



For Immediate Release  
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## **NaturalMotion Ships *morpheme* Animation Engine and Tool Chain**

*Powerful, Animator-friendly Middleware for Perfect In-game Blends, Events and Transitions*

**San Francisco** – March 5, 2007 – NaturalMotion Ltd., developers of the highly-acclaimed *euphoria* and *endorphin* Dynamic Motion Synthesis (DMS) technologies, today announced the immediate availability of *morpheme*, a powerful new animation engine for next-generation game development. Featuring a flexible and unique 3D authoring tool chain, *morpheme* is designed to give animators unprecedented creative control over the look of their final in-game animation by allowing them to author and preview blends, blend trees and transition graphs in real time. *morpheme* is available on PLAYSTATION®3, Xbox 360™ and PC. NaturalMotion will demonstrate *morpheme* publicly for the first time during the 2007 Game Developers Conference (GDC), booth number 118.

“We developed *morpheme* to improve the workflow for next-generation game developers,” said Torsten Reil, CEO of NaturalMotion. “By backing up a next-gen animation engine with a strong 3D authoring application, animators and programmers are now able to work hand-in-hand, in real time, to create fluid in-game animation that truly reflects the quality of the source data.”

*morpheme* consists of two components: *morpheme:runtime* and *morpheme:connect*. *morpheme:runtime* is a run-time engine optimized for PLAYSTATION®3, Xbox 360™ and PC, and ships with full source code. *morpheme:connect* is a powerful 3D authoring application that allows animators to graphically author blend trees and transition logic (based on hierarchical finite state machines), modify and edit parameters through sliders (or even game pads), and view the results in real time. *morpheme* is designed as a flexible and open system and does not require the licensing of any other product. *morpheme* is also designed to seamlessly integrate with other leading 3D animation software and middleware technologies, such as physics engines.

Unlike *euphoria*, *morpheme* is not based on NaturalMotion’s DMS technology. Instead, *morpheme* was designed to seamlessly complement *euphoria* (which is available separately through NaturalMotion’s co-development program).

Key features in *morpheme:runtime* and *morpheme:connect* are as follows:

***morpheme:runtime***

- lightweight run-time animation engine
- optimized for PLAYSTATION®3, Xbox 360™ and PC
- fully customizable blend nodes
- full hierarchical finite state machine
- *euphoria* support
- full source code supplied

***morpheme:connect***

- modern, fully scriptable application
- 2D and 3D viewports for authoring and visualization
- graphical authoring of transition graphs and blend trees
- real-time manipulation through sliders and instrument panel
- on-target viewer
- support for live game pad control
- script support (Lua)
- fully extensible through plug-ins
- *euphoria* support

**Pricing and Availability**

*morpheme* is available on PLAYSTATION®3, Xbox 360™ and PC. For additional information on pricing, or to arrange a *morpheme* evaluation, please visit [www.naturalmotion.com/morpheme.htm](http://www.naturalmotion.com/morpheme.htm) or contact NaturalMotion via phone (415-867-9679) or email at [contact@naturalmotion.com](mailto:contact@naturalmotion.com). For additional information on NaturalMotion, *euphoria*, *endorphin* or DMS technology, please visit [www.naturalmotion.com](http://www.naturalmotion.com).

**About Natural Motion**

NaturalMotion Ltd. is the first company to create 3D character animation software based on Dynamic Motion Synthesis (DMS), a technology that utilizes Adaptive Behaviors and artificial intelligence to simulate the human-nervous system. Based on Oxford University research on the control of body movements, NaturalMotion's *euphoria* synthesizes 3D character animation in real time on PLAYSTATION®3, Xbox 360™ and PC, thus creating unique game moments and previously unachievable interactivity. NaturalMotion's other DMS product, *endorphin*, creates off-line animation significantly faster than traditional techniques and is widely used in the film and games industries, with customers such as The Mill, Capcom, Namco and Konami. For further information please visit NaturalMotion's website at [www.naturalmotion.com](http://www.naturalmotion.com), or join the 36,000 *endorphin* LE users at [community.naturalmotion.com](http://community.naturalmotion.com).

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