For immediate Release

Di-O-Matic announces Voice-O-Matic for
Autodesk Maya and Softimage XSI

Montréal, 11 July 2007 – Di-O-Matic, a leading developer of character animation software, is pleased to announce the upcoming release of **Voice-O-Matic** for Autodesk Maya and Softimage XSI.

Voice-O-Matic has been the leading lip synchronization extension for Autodesk 3ds max for over four years, providing clients with a simple yet powerful approach to getting some of the most well known CG characters—including Spiderman, Batman, Superman and Sonic—to talk and entertain audiences worldwide.

Based on the same underlying technology as the award winning extension for 3ds max, Di-O-Matic is currently engineering **Voice-O-Matic** to operate in Autodesk Maya and Softimage XSI workflow environments. **Voice-O-Matic** is the leading solution for creating believable lip synchronization animation in games development. Clients currently use **Voice-O-Matic** for CG feature film production, visual effects and television commercials. Many consider this truly unique application as their virtual lip synchronization assistant as one can easily tweak results with standard curve controls.

Maya and XSI users will soon be able to automate the lip sync process of their productions with ease. **Voice-O-Matic** takes lip synchronization to the next level by using an intelligent phonetic engine to cleanly break down audio files. **Voice-O-Matic** automatically assigns the correct phonemes to give voices to your characters in no time. **Voice-O-Matic** delivers automatic lip synchronization for any type of character setup in virtually any language, including English, French, German, Italian, Japanese and Spanish.

Abel Salazar, Senior Animator at Left Field Productions confessed: *"Having worked in film, television and games, this is without a doubt one of the most impressive plug-ins I have ever used. Without Voice-O-Matic, there is absolutely no way we could have animated the thousands of lines of dialogue on our tight production schedule while maintaining a consistently high level of quality. Voice-O-Matic is artist friendly and best of all, it really works!"*

To learn more about Voice-O-Matic, visit the respective product pages on our website:

Voice-O-Matic (Maya Edition)

Voice-O-Matic (XSI Edition)

Pricing and availability

Voice-O-Matic (Maya Edition) and (XSI Edition) are currently in final development stage and a release date is planned for the near future. The suggested retail price has been set at US $349.

About Di-O-Matic Inc.

Since 2000, Di-O-Matic, Inc. has developed high-end character animation software. Di-O-Matic believes that character animation should be easy and fun. Hence the company's tools are designed to bring efficient character setups into client workflow. Di-O-Matic clients include Activision, Boeing, Blur Studio, Blizzard, Capcom, Disney, RockStar Games, Virgin Lands, Snowblind Studios, SEGA and Ubisoft.

Visit the Di-O-Matic website at **www.di-o-matic.com**