## New Version makes it even easier to give Voices to Flash Characters

Montreal, Canada - - August 29th, 2006 - - Di-O-Matic, a leading developer of character animations software, announced today the official release of **LipSync MX v2**, the newest version of the award winning lip synchronization assistant software.

**LipSync MX** takes a single audio file and turns character drawings into talking character animations. The software analyzes the audio file and automatically animates the character in almost any language, including English, French, Japanese and German. **LipSync MX** is essential for Flash animators and web designers who wish to speed up their production and create quality lip synchronization animations.

"With this new version of **LipSync MX**, we have focused on addressing as many customer requests as possible and to streamline the process of creating web ready animations. So now it is even easier to create talking characters for your own website," reveals Laurent M. Abecassis, Emmy award winner and president of Di-O-Matic.

## Improvements Include:

- Improved workflow to keep animation vector based from beginning to end
- Import SWF file as visemes (with transparency support)
- Import .MP3 audio file
- Full vector process support (import and export)
- Enhanced SWF publisher settings (compression, file version support)
- Export SWF with streaming sound
- Ready for web SWF file (no need to post-process in Flash)
- Unrestricted frame rate (as many FPS as you want)

## **Pricing and Availability:**

LipSync MX is available for only \$ 99.00 US at <a href="https://www.lipsync-mx.com/try">www.lipsync-mx.com/try</a>
FREE limited demo version available here: <a href="https://www.lipsync-mx.com/try">www.lipsync-mx.com/try</a>

## About Di-O-Matic Inc.

Since 2000, Di-O-Matic, Inc. has developed high-end character animation software for different platform such as Autodesk 3ds max, Adobe Flash; 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. Di-O-Matic's client includes: A. Film, Blur Studio, Blizzard, Rainbow Studios, Capcom, Disney, Konami, Pixar, RockStar Games, Virgin Lands, Snowblind Studios, SEGA and Ubi Soft among many others.

Visit the Di-O-Matic website at www.diomatic.com

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