

Don't leave your Flash characters speechless with LipSync MX.

Montreal, Canada – December 16th, 2004 – Di-O-Matic, a leading developer of character animation software, makes his first step into 2D animation by announcing today the official release of **LipSync MX**, an astonishing and intuitive software for post synchronization.

Great lip-sync is now available to every Flash MX designer. **LipSync MX** works with a user-friendly interface where with a single audio file **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 in most language. It allows flash animators and designers to adjust the synchronization. **LipSync MX** is now essential for Flash animators who wish to speed up their production and create kick ass lip-sync in a flash!

Pricing and Availability

LipSync MX is available through the **LipSync MX** website: www.lipsyncmx.com

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

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, Disney, Pixar, Rainbow Studios, Rockstar Games, Ubi Soft and Digital Dimension amongst many others.

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