

DI-O-MATIC SET TO RELEASE POWERFUL FACIAL ANIMATION TOOL : FACIAL STUDIO

Montreal, Canada - December 11, 2001 – Di-O-Matic, Inc. announces today the upcoming release of its powerful new facial modeling and animation tool **Facial Studio**.

Facial Studio promises to improve the artistic quality of facial modeling and animation as well as accelerate production cycles. Instead of simply using a linear morphing approach like some other head generation tools, it relies on its complex non-linear deformation engine. More than 500 facial controls (eyes, nose, mouth, jaw, chin, ears, cheeks, forehead, eyebrows, overall head shape, teeth, tongue, as well as controlling the shading, the textures and the muscles animation) are part of **Facial Studio** ; these allow 3D artists to create any type of face and head, from hyper-realistic to cartoon, whatever the age, gender or ethnicity of the character. **Facial Studio** is currently in Release Candidate, it will be available soon at an Introductory Price of \$US 499.

"We were fed up with facial tools that simply allowed to create brother- type characters", said Di-O-Matic president Laurent M. Abecassis. "We wanted to come up with a product that would be simple to use, that could model and animate any type of head in a snap. **Facial Studio** is a tool that was created by artists with artistic needs in mind. We have improved, simplified and accelerated the creative process a great deal", Mr. Abecassis concluded.

Two-Time Emmy Award Winner, Benoit Girard of Digital Dimension said about **Facial Studio** : "...Finally, a powerful tool created by experienced animators that puts a new 'face' on character modeling."

Facial Studio will be available either through Digimation, our distribution partner, or directly on Di-O-Matic's corporate web site at www.diomatic.com. Priced at \$US 499 at launch, it promises to reach a large audience from major studios to independent creators.

For more information about Facial Studio, please visit Di-O-Matic website at www.diomatic.com

About Di-O-Matic Inc.

Di-O-Matic, Inc. develops high-end character animation plug-ins for Discreet's 3ds max product line as well as training CDs for various 3D software applications. Di-O-Matic believes that character animation should be easy and fun and its tools are designed to bring efficient character setups into your workflow. Visit Di-O-Matic website at www.diomatic.com

Di-O-Matic's client includes: A. Film, Blur, Blizzard, Rainbow Studios, Viewpoint, Big Huge Games, Westwood, Eutechnyx, and Ubi Soft, amongst many others.