David Fano, Craig Barbieri and Henry Goeke Win First 3D Autodesk University Design Slam Contest

December 5, 2008

LAS VEGAS, Dec 05, 2008 /PRNewswire-FirstCall via COMTEX News Network/ -- High Energy, Live Cut&Paste Design Competition A Huge Hit with Attendees at Autodesk University 2008

Autodesk University -- A standing-room crowd of attendees received a jolt of energy and inspiration during the debut of the Autodesk University (AU) Design Slam, the first 3D live design competition of its kind. David Fano, Craig Barbieri and Henry Goeke were crowned winners of the competition in the categories of Architecture: "Less AND More," Architecture: "Less is More" and Industrial Design: "Watch This," respectively. AU Design Slam, presented by Cut&Paste, is a live-on-stage design competition where contestants employ Autodesk software, quick-witted design and high-energy showmanship to create digital designs that wowed the audience and the judges.

Fano's design of a modern, collective social dwelling on the East River of New York secured his first place win in the Architecture: "Less AND More" category; Barbieri's design of a complement building to the Barcelona Pavilion by Mies van der Rohe garnered him first place in the Architecture: "Less is More" category; while Goeke's design of a present day watch for the 16-25 age group secured his first place win in the Industrial Design: "Watch This" category. The contestants, who are in Las Vegas attending Autodesk University 2008, energized the crowd of thousands with their upbeat and compelling designs.

Inspired by the global success of Cut&Paste's annual Digital Design Tournament, the AU Design Slam adapted this fast-paced format to test the skill, speed and stage presence of the contestants as they create original designs in rounds of 20 minutes while their work is shown in real-time on large-scale projections.

"It was astonishing to watch architects, engineers and designers demonstrate building information modeling and digital prototyping in front of a live audience," said Phil Bernstein, FAIA, Autodesk vice president of industry strategy and relations and Design Slam judge. "While all the competitors demonstrated impressive mastery of 3D design, the winning submissions by Fano, Barbieri and Goeke were selected because of their artistic approach to innovative design"

About Cut&Paste

Cut&Paste (www.cutandpaste.com) is a social arena for the discovery, advocacy and elevation of design. It lives as a global movement of artists, firms and media working to strengthen creative networks through events and local support. Born in New York City in November 2005, Cut&Paste's signature event is the Digital Design Tournament, held live throughout the world each year. The 2009 tour is scheduled to take place in 16 cities around the globe. Cut&Paste additionally powers design-driven contests and events within the industry. Learn more about Cut&Paste at www.cutandpaste.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 www.autodesk.com.

Contact: Angela Costa Simoes, 415-547-2388
Email: angela.simoes@autodesk.com

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

SOURCE Autodesk, Inc.

http://www.autodesk.com