

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

Tokyo, Japan – March 22nd, 2007 – Di-O-Matic, a leading developer of character animations software, announced today at the Tokyo International Animation Fair the upcoming release of **LipSync MX v2.5**, the newest installment of the award winning lip synchronization assistant software.

A single audio file is all you need to turn your characters drawings into talking character animations. In fact, **LipSync MX** analyzes audio files and generates automatically the animation in almost all languages including English, French, Japanese and Spanish.

“With this new version of LipSync MX, we have focused on streamlining the process of creating web ready animations. It is now even easier to create talking characters for your own website.” reveals Laurent M. Abecassis, Emmy award winner and president of Di-O-Matic.

LipSync MX v2.5 now includes a localized version in Japanese. *“We are thrilled to see Di-O-Matic Lipsync MX being localized in Japanese. Many Japanese animation house could surely benefit from implementing such technology in their productions.”* declare Ryoji Tanaka from IndyZone.

LipSync MX has quickly become an essential for Flash animators and web designers who wish to speed up their productions and create quality lip synchronization animations in a snap!

Visit **LipSync MX** Japanese website at <http://jp.lipsync-mx.com>

Visit **LipSync MX** English website at <http://www.lipsync-mx.com>

Pricing and Availability

LipSync MX is currently available for only \$ 99.00 US at www.lipsync-mx.com

LipSync MX v2.5 is currently in final development stage and the release date is planned soon. Registered users of **LipSync MX** v2 will receive the upgrade to v2.5 for free.

About Di-O-Matic Inc.

Since 2000, Di-O-Matic, Inc. has developed high-end character animation software. Di-O-Matic believes that character animation should be easy and fun. Hence the company's tools are designed to bring efficient character setups into client workflow. Di-O-Matic clients include Activision, Boeing, Blur Studio, Blizzard, Capcom, Disney, RockStar Games, Virgin Lands, Snowblind Studios, SEGA and Ubisoft.

Visit the Di-O-Matic website at www.di-o-matic.com

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