

TO DOWNLOAD A **FREE TRIAL** OF
FACEWARE, VISIT WWW.IMAGE-METRICS.COM

DRIVEN BY PERFORMANCE.
POWERED BY ARTISTS.



FACEWARE™

FACIAL ANIMATION SOFTWARE

COME TO OUR SPONSORED SESSIONS AT GDC:

Tips and techniques for full performance capture
Wednesday March 2 | 3-4pm | ESPLANADE- ROOM 309

LIVE DEMO: Faceware 3.0
Learn how your game can get high quality, high volume animation
Thursday March 3 | 10:30-11:30am | ESPLANADE- ROOM 309

image metrics

WWW.IMAGE-METRICS.COM

VISIT OUR MEETING ROOMS: GDC BUSINESS CENTER, BMR 113

Image Courtesy: RealtimeUK, Napoleon Total



Image Metrics To Attend GDC 2011 in San Francisco

Two sponsored sessions and a happy hour mixer event highlight IM's presence at the Game Developers Conference 2011.

SAN FRANCISCO, CA – February 20, 2011 – Image Metrics Inc. (OTC BB: IMGX), a leading provider of facial animation technology for the entertainment industry, will be attending GDC 2011. In combination with the launch of their new website and the availability of Faceware 3.0 as a full version download, Image Metrics will be hosting two sponsored sessions aimed at best practices for implementation of full performance capture as well as a workshop demonstration of Faceware 3.0.

MEETING ROOMS:

For demos of our products or discuss how Image Metrics facial animation solutions can work for your game, find our meeting rooms on the Moscone Center business center: **BMR 113**.

SPONSORED SESSIONS:

LIVE DEMO Faceware 3.0: High quality & volume facial animation

TRACK: Visual Arts

WHEN: Thursday March 3, 10: 30- 11: 30am ESPLANADE ROOM 309

SUMMARY: See a live demonstration workshop of Image Metrics FACEWARE 3.0 facial animation software, which features an array of new tools for artists and producers to tackle the most demanding of schedules. The session covers character setup, the pose-based retargeting workflow, sharing poses across a project, and how to refine your curves for embellishment.

Learn what complete animation freedom you have via near-real-time iteration on any character rig -- humanoid or not -- and how to rapidly and efficiently produce facial animation for your game.

Attendees will also receive a FREE copy of FACEWARE 3.0 for their own evaluation.

HOSTED BY: Jay Grenier, Technical Account Manager, Image Metrics & Nick Ramsay, VP of Product Management, Image Metrics

Tips and techniques for full performance capture

TRACK: Visual Arts

WHEN: Wednesday March 2: 3-4pm ESPLANADE ROOM 309

SUMMARY: Want to know if you can implement full performance capture in your game? During this session, you will see how effective capturing face, audio, and body in one session can be in your pipeline, your budget, and meet overall animation quality. Learn the steps you need to take in evaluating full performance capture so you don't make the same mistakes we have seen. You'll see in action how effective our Image Metrics headcams are in a Full Performance Capture pipeline.

We'll also show you how the Xsens MVN suits can get you from concept to in-game animation in less than a day. Centroid 3D, a mocap service provider at Pinewood Studios, will show best practices for implementing full performance capture within a service provider and optical motion capture setup.

HOSTED BY: Chris Jones, Performance Capture Supervisor, Image Metrics, Patrick Runyon , XSENS & Phil Stilgoe, Centroid 3D.

HAPPY HOUR:

Join Image Metrics and XSENS for drinks at the W hotel on Wednesday from 6-8pm. Contact us for more information to attend.

About Image Metrics, Inc.

Founded in 2000, Image Metrics (OTC BB: IMGX) has pioneered the field of 3D facial animation through its revolutionary technologies. The company provides complete solutions for the film, television, interactive entertainment and commercial markets, and through its consumer products, enables Internet users to create new immersive experiences in games and social networks. Over the past decade, Image Metrics has established itself as the go-to leader in the TV, film, game development and Web content industries with clients such as Activision-Blizzard, Rockstar, Microsoft, 2K Sports, Electronic Arts, Ubisoft, Sega, Sony, Bethesda, Double Negative, Motion Theory and Moving Picture Company. Image Metrics is headquartered in Santa Monica, California with its R&D centre located in Manchester, UK. For more information, please visit www.Image-Metrics.com.

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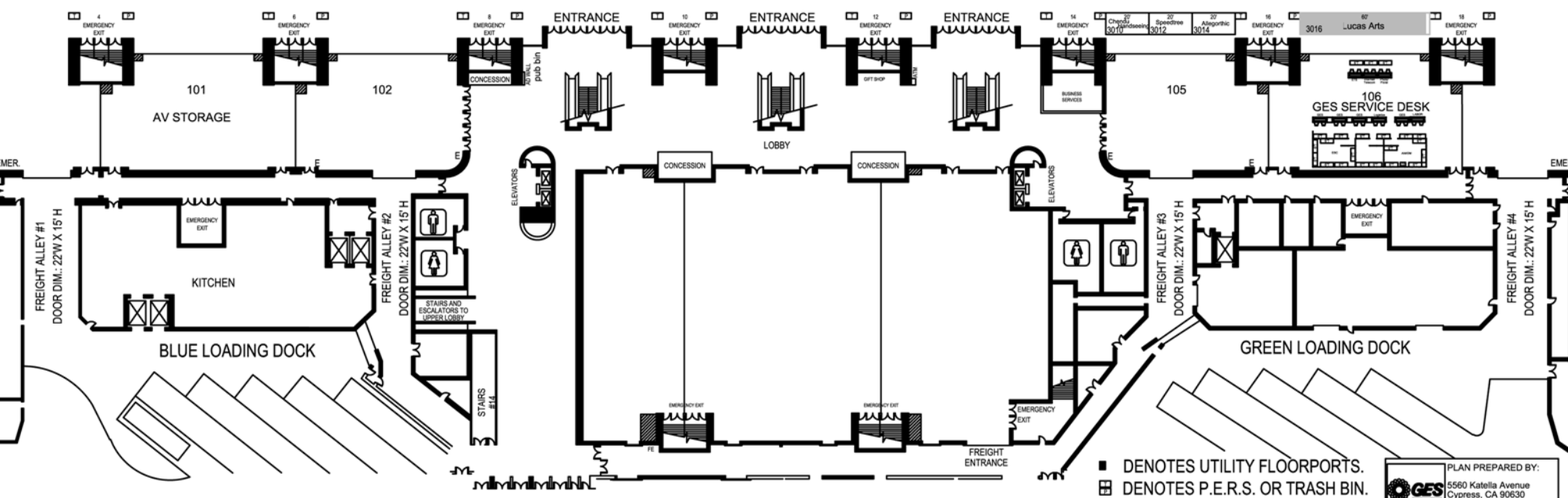
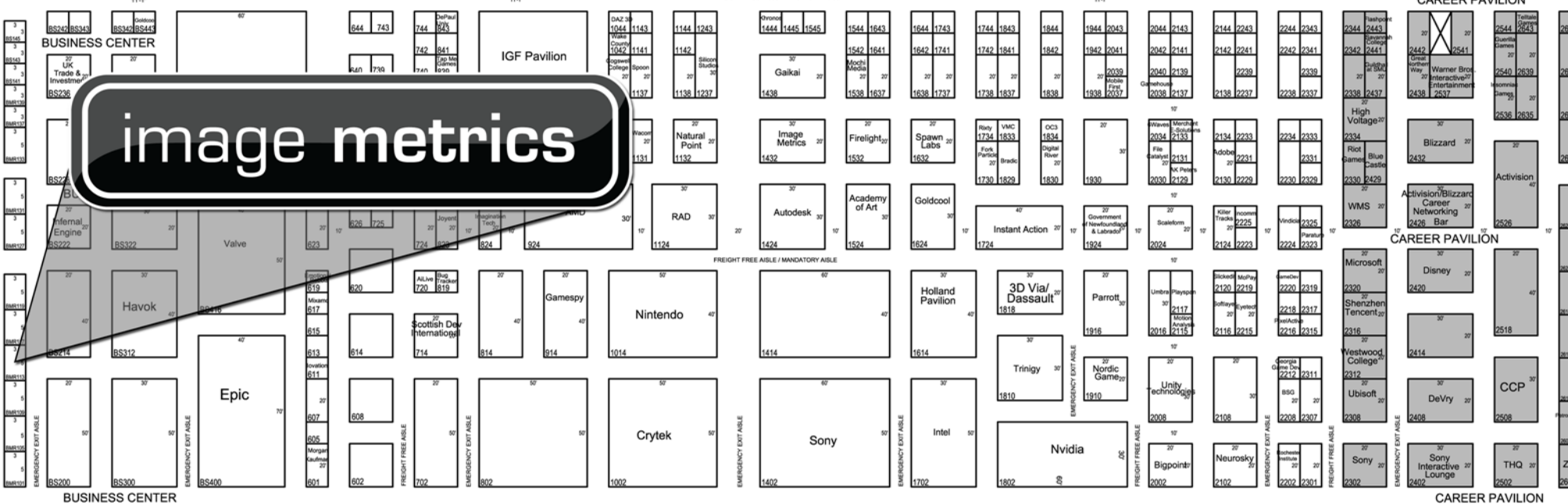
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GAME DEVELOPERS CONFERENCE
MARCH 2011
MOSCONE CENTER - SOUTH HALL
SAN FRANCISCO, CA

- DENOTES UTILITY FLOORPORTS.
- ⊠ DENOTES P.E.R.S. OR TRASH BIN.

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 SUBJECT TO FIRE MARSHAL APPROVAL