



Autodesk Announces MotionBuilder 7.5 Software

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Provides Powerful Character Animation and Production Capabilities for
Next-Generation Game Development

SAN RAFAEL, Calif., March 20 /PRNewswire-FirstCall/ -- Autodesk, Inc. (Nasdaq: ADSK) today announced Autodesk MotionBuilder 7.5 character animation software. Designed to tackle the challenges of working with motion capture, the software features real-time productivity tools to realize ideas for sophisticated 3D characters in next-generation game pipelines. Autodesk MotionBuilder caters to a broad range of users, from independent digital artists to large-scale production studios.

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

Autodesk MotionBuilder is part of Autodesk's comprehensive 3D animation portfolio, which also includes the Autodesk 3ds Max, Maya, HumanIK and FBX products. With clients such as Epic Games, Sony Computer Entertainment Japan and Ubisoft, MotionBuilder is setting the standard for high-volume character animation pipelines.

"In the development of our third-person adventure game Siren 2, MotionBuilder was used for motion capture editing, and also as a critical component of the animation creation pipeline," said Takafumi Fujisawa, executive producer of Sony Computer Entertainment Japan. "MotionBuilder dramatically increased our productivity as a result of its core real-time technology. The software's integrated character performance tools, smooth connectivity between other popular 3D applications and instant scene playback drive efficiency. Now, MotionBuilder will play an even bigger role in the production of Sony Computer Entertainment's next-generation games."

Key New Features in Autodesk MotionBuilder 7.5

MotionBuilder software includes real-time architecture, animation layering, a unified Story Timeline development environment, instant retargeting of animation data, the ability to stream and record live device data, and integration into Autodesk 3ds Max and Maya workflows. Key additions to MotionBuilder 7.5 are:

- New keyframe-centric workflows that streamline the process of keyframe animation, including advanced editing of animation from within the timeline, a re-architected Undo system and enhanced posing and mirroring of character extensions
- Increased interoperability with content creation applications such as Autodesk 3ds Max and Maya
- Quicker setup and animation of a wider range of character types (such as birds and dinosaurs) with inverse knee and elbow support for non-traditional characters
- Easy transfer of mirrored poses of one character extension to another
- Fast setup of complex multiple character interactions, allowing for advanced manipulation and animation of characters that have interdependencies between their full body rigs. This is particularly useful for fighting, wrestling, prop-handling, and other instances where multiple characters and props need to be manipulated in unison

Renowned game developer Ubisoft beta-tested Autodesk MotionBuilder 7.5 software. Jean-Sebastien Campagna, senior animator at Ubisoft's Montreal Studio, recounted: "The improved Undo system introduced in Autodesk MotionBuilder 7.5 allows me to undo across the application. I love that it's no longer limited to certain operations; I'm now able to undo critical operations like selections, manipulations and deletions."

"This is a major breakthrough. Due to the unpredictability of my workflow, I want software that gives me room to be creative and take chances. And when I make an error, I want it to let me backtrack. This is exactly what MotionBuilder 7.5 delivers," concluded Campagna.

Pricing and Availability

Autodesk MotionBuilder 7.5 is now available to MotionBuilder Platinum Members. The software is expected to become available worldwide in late March 2006. Autodesk MotionBuilder 7.5 suggested retail pricing (SRP), including one year of Platinum Membership, remains unchanged from version 7. Autodesk MotionBuilder 7.5 (node-locked) SRP is US \$4,195 * and Autodesk MotionBuilder 7.5 (floating) SRP is US \$4,795* in North America. MotionBuilder software is available for both the Windows and Mac OS X platforms.

For additional MotionBuilder 7.5 product details, please visit www.autodesk.com/motionbuilder.

* International and reseller pricing may vary

Additional Autodesk MotionBuilder Software Resources

-- The MotionBuilder Platinum Membership Program: Helps users maximize their investment in Autodesk software by offering automatically-filled Autodesk MotionBuilder online upgrades when available, hotline service, license transfer flexibility, access to online learning materials, etc. For more details, please visit www.autodesk.com/platinum-motionbuilder.

-- Training: Autodesk product specialists will host training sessions exploring various MotionBuilder industry production pipelines and core workflows. Designed for technical directors, technical leads and artists, this training for Platinum members will commence on April 3 with a session on MotionBuilder for Pre-Production.

-- Autodesk Learning Tool Learning MotionBuilder | Foundation DVD: Explores techniques and workflows for animating and previsualization in

Autodesk MotionBuilder software. For additional details, please visit www.autodesk.com/learning-tools.

About Autodesk

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Founded in 1982, Autodesk is headquartered in San Rafael, California. For additional information about Autodesk, please visit www.autodesk.com.

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The Company assumes no obligation to update these forward-looking statements to reflect events that occur or circumstances that exist or change after the date on which they were made.

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