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FOR IMMEDIATE RELEASE

Trinigy and Mixamo Join Forces to Offer Cost-Effective Character Animation for Vision Engine Licensees

Seamless integration between Mixamo and Trinigy's Vision Engine reduces character animation production times for game developers by up to five times

ENINGEN, GERMANY / SAN FRANCISCO, CA - Oct 20, 2009 - [Trinigy](#), an industry leading 3D game engine provider with over 100 licensees and offices in Germany and Austin, TX, and 3D character animation company [Mixamo](#) announced today that they have partnered to provide [Vision Engine](#) licensees with a faster, more cost-effective approach for producing high-quality character animations for video games. Moreover, Vision Engine licensees that use Mixamo's service before November 20th, 2009 will receive a [discount of 35%](#) on the service.

Known for its unrestrictive [workflow](#), [multi-platform](#) performance, superior run-time [rendering](#), state-of-the-art exporters, WYSIWYG [scene editor](#) and fully integrated [middleware](#) technologies, Trinigy's Vision Engine has quickly become the trusted choice of game developers across the globe. The partnership with Mixamo is designed to further simplify the workflow for game developers.

"We have designed the Vision Engine to provide game developers with as much technical freedom as possible. A core element of that is simplifying the process of producing character animations and incorporating them into the game," said Dag Frommhold, managing partner at Trinigy. "Mixamo's time-saving service will allow our licensees to iterate faster, and produce higher-quality animations for their games."

Mixamo's character animation service provides game artists and animators with an extensive, online collection of 3D character motions developed from actual motion-capture data. After selecting a desired motion, users may customize the motion using slider-based, director-level controls in real-time. Mixamo's advanced retargeting capabilities let animators apply the motion directly to their character skeletons or control rigs. Upon completion, the finished animation can be downloaded and quickly integrated into the Vision Engine. By alleviating the need for expensive motion-capture services, substantially reducing keyframe animation production time, and providing an easy method for integrating character animation into the game engine, Mixamo significantly accelerates the game development process and reduces costs for Vision Engine users.

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“Mixamo’s cutting-edge animation service and Trinigy’s Vision Engine are perfectly complementary technologies that offer game developers a character animation workflow that saves both time and money, while maintaining AAA-quality standards,” says Stefano Corazza, CTO and Co-founder of Mixamo. “This is just the first step in what will be a long-term technical relationship for the benefit of game developers around the world.”

Pricing and Availability

Vision Engine licensees that use Mixamo’s online character animation service before November 20th, 2009 will receive 35% off of the cost of animation. For further details, please visit www.mixamo.com/landing/trinigy.

For Mixamo pricing information and to view, customize and purchase motions, please visit www.mixamo.com. Downloaded motion files are available in FBX, bvh and Collada formats.

Pricing information for the Vision Engine is available upon request at www.trinigy.net.

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About Trinigy

Based in Southern Germany, and with an office in Austin, TX, Trinigy is a privately owned company committed to selling groundbreaking game engine technology and first-class support to video game and serious game development studios across the globe. Engineered to provide more creative and technical freedom, the company’s Vision Engine is currently in use in more than 100 commercial game productions by well-known companies such as Ubisoft, Take 2, Dreamcatcher, NeoWiz, Spellbound, Nitro Games and more.

The Vision Engine has proven its versatility in a multitude of game genres, including real-time strategy, racing, first-person shooters, role-playing games and massively multiplayer online (MMO) games. It is available and optimized for performance on PC (DX9, DX10, DX11), Xbox360™, PLAYSTATION®3, Nintendo Wii™, XBLA™, PSN™ and WiiWare™.

For more information about Trinigy, its Vision Engine or its technology partners, please visit: www.trinigy.net.

About Mixamo

Mixamo Inc. is a Silicon Valley, VC-funded company founded by 3D pioneers Stefano Corazza, CTO, and Nazim Kareemi, CEO. Based on research from Stanford University’s BioMotion lab, Mixamo offers the first online 3D character animation service that provides 3D game developers the power to customize and create professional-quality character animations at unprecedented speeds. Mixamo currently employs a team of outstanding computer vision experts, 3D animators, software engineers and serial entrepreneurs from around the world.



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For more information, please visit www.mixamo.com, or follow Mixamo on Twitter at www.twitter.com/Mixamo.