

Di-O-Matic releases Morph ToolKit to facilitate morphing work

Montreal, Qc – June 21, 2002 – Today, Di-O-Matic announces that it released another great morphing tool named **Morph Toolkit** for Discreet 3ds max.

Morph Toolkit is a series of very handy tools that are designed to help creating morph targets and morph animation. The tools inside of **Morph Toolkit** does not rely on any morphing systems, so it can be used with the built-in morpher, *Morph-O-Matic* or any other morphing system.

Morph Toolkit has been designed as a series of tools to assist modelers and technical directors in creating morph targets in a production environment. Our beta testers are claiming that **Morph Toolkit** can shave off more than 45 % of the time it used to take to create morph targets.

“With Morph-O-Matic, we created a superior morphing solution. Yet MOM’s power users still wanted to automate a few things in order for them to deliver their work faster still and to simplify their life. With that in mind, we went back to our design tables and developed Morph Toolkit to answer those needs that our customers had”, says Di-O-Matic President, Laurent M. Abecassis.

Morph Toolkit is now available through most Discreet product distributors and resellers or directly on Di-O-Matic’s corporate web site at www.diomatic.com its retail price is US\$ 199.

For more information about Morph Toolkit, please visit Di-O-Matic website at www.di-o-matic.com/products/Plugins/MorphToolKit/

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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