For immediate Release

Don't leave your 2D characters speechless with LipSync MX !

Montreal, Canada– July 8th 2008 – Di-O-Matic, a leading developer of character animations software, announced today the immediate release of **LipSync MX v3,** 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.

In addition to fully supporting Windows Vista, **LipSync MX** newest version sports many new features including:

- Floating License
- AVi and images files sequence publishing
- Support for aiff and compressed wave file
- Full transparency support for PNG and SWF images

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!

"*With this new version of LipSync MX, we have extended the lip sync possibilities beyond only web animations. Our users can now export AVI and images sequence and rely on LipSync MX as a automated process in any 2D animation pipeline.*" reveals Laurent M. Abecassis, Emmy award winner and president of Di-O-Matic.

Visit **LipSync MX** website at **www.lipsync-mx.com**

Pricing and Availability

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

Registered users of **LipSync MX v2** who purchased after June 26th 2007 will receive the upgrade to v3 for free. Other registered users of LipSync MX will need to purchase the upgrade for 29$.

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.

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