



Autodesk Leverages NVIDIA GPU Computing to Bolster Moldflow Software Performance

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CHICAGO, June 23 /PRNewswire-FirstCall/ -- NPE 2009 -- Autodesk, Inc. (Nasdaq: ADSK) today announced that it has significantly increased the performance of the latest release of Autodesk Moldflow Insight 2010, part of its software suite for plastics injection molding, by further leveraging cutting-edge GPU technology from NVIDIA Corporation.

Part of the Autodesk solution for Digital Prototyping, Autodesk Moldflow software simulates the injection molding process to predict the flow behavior of plastic, allowing customers to help simulate and optimize their plastic parts and associated molds and achieve higher-quality and more profitable manufacturing. Moldflow 2010 is the first plastic injection molding software in the computer aided engineering (CAE) market to leverage the revolutionary NVIDIA CUDA parallel processing architecture of the NVIDIA Quadro FX 4800 and Quadro FX 5800 GPUs, which has resulted in a more than 2X performance increase.

"Autodesk is absolutely driven to improve the performance of our Moldflow product line, and unlocking the power of NVIDIA Quadro GPUs provided a great opportunity to do so when we developed Moldflow 2010," said Samir Hanna, vice president of Digital Factory and Industrial Design for the Autodesk Manufacturing Industry Group. "Only a few years ago, analyzing plastics injection molding in true 3D was a slow process, but now Autodesk Moldflow users can reap the benefits of these new speed gains and reduce analysis times by multiple factors."

The CUDA architecture enables the distribution of a computational workload across the GPU's many hundreds of processor cores, resulting in the capability to deliver an unprecedented level of graphics realism at ever increasing speeds. This increase is an important step in the Digital Prototyping process as it allows CAE analysts and engineers to create and analyze more design variations in less time, reducing the time to the final digital representation and improving plastic part designs.

"We are pleased to have worked so closely with Autodesk to deliver a truly unique solution for the design of plastic parts and molds," said Jeff Brown, general manager, Professional Solutions, NVIDIA. "By taking full advantage of CUDA and NVIDIA GPUs, plastics specialists and analysts are now able to benefit from added graphics capabilities and experience process simulations at higher rates than ever before."

Autodesk will be showcasing Autodesk Moldflow 2010 at the International Plastics Showcase taking place June 22-26, in Chicago.

For more information on NVIDIA Quadro, visit www.nvidia.com/quadro.

About Autodesk

Autodesk, Inc., is a 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.

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