



Revolution

The foreign language revolution in 3D animation is here!

The global animation and gaming market is expected to grow from \$122.20 billion in 2010 to \$242.93 billion by 2016. 13 of the top 20 movies in 2011 were partially or totally animated. Now more than ever before, audiences around the world have an insatiable appetite for this engaging form of entertainment.

High budget 3D animated productions are typically produced in the US and then dubbed for distribution to other markets. The current process of animating 3D characters in synchronization with the voices of actors is primarily manual and there is no real attempt to make perfect lip-synced foreign language versions. This results in a suboptimal viewing experience for those who see the dubbed version.

Animaze technology automates the process of creating foreign language versions of animated productions! For the first time, audiences outside of English-speaking countries will experience their language and the lips of the 3D animated characters in perfect synchronization.

Essentially, animated characters will finally be able to actually speak other languages. This revolutionary product is a global 3D animated film distribution game changer that automates what has been an expensive and unsatisfactory process, while providing a seamless, high-quality viewing experience in any language.

In addition, this unique technology and process gives studios greater control over their creative products and will potentially increase revenues of studios and distributors as animated films will no longer need to travel to many territories for dubbing, and consequently be pirated long before the official release date. Animaze technology can be applied to all formats and platforms used for distribution of 3D animated content including film, TV, video games, commercials, internet and mobile.