For immediate Release

Di-O-Matic announces the immediate release of Morph-O-Matic v2

Montreal, Canada – May 12, 2008 – Di-O-Matic, a leading developer of character animation software, is proud to release today the new edition of the award-winning **Morph-O-Matic**.

Morph-O-Matic, the industry standard morphing extension for 3ds max, has been designed from the ground up as a tool to assist modellers, animators and technical directors in creating complex morph setups and animations. Morph-O-Matic provides many benefits over the build-in morpher of 3ds max. more importantly, no matter how complex the model or how numerous the targets, Morph-O-Matic will provide you with instant results every time.

Now, Morph-O-Matic also provides you with the ability to create pose presets, allowing you to easily re-use a combination of morph targets. In addition to fully supporting the latest versions of 3ds max (2008 and 2009) in both 32 bit and 64 bit, Morph-O-Matic newest version sports many new features including:

- Faster morphing calculation speed
- Enhanced user interface for animators
- Ability to use modifier stack result as morph target
- Auto Reload Target per channel
- Improved .mom file features
- Additional MaxScript commands
- Correction of malfunctions from the previous version
- Much more

"The key benefit of using Morph-O-Matic is that it is a huge increase in productivity for both animators and character setup artists. I really recommend Morph-O-Matic as THE tool for studio animating with morph targets in 3ds max." revealed Luis San Juan from Nexus Production. "*On the animation side: the increase of speed, been able to play facial animations in real time and having a floating window for each character simultaneously allowing you to animate a few characters at the same time make live much easier. The new pose system saves a lot of time in reusing poses too."* He continues: *"On the character setup side: it's like having all the small options you always wanted to have in morpher, the ability to keep the targets in the modifier, the negative target, independent limits for each morph. These features really speed up the all workflow and allow you to focus in creating better rigs."*

To learn more about Morph-O-Matic or to download a trial version visit: **www.di-o-matic.com**

Pricing and availability

Morph-O-Matic v2 suggested retail price is US $249. It is currently available from the Di-O-Matic online web store at **www.di-o-matic.com** as well as through Di-O-Matic worldwide distributors and resellers.

Registered users of Morph-O-Matic v1.5 only need to subscribe to the Premium+ Support Package, listed at only 99$, to gain access to this new version.

About Di-O-Matic Inc.

Since 2000, Di-O-Matic, Inc. develops high-end character animation software. The most renowned CG characters including Batman, Spider-man, SpongeBob SquarePants and many more rely on technologies developed by Di-O-Matic to entertain audience worldwide. Di-O-Matic clients include amongst many others: 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**