Autodesk Receives Scientific & Technical Academy Award for Maya Fluid Effects Technology

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Win Marks Third Award for Maya in 2008

SAN RAFAEL, Calif., Feb. 21 /PRNewswire-FirstCall/ -- Autodesk, Inc. (Nasdaq: ADSK) announced today that developers of its Autodesk Maya Fluid Effects System have been awarded Technical Achievement Awards from the Academy of Motion Picture Arts and Sciences. The Maya Fluid Effects System allows digital artists to create realistic animation of liquids and gases, using novel simulation techniques for accuracy and speed, as well as a unique scripting language for working with volumetric data.

(Photo: http://www.newscom.com/cgi-bin/prnh/20050415/SFF034LOGO)

Autodesk developers Duncan Brinsmead, Jos Stam, Julia Pakalns and Martin Werner were recognized with Technical Achievement Awards for the design and implementation of the Maya Fluid Effects System at the Scientific and Technical Academy Awards ceremony held earlier this month. Recipients are selected by the Academy for their ability to demonstrate a proven record of contributing significant value to the process of making motion pictures. This is the fifth time innovative technology developments from Autodesk have been recognized by the Academy of Motion Pictures Arts and Sciences with Scientific and Technical Achievement Awards.

Marc Petit, senior vice president, Autodesk Media & Entertainment, said, "It is such an honor to be recognized with this Scientific and Technical Award by the Academy of Motion Picture Arts and Sciences -- the gold standard of achievement in filmmaking technology. This award is a testament to our brilliant engineers who continue to blaze new trails for the entire 3D computer graphics industry."

The Academy Award's honor is the third major award for Maya in 2008.

- National Television Academy Awards: Autodesk 3ds Max software and Autodesk Maya software received National Television Academy awards on January 7, 2008 at the 59th Annual Technology and Engineering Awards ceremony in the Gaming Category of Visual Digital Content Creation Tools and Their Impact. Now in its fourth year, this category award recognizes pioneering efforts and breakthroughs in the gaming world.
- Game Developer Hall of Fame Award: In the January 2008 issue of Game Developer Magazine, Autodesk Maya was announced as the recipient of the 2007 Front Line Hall of Fame Award. Each year, honour is bestowed upon a product that has made an outstanding contribution to the game development industry for five years or more. Autodesk 3ds Max was inducted in 2005.

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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