For immediate Release

Di-O-Matic announces Voice-O-Matic 2

The innovative lip sync tool for 3ds max

Game Developer Conference, San Jose, California – March 20, 2006 – 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 Voice-O-Matic version 2 for 3ds max.

Voice-O-Matic 2 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 English, French, Italian, German and Spanish. 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.

Included in this new version is an improved new interface to accelerate even more your lip-sync process; audio cue to hear an example of the phoneme to make sure you are selecting the one you want; weighable phonemes so you can put emphasis on the phonemes you want to accentuate and have more power over your lip-sync.

Voice-O-Matic 2 is now the only lip-sync plug-in that is available on the market for 3dsmax users. Other developers ceased their operations altogether or simply stopped developing any future versions. Voice-O-Matic 2 is one of the easiest character animation plug-ins on the market. Javier Rodriguez of the award wining Snowblind Studios confessed: *With Voice-O-Matic, it's a breeze to achieve realistic, believable lip-synchs in record time. Quick and easy to use, yet very powerful.* Thanks to Voice-O-Matic, 3ds max animators can now rely on its intuitive workflow to create quality lip-sync animations in a snap!

Voice-O-Matic 2 support from 3ds max 6 to 3ds max 8 and have been optimized for 3ds max 8, the newest version of Autodesk's top-selling animation software.

Pricing and Availability

Voice-O-Matic 2 is currently in final development stage and the release date is planned soon. The suggested retail price is set to $ 349.00 US.

Upgrade of registered Voice-O-Matic users to version 2 will be only $ 79.00 US.

Voice-O-Matic 2 will be offered through most Autodesk worldwide product distributors and resellers as well as directly from the Di-O-Matic corporate web site at **www.di-o-matic.com**

To find a reseller near you, please visit **http://www.di-o-matic.com/resellers**

About Di-O-Matic Inc.

Discover the technologies behind your favorite CG characters. Di-O-Matic, Inc. develops high-end character animation software. Visit Di-O-Matic website at **www.di-o-matic.com**

Di-O-Matic's client includes: A. Film, Blur Studio, Blizzard, Rainbow Studios, Capcom, Disney, Digital Dimension, Konami, Pixar, RockStar Games, Virgin Lands, Snowblind Studios, SEGA and Ubi Soft among many others.