

Di-O-Matic Supports Kaydara FBX in New Generation Products

Facial Studio and Morph-O-Matic to Integrate the FBX File Interchange Format; Opens Door to New Workflow Options for Di-O-Matic Users

MONTREAL – May 22, 2002 – Kaydara® Inc. and Di-O-Matic Inc. today announced support for the FBX™ file interchange format in the next version of Di-O-Matic's Facial Studio, the award-winning facial modelling and animation package, and in Morph-O-Matic, the award-winning morphing solution for discreet 3ds max. The Kaydara FBX file format allows the universal interchange of 3D data between all the major 3D content creation packages on the market, and paves the way for Di-O-Matic users to access a wealth of material from the industry's leading content providers.

"The integration of FBX technology into our products will allow our clients to use their preferred and optimal production pipeline," said Laurent M. Abecassis, president of Di-O-Matic. "It means that our clients will soon be able to insert Facial Studio and Morph-O-Matic between other elements of their 3D production pipeline, including the industry's leading animation software programs. This opens a lot of interesting possibilities for our users, as they won't be limited by having to use one specific package anymore."

In essence, FBX is a generic wrapper for 3D data. It packages the original 3D data in such a way as to include all the information necessary for this data to later be unpacked into any of the major 3D packages on the market. In this way, 3D data can be transformed into the FBX file format, which means it can be easily interchanged with other packages. As an example, by using FBX, users can import a 3D model, motion-capture data, and a 3D character, from three different packages or tools, into one unified FBX production workflow.

"We are pleased to count Di-O-Matic among the growing number of FBX partners," said Jean-Jacques Hermans, senior strategic advisor for Kaydara. "With FBX, 3D artists are able to achieve a level of flexibility and creativity in their work, using whatever content and whatever combination of FBX-enabled software tools that works best for them. Di-O-Matic's series of animation tools are a valuable addition to this network of 3D interoperability."

About Kaydara Inc.

Founded in 1993, Kaydara Inc. is a leading provider of solutions for the acquisition, authoring, and delivery of digital media content for film, television, broadcast, Web, and game development applications. Its award-winning FiLMBOX® and *broadcast systems* product lines enable content developers to acquire, manage, and deliver secure 3D mixed-media content in real-time, and have been used worldwide by award-winning clients, including Manex Visual Effects, Black Entertainment Television, ExMachina, MainFrame Entertainment, Astral Communications and TSN. Kaydara is a privately held company headquartered in Montréal, Québec. To find out more about Kaydara, visit www.kaydara.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.

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