

Dimensional Imaging Unveils New Expression Capture System

EMBARGO: 04 AUGUST 2009

New Orleans, Louisiana, 04 August 2009 – Dimensional Imaging Ltd, world-leading supplier of human body 3D and 4D surface image capture and analysis solutions, unveiled its new facial expression capture system at the SIGGRAPH 2009 exhibition today.

This new system is designed to reduce dramatically the time taken to create compelling characters in video games and animated films. It uses Dimensional Imaging's DI3D™ facial capture system to quickly capture high definition 3D models of many different facial expressions from an actor. The facial expression models are then turned semi-automatically into "blend shapes" that form the basis of most facial animation systems. This results in a dramatic reduction in time, as well as a huge increase in realism, over the established methods of hand modeling blend shapes.

Valve, the developer of leading games such as Half-Life® 2, Counter-Strike®, Day of Defeat®, Team Fortress®, Portal™ and Left 4 Dead 2 are one of the first Dimensional Imaging customers to begin evaluating the new system.

"The challenge for game developers is the huge amount of effort required to create the high level of detail required in today's games," said Bay Raitt, senior animator at Valve. ***"Running pre-release tests of Dimensional Imaging's new Expression Capture System at Valve have shown great promise for reducing the time needed to create next generation character animation. Valve is looking to integrate the use of this exciting new technology in future products."***

Dr Colin Urquhart, CEO of Dimensional Imaging, commented:

"The level of detail and realism required by today's videogames presents a huge opportunity for Dimensional Imaging. Several leading game developers have already completed projects that used our DI3D™ facial and head capture systems to instantaneously capture that required level of detail and realism."

We've been working with Bay Raitt and Valve for some time to create a super efficient pipeline for blend shape creation and we're delighted that our new Expression Capture system promises to make such a huge difference to their process. We are also very excited to see the incredible detail and realism of game character that our systems and software will help Valve to achieve in future games".

End.

Notes for editors

About Dimensional Imaging

Founded in 2002 and based in Glasgow in Scotland, Dimensional Imaging Ltd is a world-leading supplier of human body 3D and 4D surface image capture and analysis solutions. The company's highly innovative DI3D™ technology creates ultra-high resolution 3D images which are used by customers across 5 continents for applications including facial recognition, psychology, visual perception, videogames, oral and maxillofacial surgery, orthodontics and burns treatment.

Dimensional Imaging has also recently launched a ground-breaking '4D' surface image capture system, which extends its 3D technology into the fourth dimension of 'time'. This can capture 3D video sequences of dynamically changing surfaces, and is already proving to be a particularly attractive solution for high resolution facial performance capture.

Dimensional Imaging will be demonstrating its new Facial Expression Capture system at the SIGGRAPH exhibition, Ernest N. Morial Convention Center, New Orleans, Louisiana 04-06 August 2009 (booth 3707).

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