

Di-O-Matic plug-ins compatibility with 3ds max 9

Montreal, Canada - - October 30, 2006 - - Di-O-Matic, a leading developer of character animations plug-ins for Autodesk 3ds max, announced today the official release of its complete product line for the latest installment of 3ds max : version 9.

The technologies behind your favorites CG characters are now not only fully compatible with 3ds max 9, but the following plug-ins receives many new improvements available for FREE to registered users : Morph ToolKit v1.51, Hercules v1.02, and Voice-O-Matic v2.1; The Character Pack v1.11 which includes all aforementioned updates.

Di-O-Matic plug-ins will not be available for the 64 bits version of 3ds max, at the moment only the 32 bits version are available to registered users.

Pricing and Availability:

Registered users are invited to request their FREE upgrade download link by filling the following form : www.di-o-matic.com/authorization/max9_update.html

New customers can purchase any plug-ins for 3ds max 9 on Di-O-Matic secure online store: www.di-o-matic.com/store/

About Di-O-Matic Inc.

Since 2000, Di-O-Matic, Inc. has developed high-end character animation software for different platform such as Autodesk 3ds max, Adobe Flash; 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. Di-O-Matic's client includes: A. Film, Blur Studio, Blizzard, Rainbow Studios, Capcom, Disney, Konami, Pixar, RockStar Games, Virgin Lands, Snowblind Studios, SEGA and Ubi Soft among many others.

Visit the Di-O-Matic website at www.diomatic.com

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