



## Autodesk Underscores Strength in 3D and Visual Effects at SIGGRAPH 2005

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3ds Max 8 and New Versions of Autodesk's Discreet Visual Effects, Editing and

Color Grading Systems Showcase Commitment to Enabling Artists' Creativity

LOS ANGELES, SIGGRAPH Conference, Aug. 2 /PRNewswire-FirstCall/ -- Autodesk Inc. (Nasdaq: ADSK), is making a strong showing at SIGGRAPH 2005 with the announcement of 3ds Max 8 software, the newest version of its widely used professional 3D animation solution. Recently announced updates to Autodesk's Discreet line of visual effects, editing and digital color grading systems are being showcased during the conference at the Los Angeles Convention Center, August 2-4 at the Autodesk booth, #1700. Master Classes in Autodesk 3ds Max, Autodesk VIZ and Combustion software are being offered to coincide with SIGGRAPH at the Los Angeles Marriott Downtown. For a complete list of classes, please visit: <http://www.autodesk.com/siggraph2005/masterclasses> .

(Logo: <http://www.newscom.com/cgi-bin/prnh/20050415/SFF034LOGO> )

The latest version of 3ds Max 8 helps game developers, effects artists and designers to realize their ideas. Version 8 delivers advanced character tools, scripting features, asset management and more to accelerate 3D content creation and drive pipeline efficiency. For a complete list of new 3ds Max 8 features, please visit: <http://www.autodesk.com/3dsmax> .

Autodesk is also demonstrating new versions of its systems products, including Discreet Fire 7 and Discreet Smoke 7 editing systems; Discreet Inferno 6.5, Discreet Flame 9.5 and Discreet Flint 9.5 visual effects systems; and the Discreet Lustre 2.6 digital color grading system. Autodesk's IRIX-based Fire, Smoke, Inferno and Flame systems feature a new 64-bit architecture, which delivers superior performance in handling the increasingly large and complex data sets of today's digital media creation. The new features are designed to enhance creativity and interoperability, and include a new paint system, optimized optical flow Timewarp functionality and enhanced keycode. These products were announced on July 21, 2005, and are available via Autodesk Media & Entertainment's worldwide sales and reseller network.

Autodesk Master Classes at SIGGRAPH are being taught by leaders in the computer graphics, architectural visualization and visual effects industries hailing from award-winning facilities such as: Frantic Films, tbdesign, cgtraining and The Orphanage. Autodesk Master Classes are held at the Los Angeles Marriott Downtown, Grande Ballroom, located a short 15-minute walk from the Los Angeles Convention Center. The classes are designed for intermediate to advanced digital artists with previous experience using 3ds Max, Autodesk VIZ or Combustion software. Autodesk are featuring several exciting in-booth client demos during exhibit hours from Platige, The Orphanage, Base 2 Studios, Hopeless Pictures, Zoic Studios, Sony Pictures Imageworks and others.

Throughout the show, Autodesk, alongside technology partners Intel, HP and NVIDIA, is demonstrating solutions to help game development, visual effects, and broadcast and design visualization professionals create, manage and share digital content.

"Working with Autodesk, Intel Corporation has provided the latest software development tools and Intel platforms to fully optimize their leading content creation software for Intel Architecture platforms. From Centrino Mobile Technology to Intel Extended Memory 64 Technology-enabled dual core Pentium D processor and Intel Xeon-processor-based workstations, Intel platforms deliver high-speed performance for 3D games, visual effects for film and broadcast, and design visualization," said Richard Wirt, Senior Fellow, Vice President, General Manager, Software and Solutions Group, Intel.

Autodesk is also proud of the large number of customer projects featured among the selected works in the SIGGRAPH 2005 Electronic and Animation Theatres. 3ds Max artist Tomek Baginski was awarded the Jury Honors, and is the first ever two-time winner in the SIGGRAPH Computer Animation Festival for his short film, "Fallen Art." Other work created using Autodesk solutions includes: "Gopher Broke," directed by Jeff Fowler of Blur Studio, "Star Wars Episode 3: Revenge of the Sith," from ILM, "World of Warcraft" from Blizzard Entertainment, "Piñata" from Act3animation, "In the Rough" directed by Paul Taylor at Blur Studio, "9" directed by Shane Acker, Anti-Smoking "Growth" with effects by Method, Esuvee "Keep it on All Fours" with effects by Framestore CFC and Renault Espace "La Vie d'Hector" with effects by Framestore CFC.

### About Autodesk

Autodesk, Inc. is wholly focused on ensuring that great ideas are turned into reality. With six million users, Autodesk is the world's leading software and services company for the building, manufacturing, infrastructure, digital media and wireless data services fields. Autodesk's solutions help customers create, manage, and share their data and digital assets more effectively. As a result, customers turn ideas into competitive advantage by becoming more productive, streamlining project efficiency and maximizing profits.

Founded in 1982, Autodesk is headquartered in San Rafael, California. For additional information about Autodesk, please visit [www.autodesk.com](http://www.autodesk.com).

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