

## The Voice of Flash animation

**Montreal, Canada – November 10th, 2004** – Di-O-Matic, a leading developer of character animation software, makes his first step into 2D animation by announcing today the upcoming release of **LipSync MX**, a ground-breaking and easy-to-use software for post synchronization which gives a voice to Flash animation.

From now on, every Flash MX designer can create realistic lip-sync in a snap. Simply with an audio file in most language, **LipSync MX** powerful algorithms will automatically produce timing and lip position data for your characters. **LipSync MX** analyzes the phonemes within the audio file and generates standard key frames, allowing animators to adjust synchronization and tweak the result. **LipSync MX** will be indispensable for Flash animators who wish to save time and produce awesome synchronization for their Flash characters.

### Pricing and Availability

**LipSync MX** will only be available through the **LipSync MX** website: [www.lipsync-mx.com](http://www.lipsync-mx.com).

The suggested retail price is set to \$ 99.00 US.

**LipSync MX** is in final stage development. A public beta version is already available for everyone to try at [www.lipsync-mx.com](http://www.lipsync-mx.com). The official release will be before the end of 2004.

Be part of the development of this first class software by downloading and testing the **LipSync MX** beta version. Participate to the forums and post your comments and wishes about **LipSync MX**. You can download it at: [www.lipsync-mx.com](http://www.lipsync-mx.com)

### 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)

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