



## Autodesk Inspires Next Generation of Engineers at 17th Annual FIRST Robotics Competition

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Leader in 3D Donates More Than \$17 Million in Software and Resources to Bring Science and Technology to the Forefront of Education SAN RAFAEL, Calif., Feb. 4 /PRNewswire-FirstCall/ -- For the 17th consecutive year, Autodesk, Inc. (Nasdaq: ADSK) is sponsoring the 2008 FIRST Robotics Competition. In addition to donating \$17 million in software, mentoring resources and funds, Autodesk's goal is to inspire enthusiasm for science, technology, engineering and math (STEM) among high-school aged students across the globe and encourage the next generation of engineers to collaborate as a team in designing a robot for a specific purpose. By using Autodesk software to complete their projects, students receive the exposure and training they need to compete for the engineering and design jobs of the future. "As a long time supporter of FIRST, it's exciting for Autodesk to watch aspiring engineers from all over the globe use our software to compete in this prestigious competition," said Paul Mailhot, senior director of worldwide education programs at Autodesk. "These students are developing real-world skills in design and engineering as part of their participation in the program. Autodesk is committed to working with students in this field and encourages as many students as possible to pursue design and engineering careers." Founded by Dean Kamen in 1989, FIRST (For Inspiration and Recognition of Science and Technology), designs accessible, innovative programs to build self-confidence, knowledge, and life skills while motivating young people to pursue opportunities in science, technology, engineering and math. Since 1992, Autodesk has been working with the FIRST Robotics Competition to provide students the opportunity to learn about the worlds of engineering and visualization and has contributed more than \$100 million in software for team use. Autodesk Awards Top Performers In conjunction with FIRST Autodesk is also hosting their popular design competitions. The Autodesk Inventor Design Competition recognizes the team with the top mechanical design of a robot using Autodesk Inventor software (<http://www.autodesk.com/Inventor>) - the foundation for Digital Prototyping (<http://www.autodesk.com/digitalprototyping>). The Autodesk Design Visualization Competition awards the team who creates the best 3D animation using award-winning Autodesk 3ds Max modeling, animation and rendering software (<http://www.autodesk.com/3dsmax>). The animation must fit this year's challenge to develop community-enhancing inventions, including eco-friendly innovations and public service improvements. Winners of these competitions will receive The Autodesk Inventor Award and The Autodesk Visualization Award. Through FIRST and with Autodesk's help, students get a head start on future engineering careers by using the tools used by professionals in the real world. More than 37,000 students and mentors are involved in the FIRST Robotics Competition (FRC), and this year the FRC welcomes more than 1,500 student teams from seven countries and every state in the U.S. to compete in 41 regional events. Regional winners will advance to the FIRST Championship at the Georgia Dome in Atlanta, Georgia, being held April 17-19, 2008. FIRST Tech Challenge Autodesk is also sponsoring the FIRST Tech Challenge (FTC) through donations of funds, Autodesk Inventor software and training and resources to student competitors. The FTC is a complementary program bringing the spirit and values of the FIRST Robotics Challenges (FRC) to a greater number of students and schools of varying resources. FTC is based on smaller robots that can be built without welding or machining and can be reconfigured to solve a variety of engineering challenges. This makes FTC more affordable and more accessible to a much broader range of student competitors. More than 8,000 high-school-aged students from Brazil, Canada, China, Mexico, Singapore, the U.K., and the U.S. are expected to compete in FTC tournaments from November 2007 through April 2008. Autodesk has also made multiple enhancements to the Autodesk FIRSTbase website (<http://www.autodesk.com/firstbase>), the Autodesk source for FIRST teams. The site is a complete destination where teams visit to download free Autodesk software, access training, download the Autodesk Kit of Parts, get information on the Autodesk Design Competition, FIRST resources and for team communications. This year's enhancements include extensive online training for both Autodesk Inventor software and Autodesk 3ds Max software, as well as a private collaborative workspace for each team to share files, photos, news, discussions and information. About FIRST Accomplished inventor Dean Kamen founded FIRST (For Inspiration and Recognition of Science and Technology) in 1989 to inspire an appreciation of science and technology in young people. Based in Manchester, N.H., FIRST designs accessible, innovative programs to build self-confidence, knowledge, and life skills while motivating young people to pursue opportunities in science, technology, and engineering. With the support of many of the world's most well-known companies, the not-for-profit organization hosts the FIRST Robotics Competition and FIRST Tech Challenge for high-school students, the FIRST LEGO(R) League for children 9-14 years old, and the Junior FIRST LEGO League for 6 to 9 year-olds. To learn more about FIRST, go to <http://www.usfirst.org>. About Autodesk Education Autodesk supports worldwide academic achievement and lifelong learning by providing 2D and 3D solutions for teaching and learning design in the fields of manufacturing, industrial design, architecture, construction, civil engineering, and media and entertainment. Autodesk is committed to helping the next generation of engineers, architects and designers experience their ideas before they are real by making state-of-the-art digital prototyping solutions available inside and outside of the classroom 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

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