

Article published Jan 7, 2007

High-tech companies vie for high-profile recognition

By [David Brooks](#)
Telegraph Staff

MANCHESTER – Nanotech yarn that conducts electricity; a virtual-reality system for gamers to blast three-dimensional orcs; infrared sensors on aircraft windows to see through fog and rain; better facial recognition by software; a camp stove for the 21st century.

That intriguing mix of products, created by companies throughout southern New Hampshire, will be vying Wednesday for a chance to be displayed in one of the most prominent locations in the state: replacing the big metal moose in the main lobby of Manchester's airport.

"Entrepreneurs in the state, once they heard about the hall of fame . . . how they'll be seen by millions of passers-by, they really wanted to win," said Carol Stephens, executive director of the New Hampshire High Technology Council. Thirty-one companies sent submissions, she said.

"It was across the board for products, and for company size. The only criteria was 'wow me with your product,' " she said.

The 31 submissions were whittled to five by a panel of judges that included former Dartmouth engineering dean and biotech CEO Charles "Hutch" Hutchinson.

The winner will be chosen by the wisdom of crowds, however – specifically, the crowd of those who bought tickets to the Center of New Hampshire event. Attendees will be able to see displays of the five products and hear seven-minute presentations ("strictly timed," Stephens warns) from each, before voting.

The winner will be displayed in a "hall of fame" case in the lobby of the Boston-Manchester Regional Airport, replacing the metal sculpture moose for six months of each year.

"The moose will be taking a little walk," Stephens said.

Finalists are:

n Conway-based Animetrics FACEEngine ID surveillance system, which uses 3-D imaging and analysis to improve real-time identification of people.

n Manchester-based Jetboil's portable cooking system, which uses propane micro-canisters long familiar from camp stoves and lanterns to create ultra-fast heating and cooking.

n Merrimack-based Kollman's EVS II Enhanced Vision System, which uses infrared sensors on aircraft windows to improve visibility for pilots in close-up situations, such as landings and taxiing.

n Bedford-based MetaMersion's Immersive Gaming System, a virtual-reality system for gaming, particularly first-person shooters.

n Concord-based Nanocomp Technologies, which develops materials based on carbon nanotubes, including conductive "nano-yarn."