

NATURMOTION'S RELEASE OF MORPHEME 1.2 ADDS Wii SUPPORT

New Version of Powerful Animation Engine and Tool Now Authorized Under the 3rd Party Tools Program for Wii

SAN FRANCISCO, CA and OXFORD, U.K. – Oct. 11th, 2007 – NaturalMotion Ltd., award-winning developers of the highly acclaimed *euphoria* and *endorphin* 3D animation technologies, today announced that *morpHEME* 1.2, the latest version of its animation middleware, adds support for Nintendo's Wii™ console. *morpHEME* is robust middleware designed to give developers and 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. In addition to Wii, *morpHEME* is also available on PlayStation®3, Xbox 360™ and PC.

“Support for Nintendo's Wii console was a natural extension of the *morpHEME* product offering,” said Torsten Reil, CEO of NaturalMotion. “Wii is enjoying tremendous popularity, and we believe *morpHEME* can help developers further expand on the new gaming experiences that the platform has opened up.”

In addition to Wii support, *morpHEME* 1.2 features a host of new functionality, including:

morpHEME:runtime

- Enhanced run-time compression
- Enhanced SPU support for PlayStation®3

morpHEME:connect

- Collaborative network editing through referencing
- Reusable sub-networks
- Enhanced copy & paste functionality
- New flexible layout manager

About *morpHEME*

morpHEME consists of two components: *morpHEME:runtime* and *morpHEME:connect*. *morpHEME:runtime* is a run-time engine optimized for PlayStation3®, Xbox 360™, Wii™ 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 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 middleware and DCC applications.

Availability

morpHEME 1.2 is available now on Wii™, PlayStation®3, Xbox 360™ and PC. For more information, please contact Rhian Mulcrone at NaturalMotion at +44 (0) 1865 250 575 or via email at contact@naturalmotion.com. For additional information on NaturalMotion, *euphoria*, or *endorphin*, please visit www.naturalmotion.com.

About NaturalMotion

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 an order of magnitude faster than traditional techniques, and is widely used in the film and games industries, with customers such as Sony, Giant Killer Robots, The Mill, Capcom, Namco and Konami. NaturalMotion's third product, *morpheme*, is the industry's first graphically authorable animation engine designed to give animators full control over the look of their animations in-game.

For further information please visit NaturalMotion's website www.naturalmotion.com, or join the 60,000 *endorphin* LE users at community.naturalmotion.com.

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