



PRESS RELEASE

Sphere 3D Files 3 Patents

Mississauga, ONTARIO, January 16, 2012 – Sphere 3D (“Sphere” or the “Company”), a cloud based solution provider dedicated to harmonizing the hardware to software incompatibility gap, is pleased to announce they have filled for patents on their proprietary technology for emulation as well as for a protocol for connecting to the Cloud.

“It is an objective for Sphere 3D to build and expand the Intellectual Property footprint of our company. These filings represent steps in this regard and will, amongst other avenues, specifically target new methods for accessing Software as a Service (SaaS) from the Cloud.” stated Mr. John Morelli, Vice President and Chief Technology Officer of Sphere 3D Inc.

“We firmly believe that a robust IP strategy will be invaluable to us as we continue to execute on our objective of empowering consumers with the freedom to choose how they experience, create, view and share digital content.” said Mr. Mario Biasini, President of Sphere 3D Inc.

The company will continue to identify additional potential patent filings for their technology as they continue the development of their proprietary Glassware 2.0 protocols.

For additional information:

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About Sphere 3D Inc.

Sphere 3D is a privately held company incorporated in 2009. We are a technology driven solution provider dedicated to harmonizing the hardware to software incompatibility gap while making the end user experience simple and seamless. Sphere is striving to bring about the next stage in Cloud Computing which will give users unlimited access to the applications or software they need, when they need it while maintaining the freedom to choose the cloud provider they want to store their data with. No downloads, installations or special configurations are required; No risk of computer crashes due to system incompatibilities nor special hardware requirements – simply point and run. For additional information visit www.sphere3d.com