

Pushing lip synchronization automation even further.

Montreal, Canada - - November 28th, 2006 - - Di-O-Matic, a leading developer of character animations software, announced today the official release of **VOMBatch**, a powerful batch processing extension for Voice-O-Matic, the award winning lip synchronization plug-in for Autodesk 3ds max.

Voice-O-Matic take lip synchronization to the next level by using an intelligent phonetic engine to break down audio files cleanly. It automatically assigns correct phonemes and has impressive language support that can handle English, Spanish, French, Japanese, Italian and German. It recently gain an impressive 9/10 in the prestigious 3DWorld magazine.

Di-O-Matic pushes the lip synchronization automation even further with the release of **VOMBatch**. Imagine being able to process thousands of audio files without any user interaction, while keeping the impressive quality that Voice-O-Matic deliver, that's exactly what **VOMBatch** is about.

Already used on many TV series, video games and feature films, Voice-O-Matic has been earning impressive reviews from its users. " *With Voice-O-Matic, it's a breeze to achieve realistic, believable lip-synchs in record time. Quick and easy to use, yet very powerful.*" revealed Javier Rodriguez from Snowblind Studios.

VOMBatch automate what Voice-O-Matic has been doing successfully for many years.

To learn more about this exciting new technology, visit the VIP product page at www.diomatic.com/products/VIP

Pricing and Availability

VOMBatch is only available to active Di-O-Matic VIP members who also own a registered copy of Voice-O-Matic v2. The Di-O-Matic yearly VIP Membership can be purchased at \$299, and Voice-O-Matic v2 can be purchased at \$349. Both are available on Di-O-Matic online secure store at diomatic.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