

Safe harbor



Each of the presentations today will contain forward-looking statements about our strategies, products, future results, performance or achievements, financial, operational and otherwise, including statements about our strategic priorities, business model transition, and guidance for the first quarter and fiscal year 2024; total addressable market (TAM), our long term financial and operational goals; our M&A strategy; our capital allocation initiatives; and our stock repurchase program. These statements reflect management's current expectations, estimates and assumptions based on the information currently available to us. These forward-looking statements are not guarantees of future performance and involve significant risks, uncertainties and other factors that may cause our actual results, performance or achievements to be materially different from results, performance or achievements expressed or implied by the forward-looking statements contained in these presentations, such as a failure to maintain subscriptions, billings, revenue, deferred revenue, margins and cash flow growth; difficulty in predicting those financial and performance metrics; failure to maintain disciplined and focused investment; failure to successfully integrate acquisitions and manage transitions to new business models and markets, including our efforts to expand in construction and manufacturing, and attract customers to our cloud-based offerings; failure to successfully expand adoption of our products; and negative developments in worldwide economic, business or political conditions.

A discussion of factors that may affect future results is contained in our most recent Form 10-K and Form 10-Q filings available at www.sec.gov, including descriptions of the risk factors that may impact us and the forward-looking statements made in these presentations. The forward-looking statements made in these presentations are being made as of the time and date of their live presentation. If these presentations are reviewed after the time and date of their live presentation, even if subsequently made available by us, on our website or otherwise, these presentations may not contain current or accurate information. We disclaim any obligation to update or revise any forward-looking statement based on new information, future events or otherwise.

Non-GAAP Financial Measures

These presentations include certain non-GAAP financial measures. Please see the section entitled "Reconciliation of GAAP Financial Measures to non-GAAP Financial Measures" in the Appendices attached to the presentations for an explanation of management's use of these measures and a reconciliation of the most directly comparable GAAP financial measures.



AUTODESK INVESTOR DAY

March 22, 2023

Accelerating Cloud Production in Media & Entertainment

Diana Colella

Senior Vice President
Media & Entertainment

What we'll cover today



1

Industry context

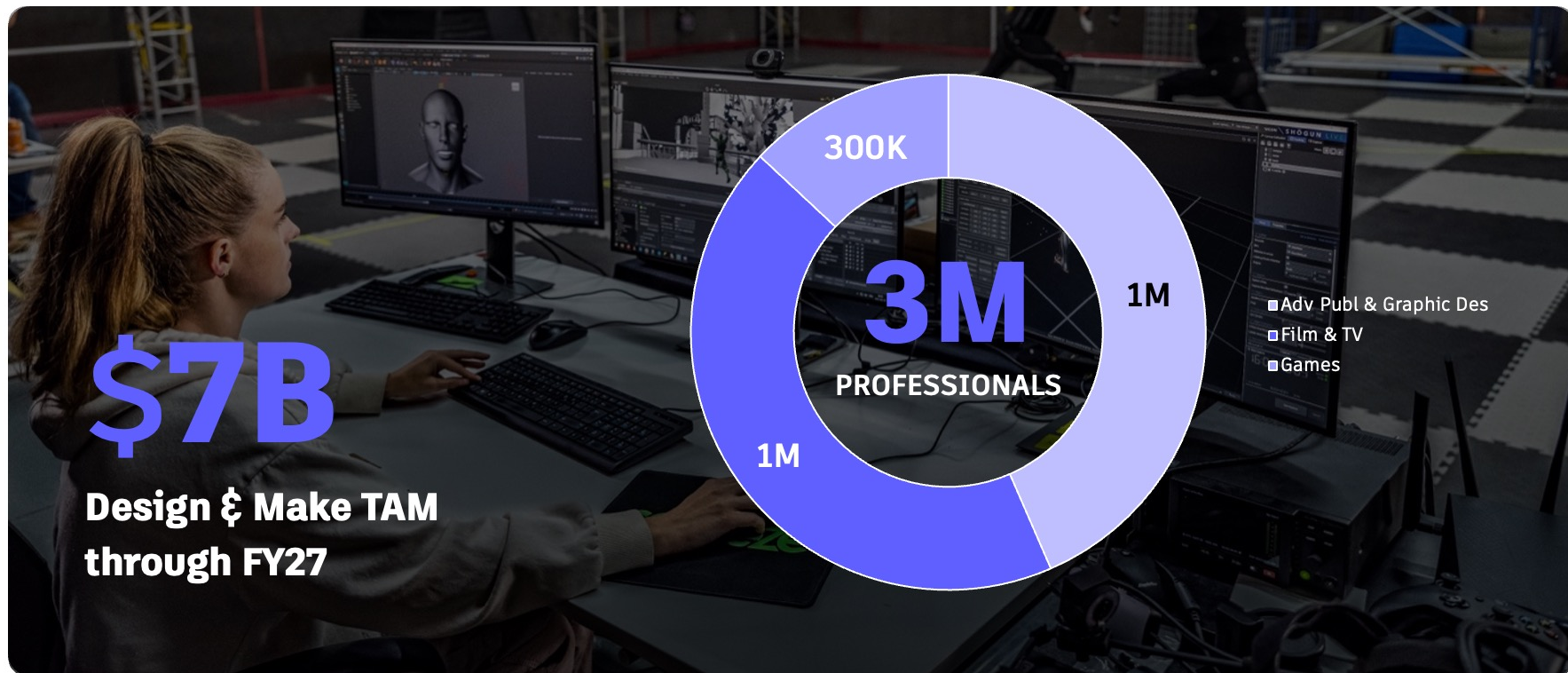
2

Expanding in Media & Entertainment

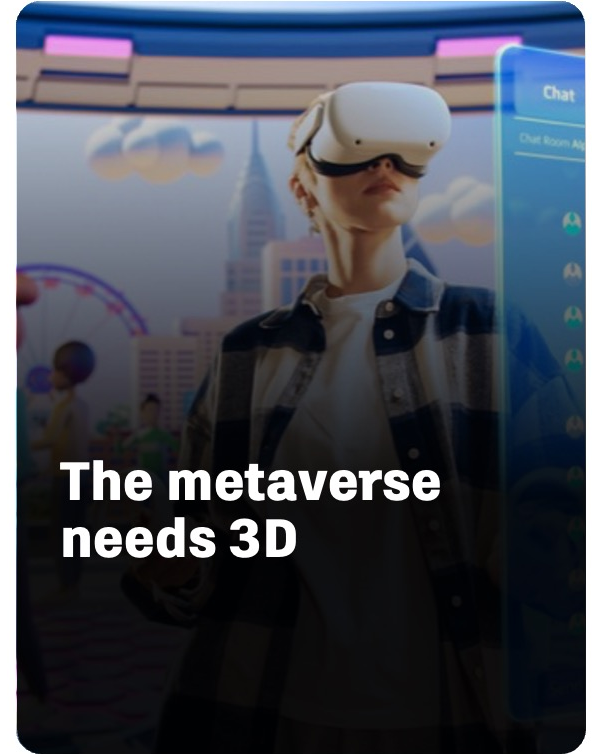
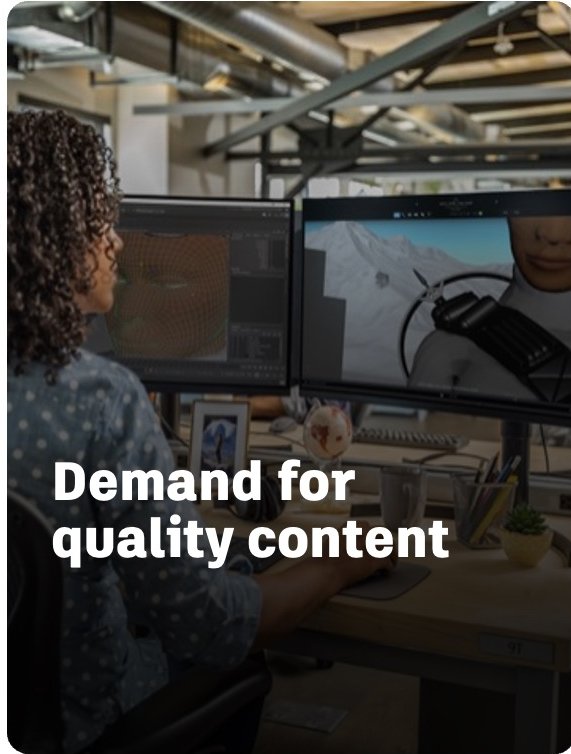
3

Why we win

Media & Entertainment

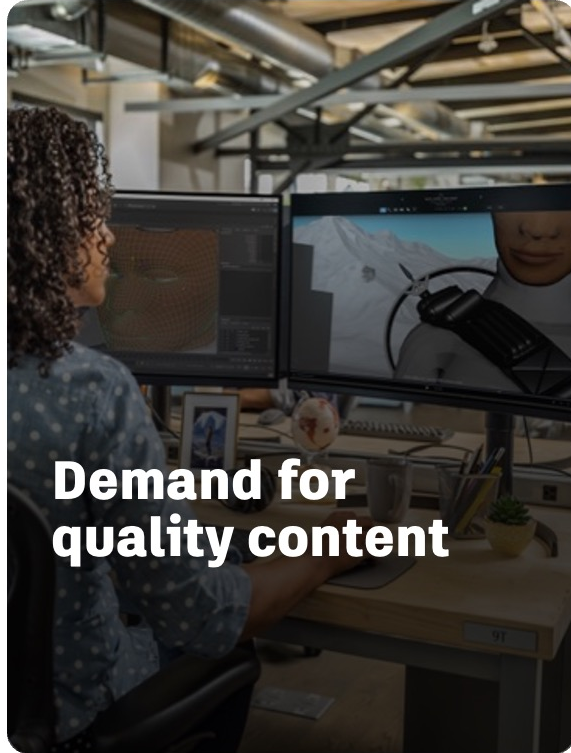


Key M&E trends



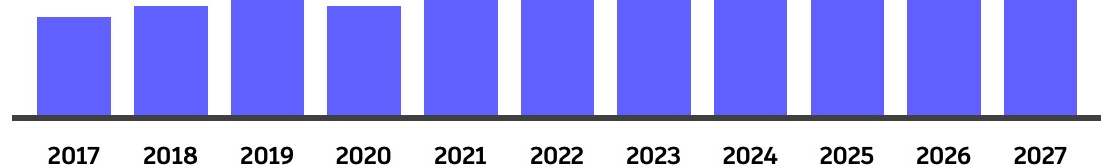
Competition is fueling demand for quality content

Higher quality content requires more VFX and 3D



GLOBAL VFX MARKET (USD MILLION)

2017:
USD 7,100.85



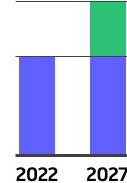
12.76%
Year-over-year
growth rate of 2023



13.71%
CAGR 2022-2027



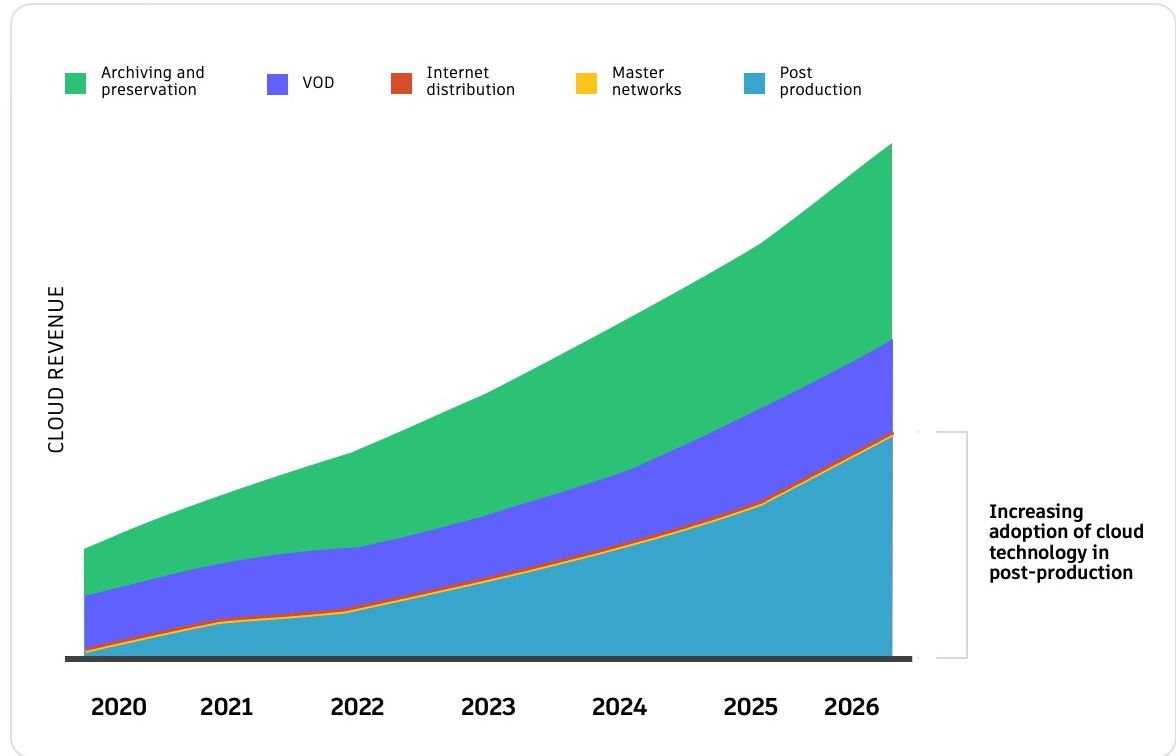
Accelerating
Growth momentum



USD 8898.82 Mn
**Market
size growth**

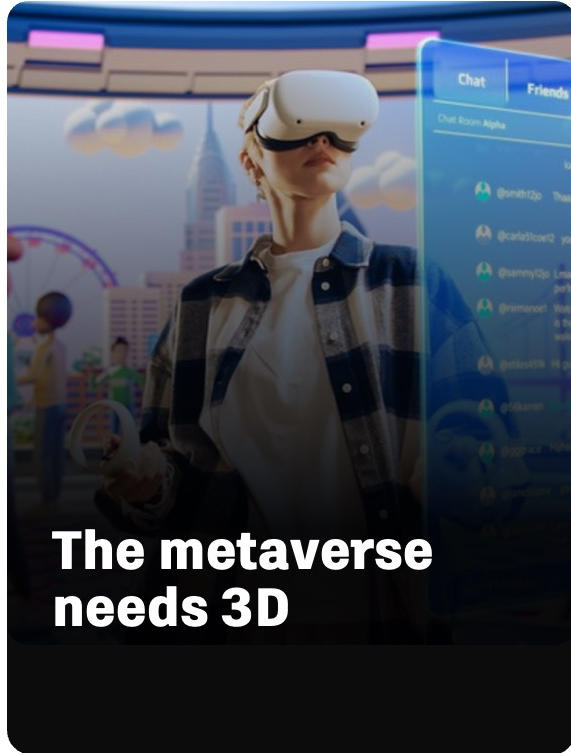
Adoption of cloud for M&E production is growing fast

Increased need for remote work, collaboration, and efficiency is driving adoption



The metaverse is fueling demand for 3D content

Multiple types of metaverses are emerging, all will need 3D



Expanding in Media & Entertainment

Grow our content creation business

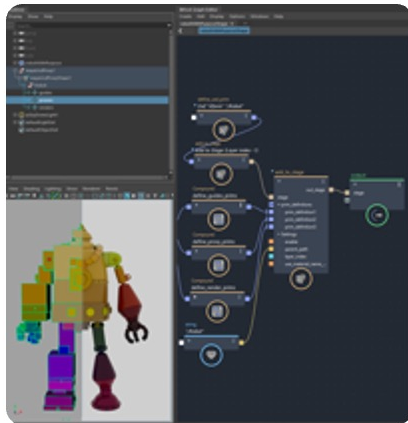
Accelerate adoption of Autodesk cloud solutions in M&E

Connect M&E production lifecycle with Flow

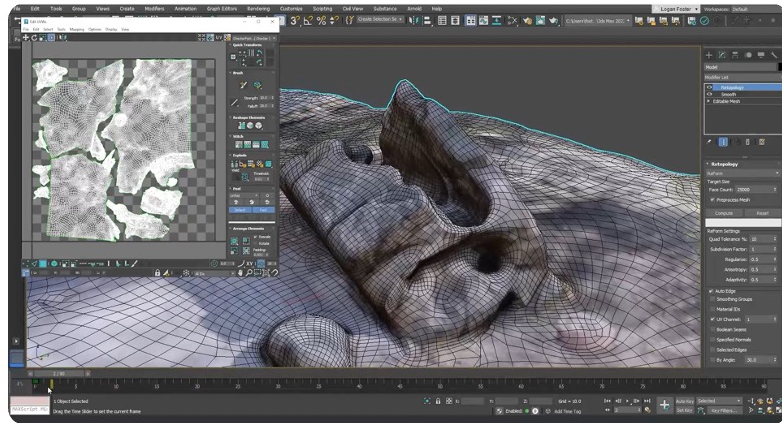


Bifrost Aero

Lead with best-in-class tools



Bifrost USD



3Ds Max Retopology

Make our software more accessible

Maya Creative and Indie versions are broadening our userbase



M Maya Creative

Maya Creative: Powerful animation, modeling, and rendering tools that flex to your creative needs

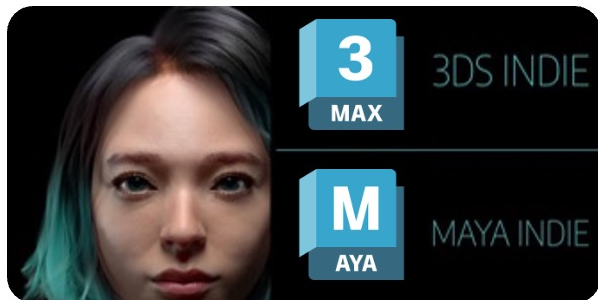
Available with Flex tokens.

[Access with Flex](#) [Download free trial](#)

© Talk to our sales team. Financing options available. 1-833-843-3437

Young Dragon – Image courtesy of Gabriel Richaud

NEW!
For as little as
\$3/day
(US MSRP)



3
MAX
3DS INDIE

M
AYA
MAYA INDIE

49%

YY growth in 3Ds Max Indie and Maya Indie revenue

Expanding in Media & Entertainment

Grow our content creation business

Accelerate adoption of Autodesk cloud solutions in M&E

Connect M&E production lifecycle with Flow

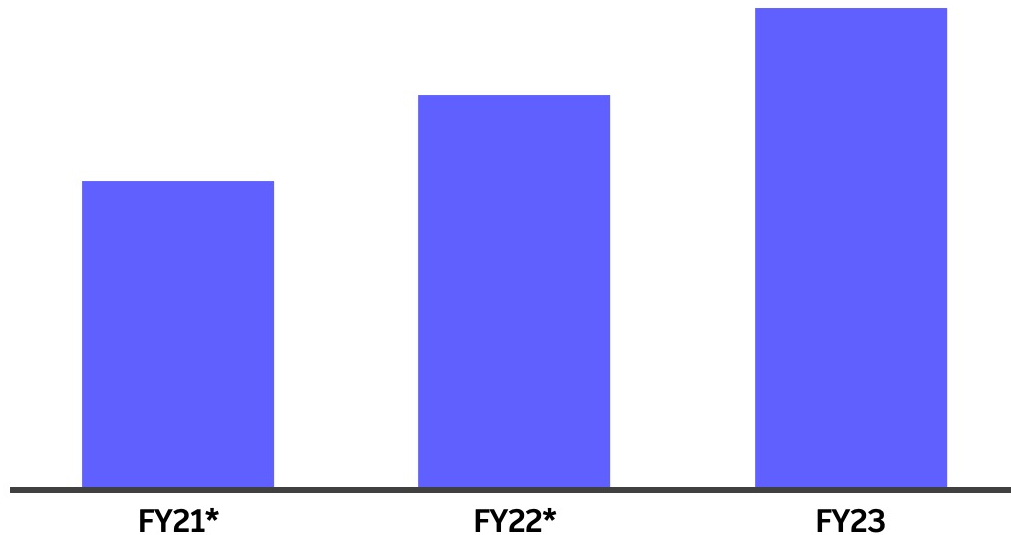
Drive cloud adoption with ShotGrid and Moxion

Users of Autodesk cloud products have been growing at a CAGR of 22%



*ShotGrid only

SHOTGRID & MOXION BILLINGS



Expanding in Media & Entertainment

Grow our content creation business

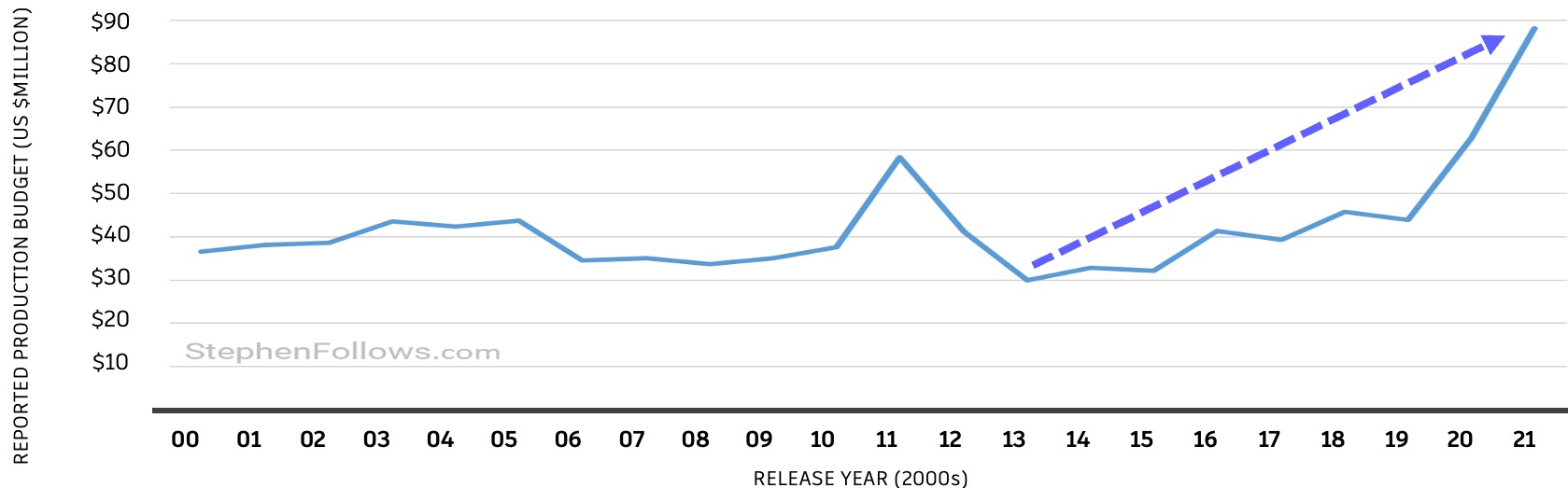
Accelerate adoption of Autodesk cloud solutions in M&E

Connect M&E production lifecycle with Flow

The cost of creating content is rising

Due to bigger game worlds, longer movies, and more sophisticated visual effects

AVERAGE PRODUCTION BUDGETS OF LIVE-ACTION FICTION FEATURE FILMS



Includes all live-action fictional feature films released in North America on home entertainment by a distributor who typically represented theatrically distributed films outside of the pandemic, and for which a budget figure is available. Budgets in non-USD currencies were converted to USD at the rate in their principal production year. Figures not inflation adjusted.

Industry processes are siloed and inefficient

Small changes upstream can have big consequences downstream



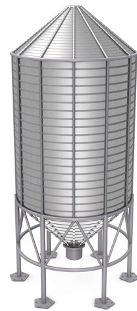
Pre-production

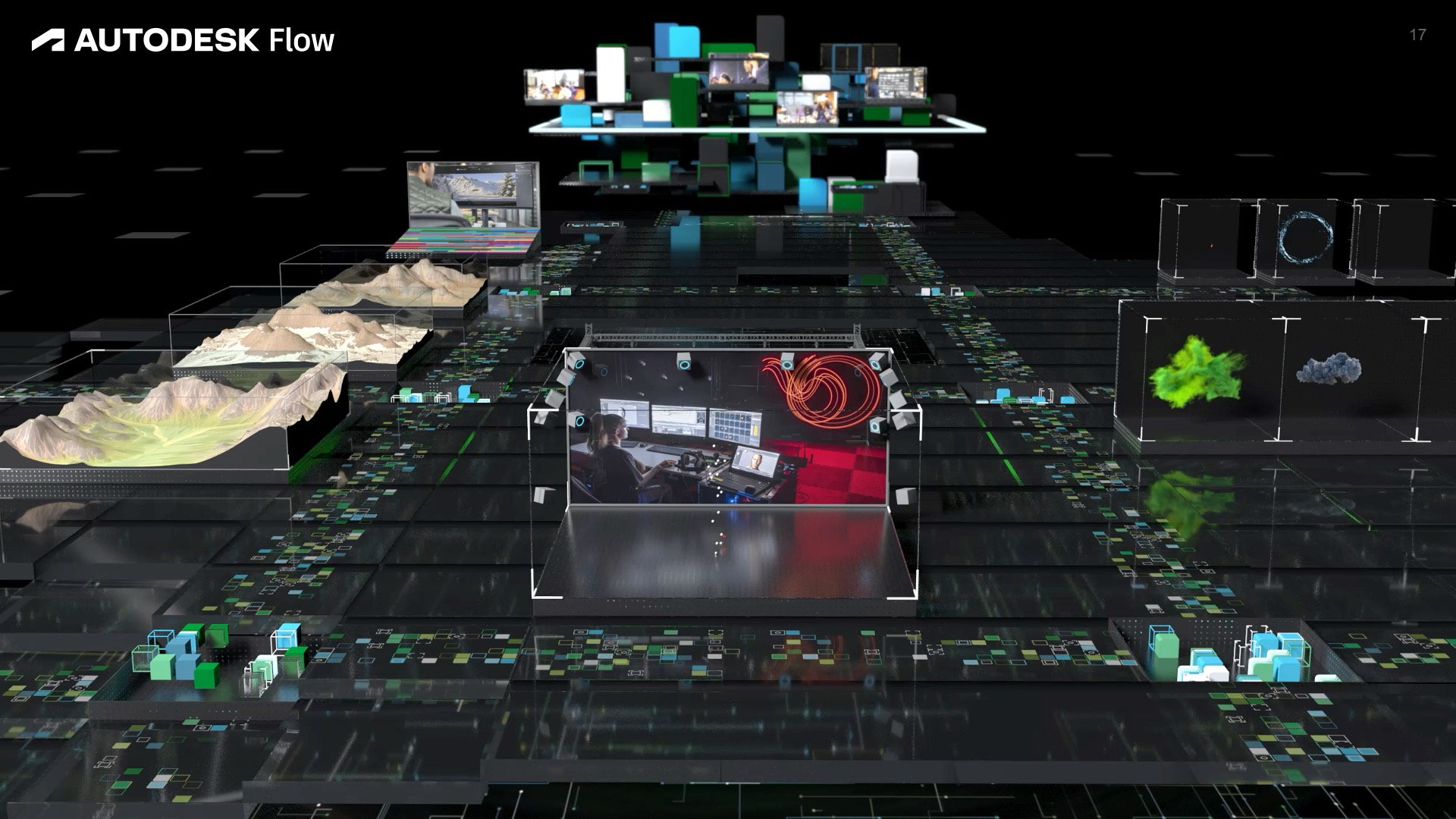


Production



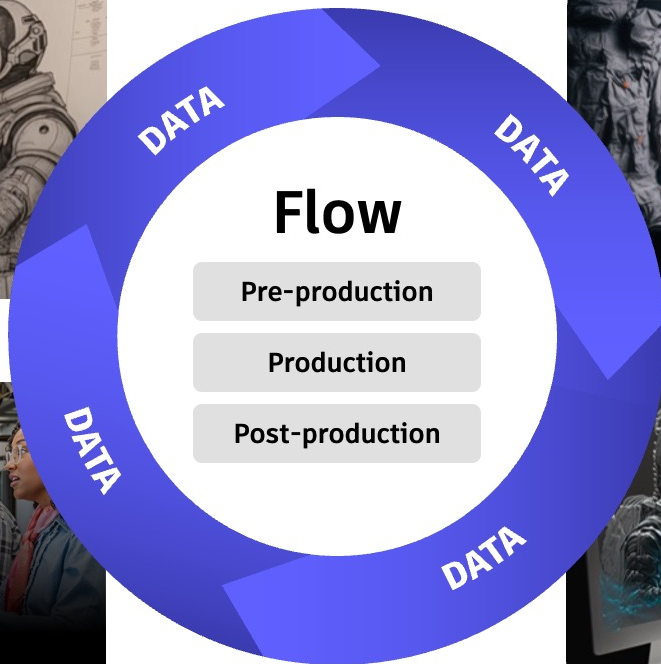
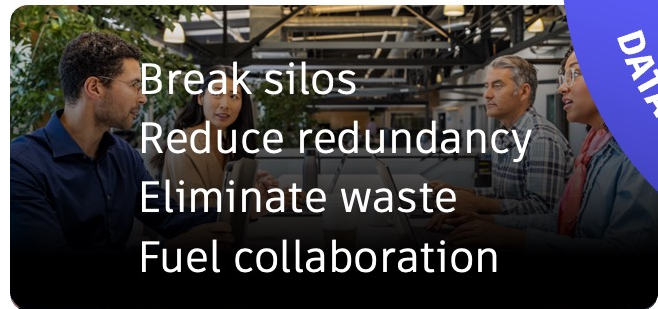
Post-production





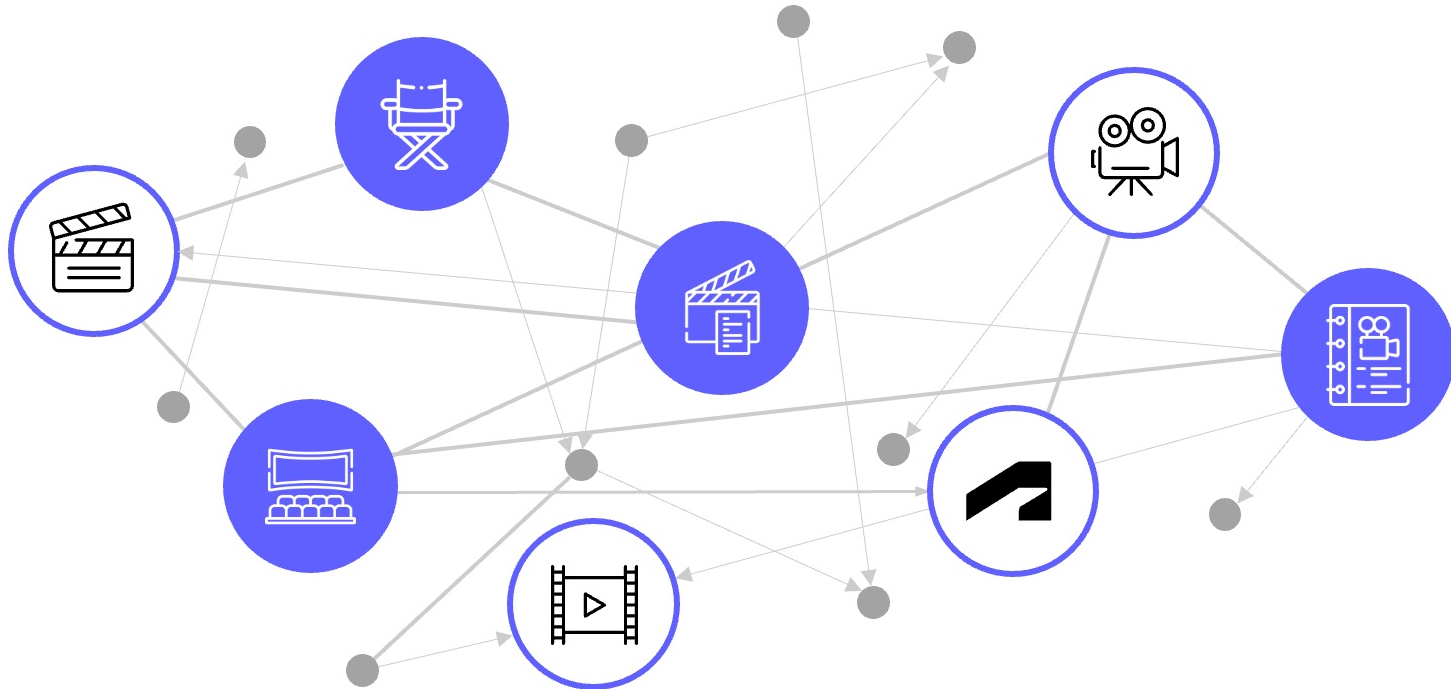
Introducing Flow industry cloud for M&E

A robust and secure data backbone allows collaboration and iteration



Building an open ecosystem of partners

Enabling others to easily extend our industry cloud will be a key competitive advantage



Disrupt the way movies and games are made

Connect data across the production lifecycle

Enable automation and AI assisted creativity

Provide insights for more predictable outcomes



Why we win in M&E

