

Di-O-Matic announces Facial Studio for Windows 1.5, the most complete software for head creation has even more great features

Montreal, Canada – July 25th, 2005 – Di-O-Matic, a leading developer of character animation software, announced today the release of **Facial Studio for Windows 1.5**, an major point release in the company's award-winning character animation product line.

Facial Studio for Windows 1.5 improves the technical and artistic quality of facial modeling and animation as well as accelerates production pipelines. With **Facial Studio for Windows 1.5**, easy head creation is just a click away. With the Alias 's **FBX** interchange file format, you can export of 3D heads with custom defined shapes deformations to every major 3D application. Facial Studio for Windows 1.5 and its 500 facial controls is the most intuitive head creating software.

Facial Studio for Windows 1.5 offers tons of new features to increase the **PhotoMatching** efficiency which allows you to create heads based on photos faster than ever.

For more information about Facial Studio for Windows visit :

www.di-o-matic.com/products/Software/FacialStudio

Pricing and Availability

Facial Studio for Windows 1.5 is currently available through our network of 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 \$ 899.00 US.

Find a reseller near you: please visit www.diomatic.com/resellers

About Di-O-Matic Inc.

Discover the technologies behind your favorite CG characters. Di-O-Matic, Inc. develops high-end character animation software. Visit Di-O-Matic website at www.di-o-matic.com

Di-O-Matic's client includes: A. Film, Blur Studio, Blizzard, Rainbow Studios, Capcom, Disney, Digital Dimension, Konami, Pixar, RockStar Games, Virgin Lands, Snowblind Studios, SEGA and Ubi Soft among many others.

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