AUTODESK.

Autodesk Integrates Face Robot Into Softimage 2010: Brings Rapid Facial Animation to More 3D Users

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--Also Features Optimized Core Architecture and Enhanced ICE System

EW ORLEANS, Aug 03, 2009 /PRNewswire-FirstCall via COMTEX/ -- At SIGGRAPH 2009, Autodesk, Inc. (Nasdaq: ADSK) has launched Autodesk Softimage 2010 3D modeling, animation rendering and compositing software for games, film and television visual effects. Softimage 2010 features an optimized core architecture, integration of the Softimage Face Robot facial rigging and animation toolset, and an expanded and customizable Interactive Creative Environment (ICE) system.

"Over the past year, we've made Softimage faster, easier to use and more powerful," said Stig Gruman, vice president, Autodesk Digital Entertainment Group. "This version provides integrated solutions for digital entertainment creation with the inclusion of Face Robot, scene complexity management tools and improved interoperability with Autodesk Maya, Autodesk 3ds Max and Autodesk MotionBuilder software."

Artists have used Softimage to help create stunning movies, commercials and video games, including commercials for BMW, Coca Cola, Kellogg's and Monster.com. Janimation, an award-winning animation and motion graphics studio, relied on Softimage to help create Activision's latest James Bondbased hit video game, "Quantum of Solace." Greg Punchatz, senior creative director at Janimation, remarked, "If you only looked at the huge performance increases and workflow enhancements, Softimage 2010 would be a very solid release, but add Face Robot to the mix and you have a home run."

Key New Features in Autodesk Softimage 2010

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    -- Accelerated Performance - The third iteration of the Softimage GigaCore
       architecture, GigaCore III, helps deliver superior data handling and
       speed improvements. Loading and saving large scenes and importing
       complex character models are faster. In addition, many of the operations
       most commonly performed on enveloped characters or large numbers of
       objects execute more rapidly. Also, the Function Curve (FCurve) Editor
       performs faster when animators are working with large numbers of curves
       or keys.
    -- Face Robot - Softimage 2010 includes the Face Robot toolset. Face Robot
       is a professional solution for rigging and animating large numbers of 3D
       faces quickly and easily. It enables the creation of life-like facial
       animation at incredible speeds. Using Face Robot, animators are freer to
       concentrate on emotion, expression and unforgettable performances. An
       Autodesk Maya software exporter enables animators to bring a solved Face
       Robot head into Maya for more integrated computer graphics (CG)
       character workflows.
    -- Custom Node Creation for ICE Systems - New tools allow for the creation
       of custom nodes that enable technical directors (TDs) and third parties
       to more quickly build new ICE systems: ICE Rigid Bodies, ICE Fluids and
       ICE Cloth. ICE effects can be exported to Maya for a more integrated CG
       pipeline.

    -- Tools for Managing Project Complexity - New tools and workflows help
       enhance artist productivity by enabling the management of complex tasks.
       These are a new Scene Debugger toolset that helps give artists and TDs
       information about a scene's performance and memory usage, an
       easy-to-use scene search toolset and added support for grouping within
       layers.
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Softimage 2010 also features improved modeling tools, additional animation and camera functionality, and an updated Autodesk Crosswalk toolset for content transfer. For more information about Autodesk Softimage 2010, visit www.autodesk.com/softimage.

Pricing and Availability

Autodesk anticipates that Softimage 2010 will be available in September 2009. The Autodesk suggested retail price (SRP) for Softimage 2010 (Windows) is US$2,995*, Softimage 2010 (Linux) is US$3,295*, and US$4,695* for Softimage Advanced 2010 (Linux and Windows)*.

Upgrade Pricing

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    -- From Softimage 7.5 Windows to Softimage 2010 Windows will be US$1,495*
       SRP
    -- From Softimage 7.5 Linux to Softimage 2010 Linux will be US$1,645* SRP
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--   From Softimage 7.5 Advanced to Softimage Advanced 2010 Windows/Linux
     will be US$2,345* SRP

--   There will be no upgrades available for versions prior to Softimage 7.5
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Operating Systems

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--   The 32-bit version of Softimage 2010 will be supported on Windows XP
     Professional (SP3) and Windows Vista Business (SP1)

--   The 64-bit version of Softimage 2010 will be supported on the Windows XP
     Professional (SP2), Windows Vista Business (SP1) and Fedora Core 8
     operating systems
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Autodesk Subscription is available for purchase with the product license purchase or upgrade. The Autodesk suggested retail price for Autodesk Subscription is US$795* per year for Softimage and US$1,235* per year for Softimage Advanced*.

* International pricing may vary. Linux and Softimage Advanced versions are available in network licensing only. Face Robot toolset is not supported on Linux platform

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.

Contact: Rama Dunayevich, 415.547.2472 / Karen Raz, 310.450.1482

Email: rama.dunayevich@autodesk.com / karen@razpr.com

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