

Di-O-Matic Announces Immediate Availability of Hercules

Montreal, Canada - April 6th, 2004 – Di-O-Matic, a leading developer of character animation software, announced today immediate availability of **Hercules**, a complete musculature solution aimed at creating realistic deformations for your animated characters' skin directly inside of 3ds max.

With Hercules, you can now create strong, powerful characters or creatures that move and deform realistically. Hercules' muscles primitives will help create realistic bulging, wobbling and sub-surface deformations beneath the skin of your characters when they move. Simply drag out muscles and attach them to your character's existing skeleton rig or Biped. They will deform right away, squashing and stretching as your creation moves within your scene.

Hercules also works in concert with all of the current skinning modifiers like the built-in Skin, Physique and Bones Pro, so that the skin will react based on the underlying muscles' deformations.

"Muscles-based deformation is becoming standard practice in many character heavy productions nowadays" explains Ben Girard, VES and Four-Time Emmy Award Winner, President of Digital Dimension. "With Hercules, we finally got a powerful toolset to help us achieve 'perfect' character deformations." Girard concludes "The power of Hercules resides not only in its wide range of features but in its logical implementation and extremely intuitive interface."

To learn more about this exciting new technology, visit the **Hercules** product page at www.di-o-matic.com/hercules

Trial Version

A 30 days limited trial version of Hercules as well as demo movies are available at www.di-o-matic.com/products/Plugins/Hercules/demo.html

Pricing and Availability

Hercules is currently available through most Discreet distributors and resellers as well as directly from the Di-O-Matic corporate web site at www.diomatic.com. The current suggested retail price is set to \$ 599.00

To find a reseller near you: please visit www.diomatic.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

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.