![Autodesk logo]

Autodesk Unveils Maya LT for Indie and Mobile Game Developers Starting at $50 a Month

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Powerful Tools and Affordable Pricing Expand 3D Options for Independent Game Developers and Small Studios

SAN FRANCISCO--(BUSINESS WIRE)--Aug. 28, 2013-- Autodesk, Inc. (NASDAQ: ADSK) today introduced Autodesk Maya LT 2014, a new 3D modeling and animation tool tailored for independent and mobile game developers. Available immediately and compatible with certain industry-standard game engines, Maya LT draws inspiration from award-winning Autodesk Maya software to bring an intuitive, affordable new toolset for the creation of professional-grade 3D mobile, PC and web-based game assets.

"We see indie game developers as a key part of the industry, driving innovative new production techniques and gameplay," said Chris Bradshaw, senior vice president, Autodesk Media & Entertainment. "The market is fiercely competitive, and Maya LT can provide indie developers and small studios with a powerful, yet simplified workflow for designing and animating remarkable 3D characters, environments and props – at a price that fits within even the most modest budget. It's a practical solution that closely matches the needs of the mobile game development production cycle and helps developers rise above the noise and really shine."

Smaller studios like Phyken Media, creators of the mobile game *Wizard Ops Tactics,* saw both the economic and workflow benefits of the new product.

"I jumped at the chance to try Maya LT, as the cost flexibility means we could grow the studio much more comfortably," said Phyken Media President Kunal Patel. "With an option like Maya LT, our small team can accept bigger challenges and take on various new types of projects that may require more artists without having to worry much about any large upfront expenses. We even found operating expenses are much easier to determine."

Maya LT for Game Developers

Maya LT debuts with an easy-to-navigate user interface (UI) and industry-renowned 3D modeling and animation tools that enable independent game developers to rapidly deliver 3D assets into game engines. The software integrates seamlessly into game development workflows with out-of-the box support for Unity 3D Engine and Unreal® Engine™ through the FBX file format for primary data exchange, and the ability to import certain 3D asset formats [Maya (.ma, .mb), Maya LT (.mlt), OBJ, FBX, AI, EPS] and texture formats (BMP, PNG, DDS, EXR, TGA, TIFF), as well as export 3D assets in FBX and .mlt.

Key Features

Maya LT has a number of features customized specifically for the needs of mobile and independent game developers: powerful modeling tools to help create and alter 3D assets of any size and export FBX files containing up to 25,000 polygons per object, animation tools that include a skeleton generator and inverse kinematics with Autodesk HumanIK, and high-quality viewport previews to help developers view assets as they would appear in game, reducing iteration and asset creation time. Other key features are lighting and texture baking, giving designers professional global illumination tools to help simulate near realistic lighting through baking lighting data into texture maps, and vertex maps.

Pricing and Availability

Autodesk Maya LT 2014 is now available for Mac and Windows at a starting price of $795* SRP per perpetual license. Term licenses will also be available as part of a monthly, quarterly or annual rental plan in the near future, starting at $50* SRP, $125* SRP and $400* SRP respectively.

Learn More About Game Development with Autodesk Maya LT

For more information, and to download a free** trial of Maya LT, visit: www.autodesk.com/mayalt. Connect with the Maya LT development community at: http://area.autodesk.com/mayalt.

About Autodesk

Autodesk helps people imagine, design and create a better world. Everyone—from design professionals, engineers and architects to digital artists, students and hobbyists—uses Autodesk software to unlock their creativity and solve important challenges. For more information visit autodesk.com or follow @autodesk.

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