

## Discover the technologies behind your favorite CG characters

**Montreal, Canada - - December 18th, 2006 - -** From super heroes to tormented teenagers, digital animators relied on Di-O-Matic's technologies to bring amazing CG characters to life for this season coolest video games. The industry's leading game developers delivered stunning game action content animated with the help of Di-O-Matic award winning character animations plugins for 3ds max like **Morph-O-Matic, Morph ToolKit, Pose-O-Matic** and **Voice-O-Matic**.

*"We use Morph-o-matic as the morphing tool on all our 3DS Max based character rigs."* reveals Leo Santos, lead animator at Academy nominated [Blur Studio](#) on [Sonic the hedgehog](#) cinematic intro sequence. *"Morph-O-Matic is simple and flexible enough so we can combine it with custom rig solutions very easily."*

**Morph Toolkit**, a unique combination of tools to assist artist in the creation of morph targets was also a time saver at Blur Studio as Santos confesses: *"Another favorite is the Copy-O-Matic modifier from Morph Toolkit, which has saved my life a few times already."*

[Justice League heroes](#) developed by [Snowblind Studios](#) relied on **Voice-O-Matic** to lipsync Batman, Superman, Wonder woman and other members of the leagues: *"With Voice-O-Matic, it's a breeze to achieve realistic, believable lipsynchronization in record time. Quick and easy to use, yet very powerful."* explained Javier Rodriguez.

Furthermore, **Voice-O-Matic** was also used by Vancouver-based [RockStar Games](#) to perform lip synchronization on the characters of the critically acclaimed game [BULLY](#). In combination with **Pose-O-Matic, Voice-O-Matic** allows animators to easily achieve quality lip-sync with bones-based facial rig directly within 3ds max.

For more information on Di-O-Matic character animation product line visit :  
[www.di-o-matic.com/products/](http://www.di-o-matic.com/products/)

### 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](http://www.diomatic.com)

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