



## **Leading Video Game Publisher Ubi Soft to Standardize on Discreet 3ds max Software; New Agreement Will Upgrade Up to 200 Licenses to 3ds max 5.1**

March 31, 2003

MONTREAL & PARIS, Mar 31, 2003 (BUSINESS WIRE) -- Discreet, a division of Autodesk, Inc. (Nasdaq:ADSK), announced today that Ubi Soft Entertainment (<http://ubi.com>), one of the world's largest video game publishers, has joined the growing number of leading development studios to adopt and standardize their animation, modeling and rendering tools based on Discreet's 3D technology solutions. Ubi Soft has agreed to upgrade existing licenses as part of its game development program to utilize Discreet 3ds max software throughout its European development studios, which encompasses over 200 animation software licenses. The agreement between Ubi Soft and Discreet represents the biggest European 3D software partnership to date, and follows the recent decision from Ubi Soft Canada to also purchase licenses for its Montreal-based development studio.

"We are very happy with the capabilities of 3ds max," said Cedric Duchet, IT Purchasing Manager, Ubi Soft Entertainment. "We have used the software for many years and are pleased with the significant year-over-year feature enhancements implemented by Discreet and their new Subscription Program. We continually evaluate comparable 3D offerings on the market, and have taken the decision to standardize on 3ds max throughout our development sites, which helps us to keep ahead with our development tools."

"Ubi Soft has been a long-time partner with Discreet, and we are honored to receive their endorsement to upgrade licenses to our latest 3D software; we appreciate Ubi Soft's tremendous vote of confidence for our 3ds max software -- and this continued partnership," said Keith Russell, European Director, Software. "Discreet provides innovation, value and return on investment (ROI) for our customers. Having Ubi Soft demonstrate their long term commitment to us as 'THE' long term tool of choice -- is a clear signal to the game development industry that we're both committed to deliver cutting edge 3D tools and cutting edge game titles -- whether it is for next generation consoles, PC's, or our new 3D game initiatives for mobile devices".

### About Discreet

Discreet empowers moving media professionals to realize the visual experience, transforming their most evocative and ambitious visions into reality. Its range of award-winning systems and software is developed for digital media creation, management and delivery -- across all disciplines from visual effects and editing to animation, game development, web/interactive design, and design visualization. Discreet is based in Montreal, Quebec and is a division of Autodesk, Inc., the world's leading design and digital media creation, management, and distribution company. Product and corporate information is located on the Internet at [www.discreet.com](http://www.discreet.com).

Note to Editors: Discreet is a division of Autodesk, Inc. Discreet and 3ds max are either registered trademarks or trademarks of Autodesk, Inc. /Autodesk Canada Inc. in the USA and/or other countries.

Discreet Public Relations Kevin G Clark, 415/547-2457 [kevin.g.clark@autodesk.com](mailto:kevin.g.clark@autodesk.com)

<http://www.businesswire.com>

Today's News On The Net - Business Wire's full file on the Internet with Hyperlinks to your home page.