Autodesk's 3D Software Shapes Highly Anticipated Korean Massively Multiplayer Online Games

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SAN RAFAEL, Calif., Sept. 5 /PRNewswire-FirstCall/ -- Leading Korean game developers NCsoft (KOSPI: 036570), Webzen (Nasdaq: WZEN and KOSDAQ: 069080) and Gravity (Nasdaq: GRVY) are relying on Autodesk, Inc.'s (Nasdaq: ADSK) 3D modeling, animation and rendering software to deliver some of the most-anticipated massively multiplayer online games (MMOGs). MMOGs enable millions of players to simultaneously interact in an online game. Characters, objects and entire worlds for the AION, Huxley and Ragnarok Online II upcoming MMOG titles are being shaped with Autodesk products.

"Online games have become a major part of Korea's entertainment culture, and Korea is a hotbed for game development innovation," said Marc Petit, senior vice president, Autodesk Media & Entertainment. "We've seen an explosion of massively multiplayer online games in the past five years. Our clients NCsoft, Webzen and Gravity are raising the bar for MMOGs around the world, and they're relying on Autodesk's 3D software to create award-winning, lucrative game titles."

Established in 1997, NCsoft is a leading developer and publisher of online computer games, with offices in Korea, the United States, Japan, the United Kingdom, China, Taiwan and Thailand. Its 1998 launch of the MMOG Lineage has attracted more than 3.5 million subscribers. NCsoft plans to launch AION, a new massively multiplayer online role-playing game (MMORPG), in 2008. Set within a mythical world, AION is a story about Angelic and Demonic races confronting each other and fighting the common threat of a Draconic race. Characters can move through the sky and use flying tactically to win combat.

Kim Hyung Joon, art director and art team manager at NCsoft, said, "AION is an ambitious MMORPG in which battles take place everywhere with true 3D movement. Players can fly on wings to explore beautiful, detailed worlds. They can also engage in dynamic combat with various styles and strategies."

Joon continued: "At NCsoft, we wouldn't be able to realize our vision for AION without Autodesk 3ds Max. Productivity and standardized workflows are key for our 80-artist team. By using 3ds Max, we have an efficient, stable asset creation pipeline. As well, the 3ds Max software's pervasiveness makes it easier for me to recruit new artists, since there's a large 3ds Max talent pool in Korea and around the world."

Webzen is a global digital entertainment leader with studios in Korea, China, Taiwan and the United States. Webzen developed MU Online, Korea's first-ever online 3D game. In November 2006, the company began commercialized service of Soul of the Ultimate Nation, which was the first title to incorporate console-style game mechanics into a classic MMORPG.

Using Autodesk 3ds Max and Autodesk Maya 3D modeling, animation and rendering software, Webzen continues to develop Soul of the Ultimate Nation and is creating Huxley, a massively multiplayer first-person shooter game. Huxley takes place in a post-apocalyptic world where human beings have mutated and are divided into two opposing races, Sapiens and Alternative.

Hyun Gyung-up, creative artist of Soul of the Ultimate Nation Studio at Webzen, said, "In May 2007, Webzen's Soul of the Ultimate Nation enjoyed a 400,000 simultaneous player record. Our game is renowned for its rich 3D characters and environments, which we develop using Autodesk 3ds Max and Autodesk Maya. We've standardized our asset creation pipeline on Autodesk products because of their extensive toolsets, interoperability with one another and third-party applications, and efficiency in handling large datasets."

Founded in 2000, Gravity is a global entertainment company that has fuelled the growth of the Korean online game industry with Ragnarok Online, the country's leading MMORPG. Gravity is using 3ds Max to create Ragnarok Online II, which features full-3D graphics and is based on Norse mythology. Gravity has evolved the bubble emotes found in the original game with sophisticated character expressions in the sequel title.

Park Young Woo, Ragnarok Online II producer at Gravity, commented: "Characters in Ragnarok Online II were primarily created with Autodesk 3ds Max. Our goal was to create cute yet extremely expressive and natural facial animations for all characters. 3ds Max enabled us to model, animate and render ideal characters that retain the cuteness of the original Ragnarok anime characters, while delivering livelier expressions and more convincing social movements." Gravity is also using 3ds Max on the upcoming MMOGs Requiem Online, Pucca Racing and W-Baseball.

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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