

## Di-O-Matic announces the immediate release of Facial Studio (Windows Edition) v2

**Montreal, Canada – March 19, 2009** – Di-O-Matic, a leading developer of character animation software, is proud to release today the newest version of **Facial Studio (Windows Edition)**.

Offering more than 500 controls covering the entire creation process of a 3d head, Facial Studio was designed for more than just modelling, it's a comprehensive suite of tools designed to help you achieve better facial animation results in less time than ever before. From modelling to muscle-based deformations as well as texture map libraries and everything in between: Facial Studio does it all with its intuitive interface that will have you creating amazing heads in only minutes.

Based on the same technology than the award-winning Facial Studio plug-in for 3ds max. Facial Studio (Windows Edition) also offers additional breathtaking features like the powerful and easy to use PhotoMatching tool that allows you to create heads based on photos in less than 10 minutes!

*"The immense and comprehensive set of facial controls in Facial Studio allowed us to go from initial head setup to fully functioning, morph-target rigged, texture mapped heads in hours rather than days. Without Facial Studio we would definitely have gone over-time and over-budget, and we now rely on it as in indispensable production tool."* Reveals Simon Winstanley, director at Clockwork Digital.

In addition to an improved PhotoMatching experience with real-time texture preview, Facial Studio (Windows Edition) v2 sports many new features including:

- Improved Microsoft Vista support
- Floating license
- New and improved shapes and proportions for the default head
- Improved deformations including gender, ethnicity and phonemes
- New additional facial deformations

*"I've worked with 3D face animation for over 20 years, created the first fully 3D music video using synthetic faces for Kraftwerk and taught the first course solely on facial animation at Stanford University."* explained Steve DiPaola. *"I'm still around facial animation everyday but when I go home to do MY work I always turn to Facial Studio - it's fast, flexible and gives me professional results."*

To learn more about Facial Studio (Windows edition) or to download a trial version visit:

[www.di-o-matic.com/products/Software/FacialStudio/](http://www.di-o-matic.com/products/Software/FacialStudio/)

### Pricing and availability

Facial Studio (Windows edition) v2 suggested retail price is now US \$699. It is currently available from the Di-O-Matic online web store at [www.di-o-matic.com](http://www.di-o-matic.com) as well as through Di-O-Matic worldwide distributors and resellers. Registered users of Facial Studio (Windows edition) must be currently subscribed to the Premium+ Support Package, listed at only 99\$, to gain access to this latest release 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](http://www.di-o-matic.com)