



Autodesk Debuts New Mobile Games Curriculum and Instructor Certification Options

July 26, 2010

Autodesk Provides Free Training Modules for Mobile Game Creation; Announces New Certification Program for Softimage Instructors

LOS ANGELES, Jul 26, 2010 (BUSINESS WIRE) --

[Autodesk, Inc.](#) (NASDAQ:ADSK) has released three [new training modules](#) as part of the [Autodesk Animation Academy](#) 2011 curriculum* for secondary schools. The modules provide students with tools and a curriculum to help develop the skills needed to create mobile game applications. Separately, Autodesk has also announced new instructor certification for [Autodesk Softimage](#) software, as well as a new cost-effective cross-certification program for trainers wanting to teach multiple Autodesk [Digital Entertainment Creation](#) (DEC) products.

New Autodesk Animation Academy Training Modules

The three new Animation Academy modules provide students with an easy learning path to help master 3D tools for interactive content creation. The modules are designed to be used with Academy Award-winning [Autodesk Maya](#) software, and focus on storytelling and game creation using both [Unity3D](#) game engine and Maya Cloth and Fur. The modules add 180 hours of free training material to the Animation Academy program, which now comprises four full semesters of coursework.

- **Environmental Storytelling** -- Students learn to model an environment inspired by an historical event. A character model is included along with an overview of the pipeline for mobile game production.
- **Game Creation** -- Students learn how to create a game with the assets created in the Environmental Storytelling module. They can export their level and props directly into the Unity3D game engine.
- **Ricky 2.0 Superhero** -- Pre-existing modules in the series enable students to hone their animation skills based around a unique character named "Ricky the Rat." In this newest character module, students learn how to use Maya Cloth and Fur.

This new material extends Autodesk's latest [postsecondary games curriculum](#), which was released in March 2010. All curricula created for the Autodesk Animation Academy are now available on the online [Autodesk Education Community](#), where students and educators can also download free** copies of Autodesk Maya, [Autodesk 3ds Max](#), Autodesk Softimage, [Autodesk MotionBuilder](#), [Autodesk Mudbox](#) and [Autodesk SketchBook Pro](#) software.

Carl Callewaert, Lead 3D Instructor at The Gaming and Animation Institute of Fredericton and Director of Animation at Measurand, a motion capture company, worked with Autodesk to co-develop the new game creation modules.

"I have been teaching Autodesk technology for over 10 years, and I was eager to extend my experience teaching college-level game design to high school students," said Callewaert. "These new courses provide students with the building blocks for creating their own game, a valuable knowledge base that will help prepare them for future real-world job opportunities and further studies in the game development field."

Callewaert adds: "Autodesk has done a great job in making this curriculum and their tools accessible to high school students. Any student can download a free copy of Maya software and begin to create games immediately -- it's that easy."

For more information about Autodesk Animation Academy and the new 2011 curriculum modules, please visit Autodesk at booth #500 during the SIGGRAPH Conference at the Los Angeles Convention Center, or download the new modules [online](#).

New Autodesk Certified Instructor Programs

The [Autodesk Certified Instructor \(ACI\) program](#) -- offering coaching, mentoring and accreditation services for instructors teaching Autodesk software -- is now available to instructors of Autodesk Softimage software. Qualified program candidates will receive an ACI Workbook along with access to downloadable training guides and online courses to help prepare for three online certification tests. After the exams are completed, candidates are required to attend and pass a three-day observational assessment seminar to qualify as an ACI.

A new, cost-effective cross-certification program helps trainers certified in 3ds Max, Maya, [Autodesk Flame](#), [Autodesk Lustre](#) or [Autodesk Smoke](#) software apply for certification on other Autodesk DEC products by passing the application-specific certification exams, all without having to participate in another training workshop.

For more information about Autodesk training opportunities, visit www.autodesk.com/ACI.

About Autodesk

Autodesk, Inc., is a world leader in 2D and [3D design](#), engineering and entertainment software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software to help customers experience their ideas digitally before they are built. Fortune 100 companies -- as well as the last 15 Academy Award winners for Best Visual Effects -- use [Autodesk software](#) tools to design, visualize and simulate their ideas to save time and money, enhance quality and foster innovation for competitive advantage. For additional information about Autodesk, visit www.autodesk.com.

*The curriculum terms and conditions are available at <http://students.autodesk.com/?nd=legal>.

** The software is subject to the terms and conditions of the end-user license agreement that accompanies the software.

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