



## Autodesk Completes Acquisition of Kynogon SA

May 7, 2008

Grows Autodesk's Videogame Middleware and Simulation Offering

SAN RAFAEL, Calif., May 7 /PRNewswire-FirstCall/ -- Autodesk, Inc. (Nasdaq: ADSK) today announced that it has completed the acquisition of Kynogon SA, the privately held maker of Kynapse artificial intelligence middleware. Autodesk announced its intent to acquire Paris-based Kynogon on February 19, 2008. Terms of the transaction were not disclosed.

Kynapse has been used to develop more than 65 AAA game titles, including Alone in the Dark 5, Crackdown, Fable 2 and The Lord of the Rings Online: Shadows of Angmar. Kynapse gives characters spatial awareness, enabling them to realistically navigate digital environments. As well, Kynapse is widely used in simulation industries.

"The acquisition of Kynogon extends Autodesk's leadership in game development and simulation technology. We welcome Kynogon's customers, partners, and employees to Autodesk," said Marc Petit, Autodesk Media & Entertainment senior vice president. "The future of video games is about more believable characters and environments. Due to the increasing complexity of video games, developers are adopting commercial middleware solutions such as Kynapse and Autodesk HumanIK to improve game play and to stay on time and on budget."

For more information please visit <http://www.autodesk.com/kynogon>.

Autodesk for Games

Autodesk's end-to-end solutions for game development include: Autodesk 3ds Max modeling, animation and rendering software; Autodesk Maya 3D modeling, animation and rendering software; Autodesk MotionBuilder character animation software; Autodesk Mudbox digital sculpting software; Autodesk HumanIK and Autodesk Kynapse middleware; and Autodesk FBX data interchange format. To learn more about Autodesk's game development solutions, visit <http://www.autodesk.com/games>.

Safe Harbor Statement

This press release contains forward-looking statements that involve risks and uncertainties, including statements regarding the impact of the acquisition on Autodesk's earnings per share, product offerings and the performance of its business. Factors that could cause actual results to differ materially include the following: difficulties encountered in integrating merged businesses; whether certain market segments grow as anticipated; the competitive environment in the software industry and competitive responses to the acquisition; and whether the companies can successfully develop new products or modify existing products and the degree to which these gain market acceptance.

Further information on potential factors that could affect the financial results of Autodesk are included in the company's annual report on Form 10-K for the year ended January 31, 2008, which is on file with the Securities and Exchange Commission.

About Kynogon SA

Kynogon develops and markets Kynapse, a unique artificial intelligence engine. Kynapse is used by the world's leading game developers such as Electronic Arts, Activision, Bethesda Softworks, Lionhead Studios, Midway, Real Time Worlds, SEGA, Sony Online Entertainment, Spark Unlimited, THQ and Turbine, for the development of their AAA titles. Kynapse has also been selected by industry leaders such as EADS and British Aerospace Systems as their preferred artificial intelligence solution. For more information please visit <http://www.kynogon.com>.

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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