



Autodesk Gameware Technology Licensed to Nintendo

March 6, 2012

Game Developers for Nintendo's New Hardware to Take Advantage of Autodesk Game Development Solutions

SAN FRANCISCO--(BUSINESS WIRE)--Mar. 6, 2012-- **Game Developers Conference** —[Autodesk, Inc.](#), (NASDAQ:ADSK) has entered into a landmark license agreement allowing Nintendo Co., Ltd. to provide [Autodesk Gameware](#) technology to its licensed developers creating video games for the upcoming Wii U platform and helping differentiate Nintendo's new hardware, expected to hit store shelves later this year.

Under terms of the agreement, Autodesk, Inc. has granted Nintendo the right to provide licensed Wii U game developers with three Gameware products: [Autodesk Scaleform](#) middleware for user interface development, [Autodesk Kynapse](#) middleware for artificial intelligence and [Autodesk HumanIK](#) middleware for interactive character animation.

The Autodesk Gameware product line is comprised of production-proven game development solutions that have been used in at least 1,000 games to date. This technology helps developers enhance production value while reducing development time, enabling them to focus efforts on creating compelling gameplay that resonates with consumers.

"Autodesk Gameware technology is used by the industry's elite development teams and has been adopted across the industry. Through our relationships with key companies like Nintendo, we can put our solutions into the hands of more game developers," said Marc Petit, Autodesk senior vice president, [Media & Entertainment](#). "Adopting Autodesk Gameware helps streamline the production process, freeing more resources for innovation in new areas. This shift in development focus will help make the next-generation of titles more compelling than the last."

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.

Autodesk, AutoCAD, HumanIK, Kynapse and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. Wii U is a trademark of Nintendo. Academy Award is a registered trademark of the Academy of Motion Picture Arts and Sciences. All other brand names, product names or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2012 Autodesk, Inc. All rights reserved.

Source: Autodesk, Inc.

Autodesk, Inc.
Brittany Bonhomme, 416-874-8798
brittany.bonhomme@autodesk.com
or
Karen Raz, 310-450-1482
karen@razpr.com