

Di-O-Matic releases the highly anticipated Voice-O-Matic v2 (Maya Edition) Voice-O-Matic leaves Autodesk Maya users speechless

Montréal, August 29th 2012 – Di-O-Matic, a leading developer in user friendly character animation software, is proud to launch **Voice-O-Matic v2 (Maya Edition)**.

Di-O-Matic heard the call from animators. Spending hours creating lip synch animations for CG characters can be tiring and manually generating every single lip movement can be a long and tedious task. Once integrated with Autodesk Maya, Voice-O-Matic only requires an audio file to automatically produce accurate lip synch animations in minutes instead of hours! The results can later easily be tweaked to match any style of animation perfectly.

“There is absolutely no way we could've animated the thousands of lines of dialog on our tight production schedule while still maintaining a high level of quality without Voice-O-Matic. I recommend Voice-O-Matic to anyone trying to animate lipsync in a quick, easy and quality fashion. It's artist friendly and best of all, it actually works!” already mentioned senior animator Abel Salazar.

Voice-O-Matic works with any type of character setup and with virtually any language. Voice-O-Matic has already earned its stripes with its use in leading feature films, popular television shows, commercials and award winning video games. Some of the most admired CG franchises including Batman, Spider-man and Superman sport what Voice-O-Matic can achieve.

Voice-O-Matic key features:

- Complete phonetic recognition in virtually any languages
- Create clean animation curves and regular keyframes on any rig
- Improved lip-sync accuracy
- Presets mechanism with multiple quality settings
- Compatible with Maya 7 to 2013 (32bit and 64bit)
- PRO version of Voice-O-Matic now available
- New PRO version includes Batch processing and enhanced MEL Scripting now available for purchase

If your next project involves any character dialogs, Voice-O-Matic Pro allows you to automatically process an unlimited amount of audio files using batch processing tools. Including Voice-O-Matic Pro in your pipeline could easily save you hundreds of working hours.

Voice-O-Matic (Maya Edition) is compatible with Maya 7 to Maya 2013, and is available for Windows only.

For the complete list of advantages, visit: www.di-o-matic.com/products/plugins/maya/VoiceOMatic

Pricing & Availability

Voice-O-Matic v2 (Maya edition) is available for purchase directly from the Di-O-Matic online store at a suggested retail price of \$349. Pricing for Voice-O-Matic PRO, with floating licensing options and one year [premium support](#) is \$999.

Upgrade information is listed at www.di-o-matic.com/products/plugins/maya/VoiceOMatic/#page=pricing

For Press

Voice-O-Matic screen shots and product interface images with captions are available in high-resolution at: <http://www.di-o-matic.com/products/plugins/maya/VoiceOMatic/#page=captures>

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

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