For immediate Release

Give Characters New Expressions
with Digimation's Release of Cluster-O-Matic

St Rose, LA – March 16, 2001 – Digimation, Inc. announces the immediate availability of **Cluster-O-Matic**, a new clustering and animation tool developed by Di-O-Matic, Inc. for use with Discreet's **3ds max™ 3 and 4**.

Cluster-O-Matic is designed as an all-purpose tool for clustering collections of vertices together and linking them to other objects directly within 3ds max scenes. You can use the product as both a modeling tool as well as an animation tool. It's a perfect choice for doing any kind of facial animation as well as touching up your models for that extra touch of realism.

Users can select vertices using the popular soft-selection method to get an even falloff for controlling individual clusters. But unlike the built-in tools, users can even create non-uniform selection sets with C.O.M. and add/subtract them from each other for ultimate control. Then, users can link these clusters to any other 3ds max object and by animating that other object, instantly control the linked soft selection clusters. It couldn't be easier!

Cluster-O-Matic is the first selection package to bring users :

- An unlimited number of named clusters.
- Anisotropic soft-selection to give users more options for radius shape.
- The ability to remove vertices from a soft selection area.
- Soft-Selection with splines, patches, meshes, NURBS, and FFD space warps.
- Direct link to external objects for manipulation of set clusters for animation.
- Fade selection values gives users the ability to select points at various percentages.
- Cluster Operations, arithmetic operations, advanced booleans and more on multiple clusters.
- Unlimited number of Linked Xforms - instead of having a very long modifier stack, you can handle tons of linked xforms from the same modifier.
- Restrict axis on Linked Xforms to prevent the links that C.O.M. creates from moving, rotating or scaling along each axis independently.
- Soft selection cluster weights can be displayed as Vertex Colors

"*Cluster-O-Matic is a very handy tool! This plug-in gives you so much more control over your models than anything 3ds max provides! I totally recommend it and use it constantly!*" said Tom Mitchell of The Deck Company.

This plug-in also integrates well with another forthcoming release from Digimation and Di-O-Matic, **Morph-O-Matic**, the first, true progressive morpher for 3ds max. Cluster-O-Matic is available for **3ds max 3** and **4** and only for **$149.00.** Visit Digimation at **www.digimation.com** or contact a sales representative at 504-468-7898 for more information or to place an order.

About Digimation

Digimation, Inc. develops and distributes extension technology for 3D software as well as stand-alone graphic oriented programs for the PC. Digimation programs are sold through a network of worldwide dealers and distributors as well as direct. Visit Digimation on the World Wide Web at **www.digimation.com**, or contact the company directly at 800-854-4496.

About Di-O-Matic Inc.

Di-O-Matic, Inc. develops high-end character animation plug-ins for Discreet's 3ds max product line as well as training CDs for various 3D software applications. Di-O-Matic believes that character animation should be easy and fun and its tools are designed to bring efficient character setups into your workflow. Visit Di-O-Matic at **www.diomatic.com**

Di-O-Matic's client includes: Ubi Soft, Blizzard, Rainbow Studios, Planet Blue, Viewpoint, Big Huge Games, Westwood, Eutechnyx, and Janimation, amongst many others.