

# *Demonstratives*

**INTELLECTUAL**

**PROPERTY DEMONSTRATIVES, INC.**

## MISSION STATEMENT

Intellectual Property Demonstratives, Inc. is a company for creating persuasive communication graphics and animations to help win patent cases.



Unlike our competitors, all of our artists are full-time employees dedicated to continually honing their skills and applying them with efficiency and enthusiasm. Each of our artists is an experienced, multi-talented visual communications specialist capable of illustration, concept layout, 3-D modeling, animation, interactive media, equipment setup and presentation support.

Our artists have been making demonstratives for IP cases since 1991. No company has more experience in the design, production, and presentation of graphics and animations for patent cases.

## FILINGS

### Graphics for Briefs

Show the Judge exactly what you're talking about. Our artists make intricate illustrations or simple color-coded patent figures that you can embed in your brief to drive home your written arguments.

### Electronic Briefs

Your brief should be *the* place the Judge looks for convenient access to relevant evidence. We hyperlink the text in your brief to source documents and deposition testimony, cases, and other source documents, or to graphic elements in a pdf file (such as event boxes in a timeline graphic).

## TECHNOLOGY TUTORIALS

### Tutorial Strategy

Allow our experienced group of visual communicators to offer their take on your technology. We have helped teach hundreds of technologies and are experts in the design, production and presentation of technology tutorials. We will work with you to narrow the presentation down to what is needed, and present it in a concise and meaningful way.

### Storyboarding

Storyboards are illustrated stills that represent animation and accompany a script to show what will be on the screen at any given time. By creating these stills in tandem with the script, we can give you an early indication of what your finished animations will look like in an effort to avoid having to make costly changes to animations later in the process.

### Making Animation

Whether simplistic or photorealistic, your strategy to use a certain look for the graphics and animations should not be hindered by the artistic limitations of your graphics company. We are experts in this highly technical field and pride ourselves on visuals that tell a clear, focused, and compelling story.

## MARKMAN HEARINGS / SUMMARY JUDGMENT MOTIONS

### Slides and Animations

Communicate your positions more effectively with visual support. We use state of the art technologies to work with you efficiently to design, produce, and flawlessly present persuasive graphics and animation to the Court.

### Boards and Models

Unlike projected electronic media which is constantly changing, boards stay visible throughout the course of a hearing. We have the finest quality printing capabilities including specialty magnetic and Velcro boards as well as 3D models.

### Bench Books

Allow the Judge and law clerks to take notes on and review what you've presented by handing up a comprehensive bench book. We print and organize your slides in tabbed binders and include CDs with the animations you presented.

## TRIALS / ADR

### Courtroom Survey and Setup

We sweat the courtroom setup details so you don't have to. Working with the courtroom staff, equipment rental vendors, and the other side, we provide the best and most reliable courtroom presentation setup possible.

### War Room Setup and Support

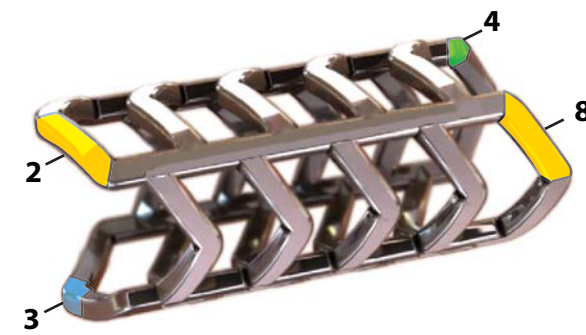
Fast, reliable turnaround of your graphics and animations is a must at trial. Our setup includes the best state of the art equipment to get the job done 24/7. Best of all, we don't charge rental fees for the equipment we provide.

### Evidence Presentation

Calling up documents on the fly, enlarging important snippets, and highlighting key points are second nature to our Trial Techs.

Graphics for Briefs

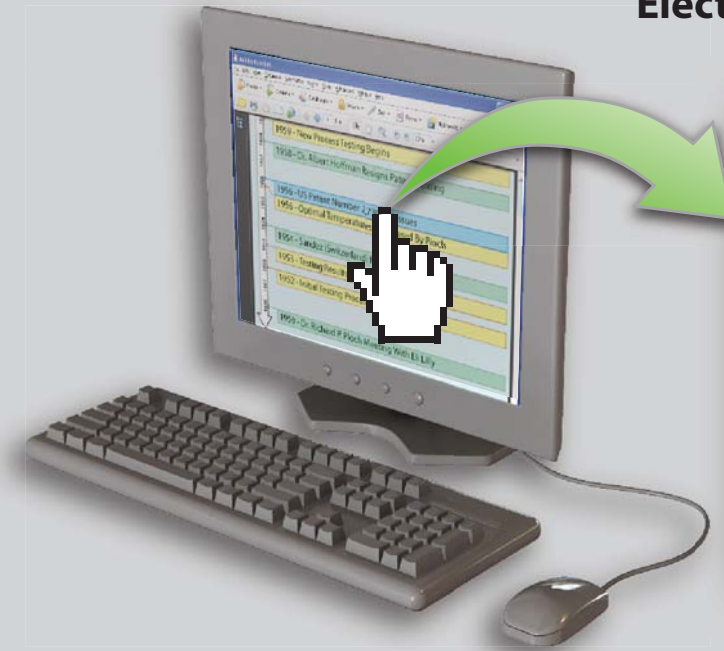
marked 2 and 8 show the parallel structures referred to in the description of Fig 1.



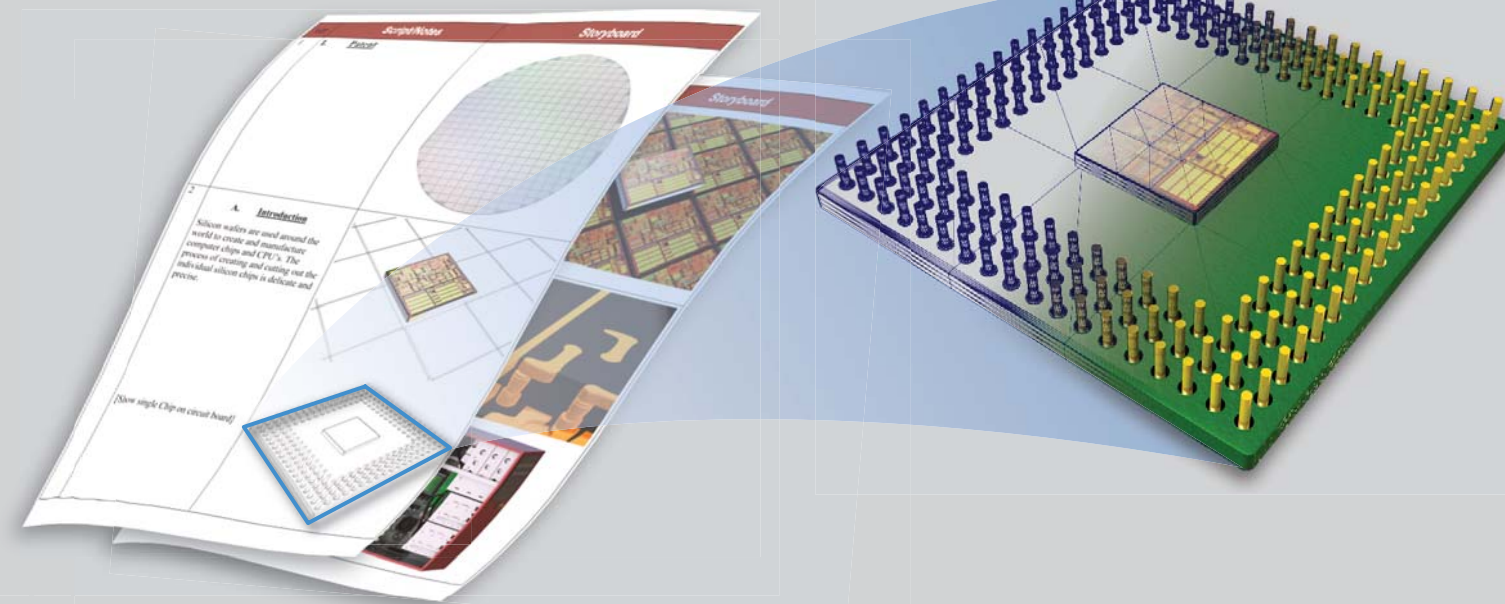
3 (marked here in blue) clearly shows a different structure of geometry than that of 4 (green).



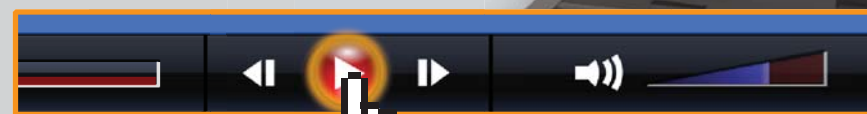
Electronic Briefs



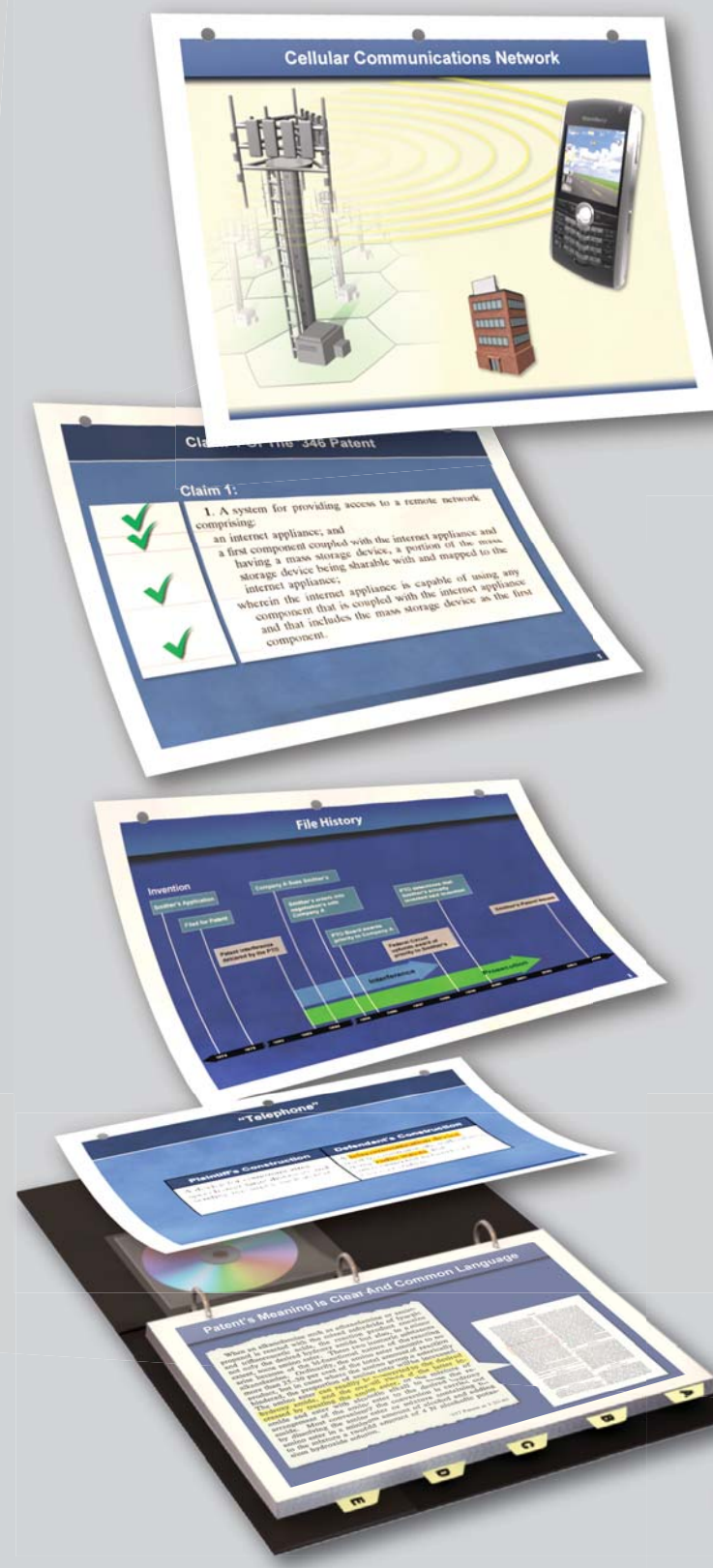
Storyboards and Animation



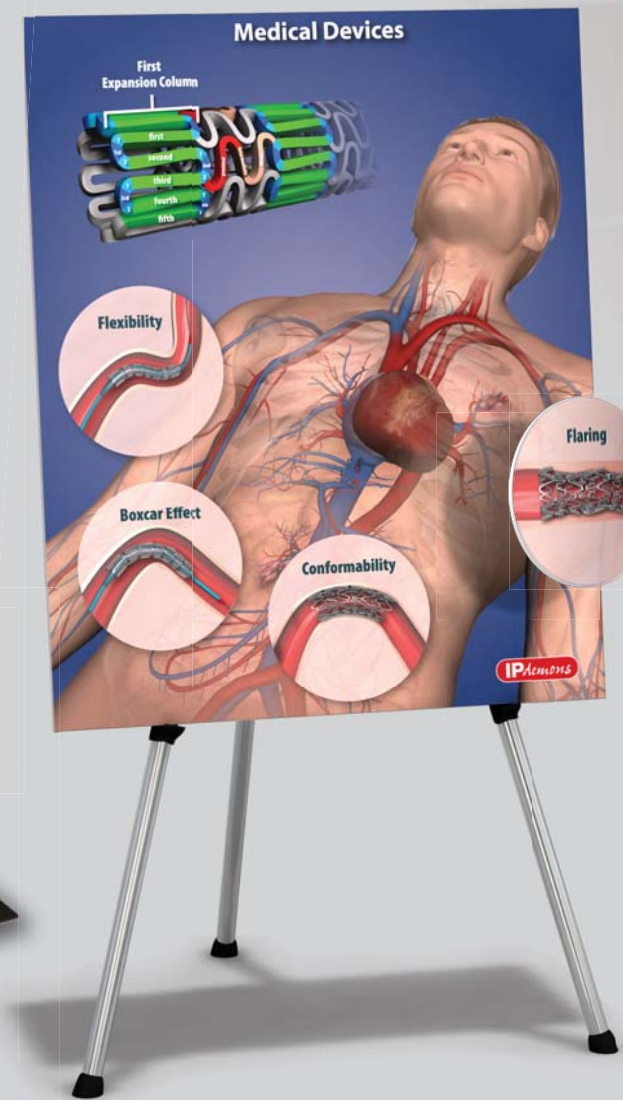
CD/DVD with Interactive Interface



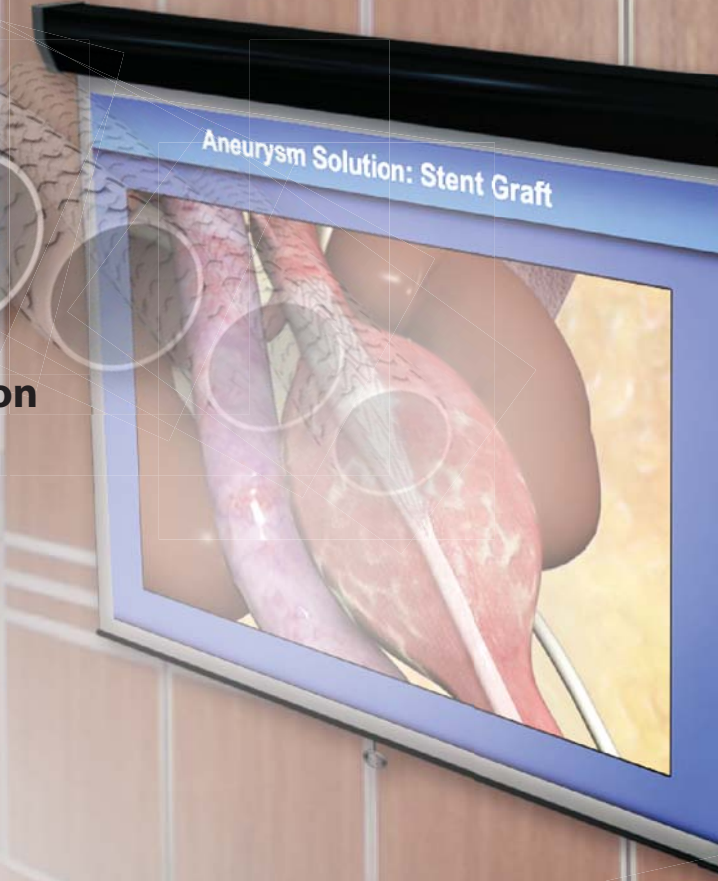
Bench Books



Boards and Models



Slides and Animation



Evidence Presentation

