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PRESS RELEASE

Now Shipping—Voice-O-Matic v3 (3ds Max edition) Lip Sync Software

Newest Version of Lip Sync Plug-in for Autodesk 3ds Max Software from Di-O-Matic Offers 64-bit Support, Enhanced User Interface, and Crucial Productivity Enhancements

Montréal, Québec – August 10, 2009 – Di-O-Matic, Inc., a leading developer of 3D character animation software and plug-in tools, today began shipping its Voice-O-Matic v3 (3ds Max edition) software. 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, Voice-O-Matic v3 is used by top 3D animation studios to achieve highly accurate voice-to-character matching. Voice-O-Matic v3 (3ds Max edition) software is available now for US $349.

"At Beenox/Activision, we rely heavily on Voice-O-Matic in our production workflow for both important first-pass lip-sync shots and important up-close sequences that we can adjust manually," said Stephane Duchesne, technical director of animation at Beenox/Activision. "When working on Dreamworks game projects like the Jerry Seinfeld '*Bee Movie*' or '*Monsters v. Aliens'*, many of our junior animators benefit from the automated functionality that Voice-O-Matic offers. At one point, we received job that called for over an hour of production shots to complete in a very short time. Voice-O-Matic helped us meet the deadline and avoid production time and cost overages."

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, Voice-O-Matic can save up to 80% of the time it takes to manually animate lip synchronization. 3D animation artists can benefit by using both the automatic phoneme matching features and the manual tools to fine-tune the animated character to achieve highly customized 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—with support in 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 new features and a product tour, visit: http://www.di-o-matic.com/products/plugins/VoiceOMatic/update.html

Pricing and Availability

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

Visit the Di-O-Matic website for additional information on its Lipsync software bundle along with productive batch processing options.

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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