

Immediate availability of Di-O-Matic plugins compatible with Autodesk 2012 products

Montréal, Canada, May 4th, 2011 – Di-O-Matic Inc, a leading developer of 3D character animation solutions for the entertainment industry today announce the release of its complete character animation plugins line with support for the recently released Autodesk 2012 products.

As an *Autodesk Authorized Developer*, Di-O-Matic has updated its complete plugins product line to be fully compatible with the newest offering from Autodesk and is happy to release these updates after the recent official Autodesk release.

The new Di-O-Matic plugins compatible with Autodesk 2012 products feature significant enhancements over previous versions as most plugins received significant updates in addition to now being compatible with the newest Autodesk 2012 releases.

Key updates include:

*** Voice-O-Matic,**

Di-O-Matic's automatic lipsync solution plugin for any character rig in 3ds max, Maya and Softimage has received several updates and now offers significantly better results than before.

*** Morph-O-Matic v2.4,**

Di-O-Matic's morphing solution for 3ds max featuring a new Game Engine Scripting API for easier integration with game engines via MAXScript.

*** Character Pack v1.5,**

From muscle simulation to automatic lip synchronization, this all in one suite gathers all of Di-O-Matic's 3ds max plugins for only 999\$, a saving of more than 1400\$ if purchased separately.

New releases details:

Character Pack v1.5, Cluster-O-Matic v1.72, Facial Studio v2.3, Hercules v1.4, Morph-O-Matic v2.4, Morph ToolKit v1.72, Voice-O-Matic v3.2 (3ds max Edition), Voice-O-Matic v1.7 (Maya edition), Voice-O-Matic v1.7 (XSI Edition)

Visit the Di-O-Matic website for additional information on our complete character animation product line at www.di-o-matic.com

Pricing & Availability

All Di-O-Matic plugins are available for purchase directly from the Di-O-Matic online store or through any of Di-O-Matic's authorized resellers worldwide. All Di-O-Matic commercial products come with floating licensing options and one year of premium support.

Registered users with an active support package are invited to request the latest version of their plugins by filling the following form: www.di-o-matic.com/rss/

Registered users with an expired support package can simply renew their support package to get the latest version: www.di-o-matic.com/products/support/#page=compare

About Di-O-Matic, Inc.

Established in Montréal 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, Capcom, Disney, RockStar Games, SEGA and Ubisoft, Di-O-Matic software has been used to enhance and animate CG characters like: Batman, Garfield, Spider-Man, SpongeBob SquarePants, Mickey Mouse and many more. For more details please visit: www.di-o-matic.com