

DI-O-MATIC LAUNCHES POWERFUL FACIAL MODELING AND ANIMATION TOOL : FACIAL STUDIO

Montreal, Qc - February 25, 2002 – Di-O-Matic proudly announces today that it now ships its powerful new facial modeling and animation tool **Facial Studio** for 3ds max 4.x. With a regular price tag of \$US 699, **Facial Studio** will sell for a limited period at the introductory price of \$US 499.

Facial Studio promises to improve the technical and artistic quality of facial modeling and animation as well as accelerate production cycles. 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.

Reaction to the beta pre-release version was extremely positive. "*Finally, a powerful tool created by experienced animators that puts a new 'face' on character modeling*", said two-time Emmy Award Winner Benoit Girard of Digital Dimension. Di-O-Matic has received countless requests in the last few weeks concerning the release date and we are happy to finally be able to satisfy those customers' needs. We expect units to fly off the shelf in the next thirty (30) days when customers will want to take advantage of the \$US 200 introductory rebate.

Facial Studio will be available through most Discreet product distributors and resellers or directly on Di-O-Matic's corporate web site at www.diomatic.com Priced at \$US 499 until the 25 march 2002, 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.