



KEVIN M. HOUT, P. E.
FULCRUM LEGAL GRAPHICS
PRESIDENT

SUMMARY

Leads and manages the development of graphics, videos, computer animations and multimedia presentations to explain complex technical and legal issues in court, including the creation and validation of highly technical computer simulations and animations. Has testified in courts of law regarding the accuracy and admissibility of computer-generated animations.

Has given lectures as an expert in high tech demonstrative evidence to such groups as the American Bar Association, Defense Research Institute, American Inns of Court, Association of Business Trial Lawyers, Construction Superconference, American Board of Trial Advocates, Association of Defense Counsel and many others.

ACADEMIC BACKGROUND

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| 1983 | MASTER OF SCIENCE Aeronautical and Astronautical Engineering | STANFORD UNIVERSITY Stanford, CA |
| 1982 | BACHELOR OF SCIENCE Mechanical Engineering | UNIVERSITY OF WISCONSIN Madison, WI |
| February 1990 | TRAINING COURSE: Computer Animation | WAVEFRONT TECHNOLOGIES |
| September 1989 | WORKSHOP: Computer Graphics | SONY INSTITUTE OF APPLIED VIDEO TECHNOLOGY |

REGISTRATION

A Registered Professional Mechanical Engineer, California #MO25433

PROFESSIONAL SOCIETIES AND ASSOCIATIONS

Association of Business Trial Lawyers
American Society of Mechanical Engineers
Society of Automotive Engineers

PROFESSIONAL EXPERIENCE

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| Sept. 1997 - Present | PRESIDENT & CO-FOUNDER Leads the development of courtroom presentations for complex legal cases throughout the country. Special expertise in intellectual property and technology cases. | FULCRUM LEGAL GRAPHICS San Francisco, CA |
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| 1993-1997 | VICE PRESIDENT Development and operation of FTI services in the Western United States. | FTI CORPORATION San Francisco, CA |
| 1989-1993 | DIRECTOR OF COMMUNICATION SERVICES Lead development of graphics, videos and computer animations to explain complex technical and legal issues in courts of law. Testified in state and federal courts as to the accuracy and admissibility of computer-generated animations. | FTI CORPORATION San Francisco, CA |
| 1987-1989 | MECHANICAL ENGINEER & SR. PROJECT MANAGER Project management of large and complex accident and fire investigations, including auto accidents and mechanical systems failures. Creation and production of computer simulations and animations. | FTI CORPORATION San Francisco, CA |
| 1983-1987 | SENIOR RESEARCH ENGINEER Assisted in development of in-orbit servicing mission for the Hubble Space Telescope Maintenance and Refurbishment Program. Coordinated analyses of thermal, electrical, dynamics, communications, contamination and crew systems. | LOCKHEED MISSILES & SPACE Sunnyvale, CA |
| 1981-1982 | LABORATORY INSTRUCTOR & LECTURER Department of Mechanical Engineering. Developed laboratory sessions involving injection molding, compression molding and plastics material testing. Wrote and presented lectures. | UNIVERSITY OF WISCONSIN Madison, WI |

PUBLICATIONS

"Computer Animation in Construction Litigation"

ABA Forum on the Construction Industry - April 1997

"Technologies for Courtroom Presentation"

The Practical Litigator (Vol. 7 No. 4) (Published by the American Law Institute of the ABA) - July 1996

"Multimedia Technologies Aid Litigators"

The National Law Journal - February 19, 1996

"Computer Animation in the Courtroom"

Defense Research Institute, Trial Techniques Seminar (Published in Conference Proceedings)
- November 1994

"Powder Processing of Polyphenylene Sulfide"

Society of Plastics Engineers, National Technical Conference (San Francisco, CA) - 1982