

## Di-O-Matic announces Hercules, The revolutionary musculature system for 3ds max

**Montreal, Quebec – January 15, 2004** – In their continued efforts to raise the bar in the high-end character animation arena, Di-O-Matic announced today its latest plug-in development called **Hercules**, a complete musculature solution aimed at creating realistic deformations for your animated characters' skin directly inside of 3ds max.

For all of those who thought musculature systems were only for major production studios, there is now an answer for everyone. You can now create strong, powerful characters or creatures, that move and deform realistically. **Hercules** is a revolutionary high-performance, artist-friendly musculature system for 3ds max that lets you quickly add muscles that squash and stretch beneath your characters' skin. **Hercules** is simply the most effective and easiest way to create high quality muscle animation for your characters. Adding that extra touch of realism to the motion of your creatures and characters is simple and they will truly come to life !

*"I'm glad Hercules came to 3ds max." explains Kim Goossens, acclaimed 3D Artist, " It is a simple to understand and very powerful character animation tool. Its capabilities stretch way beyond creating muscles alone, with a fast and intuitive interface. Hercules adds a lot of realism to the deformations of my characters."*

To learn more about this exciting new technology, visit the **Hercules** product page at [www.di-o-matic.com/products/Plugins/Hercules/](http://www.di-o-matic.com/products/Plugins/Hercules/)

### Pricing and Availability

**Hercules** is currently in final development stage and the release date is planned soon. The suggested retail price is set to \$ 599.00, pre-orders are currently accepted and provide access to the latest beta version until the final version will be shipped to customers.

Hercules will be offered through most Discreet worldwide product distributors and resellers as well as directly from the Di-O-Matic corporate web site at [www.di-o-matic.com](http://www.di-o-matic.com)

To find a reseller near you, please visit [www.di-o-matic.com/resellers/](http://www.di-o-matic.com/resellers/)

### About Di-O-Matic Inc.

Di-O-Matic, Inc. develops high-end character animation software for different platform such as Discreet's 3ds max, Macromedia Flash MX; 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.di-o-matic.com](http://www.di-o-matic.com)

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

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