retired as a Microsoft vice president to focus on serving as a board member, advisor and consultant to a broad range of technology, entertainment, and media companies. In 2007 Fries launched his own startup, FigurePrints, an innovative company that uses 3-D color printing technology to bring video game characters to life.

“Ed brings a new perspective and diverse experience in entertainment. He is able to advise Canesta as our game-changing technology begins appearing in 3-D interfaces,” said Jim Spare, Canesta’s president and CEO. “He will be a tremendous addition to our board.”

About Canesta

Canesta is the inventor of revolutionary, low-cost electronic perception technology that is the foundation for the “other side of 3-D” - true 3-D perception as *input* to everyday devices, rather than the widely-understood 3-D representational technologies as *output*.

Canesta’s 3-D input technology, based upon tiny, CMOS 3-D imaging chips or “sensors”, enables fine-grained, 3-dimensional depth-perception in a wide range of consumer, security, industrial, medical, automotive, factory automation, gaming, military, and other products. Such products can then react on sight to the actions or motions of individuals and objects in their field of view, gaining levels of functionality and ease of use that were simply not possible in an era when such devices were blind.

Numerous applications are under active development by Canesta's OEM customers and partners, including consumer electronics, PC, TV, building automation, security, robotics, automotive, and others. Such customers and partners include Hitachi, Honda, Optex, Optronix, Quanta, SMSC, and others which have yet to be announced.

Canesta is located in Sunnyvale, CA. The company has filed in excess of fifty patents, 40 of which have been granted so far.

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Additional background information is available at www.roeder-johnson.com.