PRESS RELEASE

Di-O-Matic Announces Voice-O-Matic v3 (3ds Max edition) Lip Sync Software

Latest Version of Lip Sync Plug-in for Autodesk 3ds Max Software will Offer 64-bit Support, Enhanced User Interface, and Crucial Productivity Enhancements

Montréal, Québec – July 6, 2009 – Di-O-Matic, Inc., a leading developer of 3D character animation software and plug-in tools today announced Voice-O-Matic v3 (3ds Max edition), the latest version of its lip-syncing software, used by top 3D animation studios to achieve highly accurate voice-to-character matching. Voice-O-Matic was created to meet the needs of 3D character animators all over the world who require an easy-to-use, lip synchronization plug-in for their Autodesk® 3ds Max® software. The Voice-O-Matic v3 (3ds Max edition) plug-in software is expected to begin shipping in summer 2009 for US $349.

Voice-O-Matic lip sync software has been used in literally every vertical media and entertainment market—from computer graphics (CG) feature films—to animated television series, 3D games, visual effects in feature films and commercials. Saving up to 80% of the time it takes to manually animate lip synchronization, Voice-O-Matic customers can either only use the automatic phoneme matching features or also manually tweak the results to achieve even more amazing results. Voice-O-Matic synchronizes pre-recorded audio to virtually any type of 3D character set up, including morph target and bones-based character rigs—supporting English, French, Japanese, Hebrew, Spanish, Arabic, Italian, and other languages.

New Features in Voice-O-Matic v3 (3ds Max edition)

- 64-bit support for Autodesk 3ds Max 9, 3ds Max 2008, 3ds Max 2009 and 3ds Max 2010
- Added compatibility with 3ds Max 2010
- Improved lip-sync quality
- Added new presets and settings

For the full list of planned new features and a product tour, visit: http://www.di-o-matic.com/products/plugins/VoiceOMatic/update.html

"*All of our customers who have used Voice-O-Matic over the years consistently tell us how much they recommend it to anyone who needs to add quality lip-sync to their 3D characters in a quick and easy way,*" said Laurent M. Abecassis, President and co-founder of Di-O-Matic, Inc. "*Voice-O-Matic v3 for 3ds Max will offer 3D artists and studios new features and productivity enhancements that will not only accelerate the process of creating accurate lip sync—it will perpetuate the artist friendly and 'it just works' reputation it built over the last six years,*" added Abecassis.

Pricing and Availability

Voice-O-Matic v3 (3ds Max edition) is expected to be available for purchase direct from the Di-O-Matic online store or through Di-O-Matic worldwide resellers in summer 2009. Pricing will be US $349 for a full commercial version, with floating licensing options and one year premium support. Upgrade information is listed at: http://www.di-o-matic.com/products/plugins/VoiceOMatic/update.html

For Press
Voice-O-Matic v3 screen shots and product interface images with captions are available in high-resolution at: http://www.di-o-matic.com/press/Library/Voice-O-Matic/

About Di-O-Matic, Inc.

Established in 2000, Di-O-Matic, Inc. develops high-end character animation software and plug-in applications for professional 3D animation artists and production studios all over the world. With globally renowned customers including: Activision, Boeing, Blur Studios, Blizzard, Capcom, Disney, RockStar Games, Virgin Lands, Snowblind Studios, SEGA and Ubisoft, Di-O-Matic software has been used to enhance and animate CG characters like: Batman, Spider-Man, SpongeBob SquarePants, Garfield and many more.

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

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