



Crytek Uses New Autodesk Scaleform Features to Create "Crysis 2"

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Stereoscopic 3D Support Helps Create Highly Innovative Game Play for Blockbuster title

SAN RAFAEL, Calif., Apr 13, 2011 (BUSINESS WIRE) --

[Autodesk, Inc.](#) (NASDAQ:ADSK) has announced that German video game company [Crytek](#) used [Autodesk Scaleform](#) software in the development of "Crysis 2", a new science fiction first-person shooter video game published by Electronic Arts (EA). Scaleform, a leading Flash-based user interface (UI) and multimedia solution, was used to support the cross-platform development of stereoscopic 3D menus, displays and interfaces. Autodesk acquired Scaleform Corporation, a privately held middleware and UI tools company, on March 1, 2011.

Released in the United States on March 22, 2011, and available for PC, Xbox 360 and PlayStation 3, "Crysis 2" is set in 2023, and takes place in an alien-infested, crumbling New York City. The game has already been lauded in reviews for its stunningly realistic graphics and environments, expansive game levels and action-packed game play. "Crysis 2" marks the first time Crytek has released its best-selling franchise on game consoles, thanks in part to the cross-platform capabilities of Scaleform software.

"Crysis 2" is one of the first triple-A titles to make extensive use of stereoscopic 3D, for which Crytek used Scaleform and its built-in 3Di toolset. Crytek developers quickly crafted levitating 3D and stereoscopic 3D interfaces for "Crysis 2" by easily tilting and tweening Flash elements -- displays, menus, interfaces, and videos -- in 3D space.

"With 'Crysis 2', we really wanted to push our CryENGINE 3 game engine and all available technology to the limit in order to achieve a unique gaming experience," said Avni Yerli, managing director of Crytek. "Scaleform support for CryENGINE and stereoscopic 3D, as well as its availability on numerous platforms, helped us raise the quality and performance of our in-game graphic interfaces for both the PC and console versions to a whole new level."

"Stereoscopic 3D opens up a brand new way for players to experience and interact with their games," said Brendan Iribe, senior director of product development, Autodesk Games. "Crysis 2" is a marquee example of just how well two powerful technologies -- CryENGINE 3 and Scaleform -- can come together to create a game that enables players to truly experience a new dimension in gaming."

About Autodesk

Autodesk, Inc., is a leader in [3D design](#), engineering and entertainment software. Customers across the manufacturing, architecture, building, construction, and media and entertainment industries -- including the last 16 Academy Award winners for Best Visual Effects -- use Autodesk software to design, visualize and simulate their ideas. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software for global markets. For additional information about Autodesk, visit www.autodesk.com.

About Crytek GmbH

Crytek GmbH ("Crytek") is one of the world's leading independent development studios for interactive entertainment. It is based in Frankfurt am Main (Germany) and has additional studios in Kiev (Ukraine), Budapest (Hungary), Sofia (Bulgaria), Seoul (South Korea) and Nottingham (UK). Crytek is dedicated to creating exceptionally high-quality video games for next-generation consoles and PC, powered by its proprietary, cutting-edge 3D game technology, CryENGINE.

Since its foundation in 1999, Crytek has created the multi-award winning PC titles *Far Cry*, *Crysis* (awarded best PC Game of E3 2007 and Best Technology at the 2008 Game Developers Choice Awards) and *Crysis Warhead* (awarded Best Graphics Technology at IGN Best of 2008 Awards).

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