



BOOMER LABS RELEASES MAX2AE VERSION 1.5

(Los Angeles, CA, July 31, 2005 @ Siggraph) – Boomer Labs announces the release of MAX2AE Version 1.5. Building on the tremendous popularity of their indispensable tool that provides a seamless bridge from Autodesk Media and Entertainment's 3ds max to Adobe's After Effects, Boomer Labs has expanded MAX2AE to further improve the workflow between these two popular applications.

MAX2AE already supports exporting camera, light and helper layer information, Version 1.5 extends the creative freedom by providing the ability to map the movement of any 3ds max object to an After Effects layer. Other workflow enhancements include a quick access export window, improved free camera support and animated object scale.

These features make MAX2AE a hit with broadcast and production studios. "We just finished our first project using Max2AE and were very pleased with the functionality of the product" says Dave Stewart at Fly Motion, "In addition, Boomer Labs was quick to address any questions or feature requests that we had. MAX2AE is a great addition to our motion graphics toolset!"

MAX2AE supports 3ds max 4, 5, 6, and 7 and is priced at \$150 USD. Educational versions are also available. A free downloadable demonstration version is available from Boomer Labs at www.boomerlabs.com.

For more information about Boomer Labs, including seeing the newly expanded production gallery, please visit <http://www.boomerlabs.com>