

**Immediate availability**

## **Don't leave your character speechless with LipSync MX v4**

**Montréal, Canada, June 8th, 2011** – Di-O-Matic Inc, a leading developer of 3D character animation solutions for the entertainment industry today, announces the immediate release of **LipSync MX v4**, the newest installment of the award winning lip synchronization assistant software for 2D animation productions.

A single audio file is all you need to turn drawings of your character into talking character animations. In fact, **LipSync MX** analyzes audio files and automatically generates the animation in almost any language including English, French, Japanese and Spanish.

In addition to fully supporting Windows 7, **LipSync MX's** newest version sports many new features including an improved user interface as well as the ability to manually adjust the automatic timing.

Since the initial release of **LipSync MX v1** in 2004, **LipSync MX** has quickly become essential for animators and designers alike who wish to speed up their productions and create quality lip synchronization animations in a snap!

Visit **LipSync MX** website at [www.lipsync-mx.com](http://www.lipsync-mx.com)

### **Pricing & Availability**

LipSync MX v4 is currently available for only \$ 99.00 at [www.lipsync-mx.com](http://www.lipsync-mx.com) and comes with floating licensing options at no additional cost.

Registered users of LipSync MX v3 who purchased after March 8th 2011 will receive the upgrade to v4 for free.

Other registered users of LipSync MX will need to purchase the upgrade for only 29\$: [www.lipsync-mx.com/upgrade](http://www.lipsync-mx.com/upgrade)

### **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](http://www.di-o-matic.com)