



## Autodesk Launches Animation Academy 2009 for Secondary Schools

August 12, 2008

Includes Maya, 3ds Max, Mudbox and MotionBuilder Software Products

SAN RAFAEL, Calif., Aug. 12 /PRNewswire-FirstCall/ -- Autodesk, Inc. (Nasdaq: ADSK) has launched Animation Academy 2009, the latest version of its visual communications offering for secondary schools worldwide. The six-part curriculum introduces students to 3D animation and visual effects technology while immersing them in core academic subjects such as science, math, language and arts. For the first time, Animation Academy includes Autodesk Mudbox digital sculpting software and Autodesk MotionBuilder character animation software, along with the Autodesk 3ds Max and Autodesk Maya modeling, animation and rendering software.

(Photo: <http://www.newscom.com/cgi-bin/prnh/20080812/AQTU501>)

"Autodesk Animation Academy is easy to understand, offers measurable objectives for student evaluation, and fulfills my school district's requirements for increased academic integration. My students are reinforcing their knowledge of core subject areas, while at the same time learning valuable career skills," said 3D animation instructor Pat Gombarcik of the Arts & Communications Academy and Southeast Career Technical Academy in Nevada.

Animation Academy 2009 adheres to numerous academic standards, including those of the International Technology Education Association and the United States' STEM standards for science, technology, math and engineering. The curriculum includes comprehensive project-based lessons on astronomy, architecture, the digestive system, weather systems, forensics and an independent study.

For further information on Animation Academy 2009, please visit <http://www.autodesk.com/pr-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 communications, 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 software, 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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