



BOOMER LABS RELEASES MAX2AE VERSION 3.0

(Kansas City, KS, May 2, 2008) – Boomer Labs announces the release of MAX2AE Version 3.0.

Building on the tremendous popularity of their essential production tool that provides a seamless bridge between 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 and importing camera, light and helper layer information between 3ds max and After Effects with a single operation. MAX2AE Version 3.0 extends this functionality further by supporting 3ds max Particle Systems and Space Warps. Also new with this release is Autoscaling which lets the user automatically match the scale of their scene between the two applications.

These features make MAX2AE a hit with broadcast and production studios. "MAX2AE is an essential part of our workflow for years. The particle support and user interface enhancements that Version 3 delivers bring our creative freedom to yet another level", says Rhys Dippie, 3D Technical Director at Oktobor.

MAX2AE supports 3ds max 6, 7, 8, 9, 2008 and 2009 and is compatible with After Effects 6.5, 7.0 and CS3 on both Windows and Mac Platforms. Pricing is \$250 USD for the commercial version, with upgrades available to existing users at \$125 USD.

A free downloadable demonstration version is can be obtained from Boomer Labs at www.boomerlabs.com.

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