For immediate Release

Di-O-Matic announces Voice-O-Matic
Lip-Sync will never be the Same

New York – Digital Video Show – January 30, 2003 – In their continued efforts to raise the bar in the high-end character animation arena, Di-O-Matic announced today its latest plug-in development called **Voice-O-Matic**. This revolutionary new extension contains an easy-to-use but powerful core that automates the process of lip synchronization for your animated characters directly inside of 3ds max.

Voice-O-Matic simply takes lip synchronization to a new level by using an intelligent phonetic engine that can break down audio files cleanly and automatically assign correct phonemes (up to 40 of them) to make your characters talk in just minutes. It also has impressive language support and can handle French, Italian, German and Spanish as well as English where text can be used to get better syllabic result. Animators can also tweak their results with standard Bezier curve controls and sophisticated smoothing algorithms so that the fine-tuning process is quick and painless. And since it fully supports all current morphing technologies like the Morpher modifier, Morph-O-Matic, and Facial Studio, 3ds max users won't have to worry about changing their production pipeline.

"We are excited to announce the upcoming release of **Voice-O-Matic**," said Laurent M. Abecassis, Product Manager for Di-O-Matic, "we really want to push the boundaries of what can be accomplished with our tools, and feel that **Voice-O-Matic** will be a great addition to our award-winning product line when it ships later this year."

To learn more about this exciting new technology, visit the Voice-O-Matic product page at **www.diomatic.com/products/Plugins/VoiceOMatic/**

Pricing and Availability

Voice-O-Matic is currently in development and a release date has yet to be set. When it becomes available, it will be offered through most Discreet worldwide product distributors and resellers as well as directly from the Di-O-Matic corporate web site at **www.diomatic.com**

To find a reseller near you, please visit **www.diomatic.com/resellers/**

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 website at **www.diomatic.com**

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

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