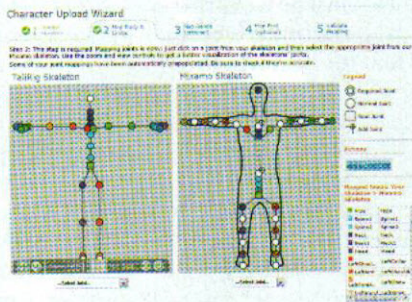


Simpler character animation for game developers

Mixamo and Emergent Game Technologies partner up



Mixamo and Emergent Game Technologies have joined forces to offer game developers cost-effective and high-quality 3D character animation opportunities. Users of Gamebryo LightSpeed can now benefit from seamless integration of character animation when using Mixamo's online service in their workflow.

LightSpeed users can purchase Mixamo's new animation services to gain access to a new method for directing, customising and integrating animation. In turn, this will reduce production time and cost. The vice president of partners at Emergent Game Technologies agrees that the partnership with Mixamo will be of benefit to customers, saying: "We are delighted to have Mixamo join our partners program. Mixamo's collection of production-quality customisable motions and entirely new approach to animation techniques gives LightSpeed users another option for

adding great character animation to their games."

Mixamo gives animators the ability to browse through a large collection of 3D character motions, which can then be customised using sliders and applied to a character rig in real-time. The finished animation can then be downloaded – as FBX, BVH and Collada formats – for seamless integration into LightSpeed. Stefano Corazza, co-founder and CTO of Mixamo, says: "Emergent and Mixamo share a similar goal to provide powerful time-saving solutions to game developers. Our collaborative efforts provide LightSpeed customers with a seamless workflow, improving their overall productivity and allowing more time for creative control."

For more information on Mixamo, pay a visit to www.mixamo.com. For Emergent Game Technologies and Gamebryo LightSpeed, see www.emergent.net. You can also follow Mixamo's activities on Twitter at www.twitter.com/Mixamo.

“Emergent and Mixamo share a goal to provide powerful time-saving solutions”



● Mixamo's motions can be downloaded for use in LightSpeed