

FOR IMMEDIATE RELEASE  
January 26, 2012

## EXCLUSIVE AAA GAME ANIMATIONS NOW FOR SALE ON THE MIXAMO.COM WEBSITE

*[Mixamo, provider of the first online animation service](#), released hundreds of original animations from console AAA games for sale on its website.*

**San Francisco - January 26, 2012** – As of today, [Mixamo](#) released hundreds of animations that have been used in various AAA console games developed by Telltale and nDreams for xBox and PlayStation.

It is very rare for gamers to have access to the actual assets used in a real game. Thanks to Mixamo and its key partnerships with AAA studios, game developers will now have exclusive access to an extensive repository of customizable [AAA production-quality 3D animations](#). The animations - captured at Mixamo's motion capture studio in San Francisco and further improved by Mixamo's talented keyframe animators – are identified by the “AAA” tag on Mixamo's website.

The animations are looped when applicable and pose matched, making integration into any game development pipeline easier. All the animations are applied in real-time to user's uploaded characters on Mixamo.com and can be downloaded in FBX, Collada (.dae) or bvh format.

More AAA animations will be released in the coming months. They can be purchased a la carte for an average price of \$25 per animation or by using Mixamo credits for an average price of \$6-10. Mixamo not only automatically applies animations to users' uploaded characters in real-time but also provides [workflows for a broad spectrum of 3D software and 3D engines](#).

Earlier this year Mixamo launched a revolutionary [online automatic rigging service](#), which automatically binds user uploaded 3D meshes to a skeleton, thereby making them ready for animation. By providing the Auto-Rigger and AAA quality animation, Mixamo takes one more step in its vision of democratizing character animation and game development.

### **About Mixamo**

Mixamo Inc. is a Silicon Valley, VC-funded company founded by 3D pioneers [Stefano Corazza](#), CEO, and [Nazim Kareemi](#). Based on research from Stanford University's BioMotion lab, Mixamo offers the first online character animation service that provides game developers the power to customize and create professional-quality character animations at unprecedented speeds. Mixamo

currently employs a team of outstanding animation and machine learning experts, 3D animators, software engineers and serial entrepreneurs from around the world.

For more information, please visit <http://www.mixamo.com>, or follow Mixamo on [Twitter](#).

#####

*Copyright ©2012 Mixamo™. All trademarks are property of their respective owners and used with their permission.*

**Reader contact:**

Mixamo, Inc.  
2415 3rd Street, Unit 239  
San Francisco, CA 94107  
(415) 255-7455, [pr@mixamo.com](mailto:pr@mixamo.com)  
[www.mixamo.com](http://www.mixamo.com)  
[www.twitter.com/mixamo](http://www.twitter.com/mixamo)