



Autodesk Brings AIA National Convention to Second Life

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Second Life Architectural Community Gains Access to AIA National Convention Content on Autodesk Island

SAN ANTONIO, Texas, May 4 /PRNewswire-FirstCall/ -- AIA 2007 National Convention and Design Exposition -- To reach the growing number of architects and designers participating in the Second Life virtual world, Autodesk, Inc. (Nasdaq: ADSK) today announced it will host a series of events and activities on Autodesk Island in Second Life tied to the themes presented this week at the 2007 American Institute of Architects (AIA) National Convention. Second Life residents will soon be able to watch webcasts and presentations from the convention and participate in seminars to learn more about the key trends driving change in the architecture industry.

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

The Second Life 3-D virtual world is entirely built and owned by its residents. Since opening to the public in 2003, it has grown rapidly and is now comprised of more than six million residents from around the world.

Following the conclusion of the AIA 2007 National Convention, Autodesk will deliver a series of presentations on Autodesk Island in Second Life. The first event will be a presentation by Sergio Palleroni, associate professor of architecture at University of Texas, Austin, who will be speaking about the challenge to redefine the role of architecture as an agent for change and facilitate the widespread adoption of sustainable design. Subsequent presentations on Autodesk Island will focus on other topics covered at the AIA Convention, such as how technology including building information modeling (BIM) can make sustainable design easier and more efficient. The Autodesk Island content will also provide visitors with video presentations and an Autodesk host who will be present on the Island at specified times.

"Much like Autodesk software, the Second Life virtual world gives architects and designers another tool for experiencing their designs before they are made real," said Phil Bernstein, FAIA, vice president of industry strategy and relations, Autodesk AEC Solutions. "We are excited to stimulate the learning and creativity of the architectural community in Second Life and look forward to growing our presence in-world."

About Autodesk

Autodesk, Inc. is the world leader in 2D and 3D design software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD software in 1982, Autodesk has developed the broadest portfolio of state-of-the-art digital prototyping solutions to help customers experience their ideas before they are real. Fortune 1000 companies rely on Autodesk for the tools to visualize, simulate and analyze real-world performance early in the design process to save time and money, enhance quality and foster innovation. For additional information about Autodesk, visit www.autodesk.com.

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