

Mixamo and DAZ 3D Partner to Enhance the 3D Modeling and Animation Pipeline

Tighter Integration Means DAZ 3D Users Can Create High-end Animated Scenes More Quickly and Cost-effectively

SAN FRANCISCO AND DRAPER, UTAH – Oct. 19, 2010 – [DAZ 3D](#) and Mixamo Inc. today announced an alliance that brings Mixamo's high-quality animations and real-time customization capabilities to the DAZ 3D character model portfolio. Users of DAZ 3D's latest generation human figures now have access to the entire Mixamo motion collection at www.mixamo.com. Every Mixamo motion is guaranteed to work with any character created from the DAZ 3D human figures within DAZ Studio. The DAZ 3D/Mixamo modeling and animation pipeline improves productivity by up to 80 percent and reduces costs by up to 75 percent.

"The addition of the Mixamo motion collection to our 3D human figures greatly enhances the level of 3D animated content that our community can create," says Dan Farr, chief executive officer of DAZ Productions, Inc. "Due to the ease at which users can customize and apply any Mixamo motion to any DAZ 3D character, their ability to create professional animations for their 3D projects increases dramatically.

"Mixamo propels 3D artists' creativity and productivity by offering an online service that allows users to quickly generate top-notch animations for any 3D character," says Mixamo Co-founder and CTO, Stefano Corazza. "There is great synergy between Mixamo and DAZ 3D in this regard – this partnership is great news for DAZ 3D community members because they get a huge collection of motions over which they have complete customization control, which they can then effortlessly bring into their projects."

DAZ 3D community members can visit www.mixamo.com and see any motion applied to the DAZ 3D standard characters, Victoria and Michael (with the Kids forthcoming), in the Mixamo 3D viewer. They can also customize these motions, download and merge them back into their scenes in minutes. Users can also discover and purchase Mixamo motions applied to the DAZ 3D characters by visiting the DAZ 3D storefront at www.daz3d.com, or with special distribution licensing in the DAZ 3D developer storefront at developer.daz3d.com. [Workflows](#) and [tutorial videos](#) are available that outline the entire end-to-end pipeline between Mixamo and DAZ 3D.

For specific information about the DAZ 3D/Mixamo end-to-end workflow, please visit www.mixamo.com/c/daz3d or www.daz3d.com/i/corporate/mixamo.

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. For more information, please visit www.mixamo.com.

About DAZ 3D

DAZ 3D is the leading publisher of personalized 3D digital characters, software and accessories for creative professionals, game developer and 3D enthusiasts. The company provides a central solution to design, manage and transport high-quality digital characters that can be deployed in virtual worlds, cross-platform games, social networks, mobile applications and professional modeling and animation tools.

For additional information, please visit www.DAZ3D.com.

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