



Autodesk Introduces New Animation Academy Curriculum for High School Students

August 7, 2007

Curriculum Expands Students' 3D Animation and Academic Skills; Now Includes Autodesk 3ds Max and Autodesk Maya
SAN RAFAEL, Calif., Aug 07, 2007 /PRNewswire-FirstCall via COMTEX News Network/ -- Autodesk, Inc. (Nasdaq: ADSK) has released the 2008 version of its popular Animation Academy for Autodesk 3ds Max and Autodesk Maya software products. Autodesk Animation Academy is the premier visual communication program for secondary schools wishing to bring mathematical, technical, scientific and artistic subject matter to life. The team-based curriculum teaches students sophisticated 3D visualization and animation skills with the same technology that is used by professionals in the media and entertainment industry.

The 2008 release of Animation Academy is available globally for both the 3ds Max and Maya 3D modeling, animation and rendering software products. Animation Academy for 3ds Max is available to Windows operating system users. Animation Academy for Maya is available to secondary schools teaching on the Macintosh and Windows platforms.

David Della-Rocca, education product manager for Autodesk Media & Entertainment, said, "The demand for skilled workers who have a firm grasp of visual communication and animation is on the rise in entertainment, as well as in many other arts- and design-focused industries. The Autodesk Animation Academy helps propel students into exciting careers by familiarizing them with the latest 3D software, while supplementing their critical thinking, design and communication skills across academic disciplines."

Autodesk Animation Academy curriculum is already being taught in secondary schools throughout North America, Australia, Hong Kong and Singapore. It provides a team-based, cross-discipline curriculum aligned to U.S. academic standards. The curriculum was developed specifically for secondary schools by experienced educators and technical experts. It encourages students to explore specific topics, such as the physics of planetary motion, archeological reconstruction of the Parthenon, the digestive system and more. Students then use the 3D animation technology of Autodesk 3ds Max and Autodesk Maya to demonstrate and present what they have learned.

Key Features of Autodesk Animation Academy 2008

- Maya 2008 and 3ds Max 2008: Animation Academy is now based on the latest versions of both of the Autodesk 3D modeling, animation and rendering products.
- Capstone Project: This new part of the curriculum is intended for an independent study class that simulates the experience of a real-world 3D design job. Students begin with a "client" interview to determine how the client's job could be made easier with the use of 3D visualization. Students then bring the client's vision to life using 3D design technology from Autodesk.
- Lessons: Planetary Mechanics, Archaeological Reconstruction of the Parthenon, Digestive System, Weather Systems and Tornadoes, Forensics and Facial Reconstruction.

Animation Academy 2008 meets the following U.S. academic standards:

- Science: National Council for Science Education Standards Assessment (NCSESA)
- Math: National Council of Teachers of Mathematics (NCTM)
- Language Arts: National Council of Teachers of English (NCTE)
- Technology: International Technology Education Association (ITEA) is used as a base, with additional compliance to psycho-motor standards that are common in many states.

In addition, the curriculum aligns with the National Science Foundation's Visualization in Science and Technology Education (NSF VISTE) project materials.

To learn more about Animation Academy, please visit <http://www.autodesk.com/animationacademy>.

About Autodesk Education

Autodesk is committed to supporting students and educators by providing access to powerful 2D and 3D design software, innovative programs and resources designed to inspire the next generation of professionals to experience their ideas before they're real. By advancing education in the key areas of science, technology, engineering, math and visual communication, Autodesk is helping students develop critical skills for future academic and career success. Autodesk supports schools and institutions of higher learning worldwide through substantial discounts, subscriptions, grant programs, training, curricula development and community resources. For more information about Autodesk education programs and solutions, visit <http://www.autodesk.com/education>.

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 <http://www.autodesk.com>.

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