



Discreet Announces Support for Microsoft Next Generation Xbox Platform

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Mar 09, 2005 /PRNewswire via COMTEX/ -- 3ds max Software Uniquely Poised to Meet the High-Definition Graphics

Requirements of Next Generation Xbox Platform Game Developers

SAN FRANCISCO, Game Developer Conference, March 9 /PRNewswire-FirstCall/

-- Discreet, the media and entertainment division of Autodesk, Inc. (Nasdaq: ADSK), announced today that its 3ds max(R) software is aligned as a leading 3D animation solution to support the next generation Xbox platform. The Discreet division of Autodesk has been a close partner with Microsoft since the introduction of the first Xbox(R) video game system from Microsoft, with the most 3ds max-created game titles for Xbox on the market above any other digital content creation (DCC) tool.

The new Xbox platform will feature high-definition graphics that will fundamentally change the way games are created -- and will advance the game and entertainment experience for consumers. Autodesk 3ds max software provides the most advanced 3D pipeline solution available for Xbox game developers, to help them effectively create and ship new game titles. Long established as a leader in 3D tools for game development, Discreet, the media and entertainment division of Autodesk, is showcasing 3ds max software at the Game Developer Conference (GDC) at the Moscone West Exhibit Hall in booth #113 from March 9th-11th, 2005.

"Since Microsoft premiered the Xbox console game platform in 2001, the Discreet division of Autodesk has been an integral game pipeline development partner with Microsoft," said Tracey Frankcom, Program Manager, Xbox Tools and Middleware. "As we look forward to the next generation Xbox platform, great tools will be what enable the game developer to unleash the full potential of the hardware to deliver the most creative and compelling content. Discreet and Autodesk continue to offer some of the best DCC tools for game developers worldwide -- that not only streamlines workflow, but ultimately helps them deliver exciting, high-quality Xbox game titles as we move forward into the era of High-Definition gaming," added Frankcom.

Many of the most popular recent Xbox titles were developed using 3ds max software including Halo 2 (Bungie Software), Star Wars Knights of the Old Republic II: The Sith Lords (LucasArts), and Tom Clancy's Splinter Cell Chaos Theory (Ubisoft) among many others.

"Committed to remain the premiere 3D pipeline of choice for Microsoft Xbox game developers, Autodesk 3ds max software development will continue to provide direct support for the next generation Xbox platform," said Marc Petit, vice president product development and operations, Discreet. "Game developers are under constant pressure to stay ahead of the curve to meet consumer and market demands, and with 3ds max software support for the Xbox console gaming platform, we are making those demands much easier to meet."

About Xbox

Xbox (<http://www.xbox.com>) is the video game system from Microsoft that brings people together for the most exhilarating game and entertainment experiences. Xbox delivers an expansive collection of breakthrough games, powerful hardware and the unified Xbox Live online service. The new tagline, "it's good to play together," captures the spirit of Xbox as the social hub of the new digital entertainment lifestyle. Xbox is now available in North America, Asia, Europe and Australia.

About 3ds max software

3ds max software is the most popular 3D tool for game development because of its consistent delivery of high-quality results as content becomes more complex and workflow and creative management prove more challenging. Companies look not only to the market-proven 3ds max modeling, animation and rendering toolset, but also to Autodesk's commitment to providing solid cost of ownership benefits through engineering advancements, re-investment in R&D, and progressive subscription service advantages.

3ds max software has been used to create such world-leading games as the Halo series, the Max Payne series, the Warcraft series, Halo 2, Grand Theft Auto: San Andreas and many others. Each year, more and more game studios standardize on Discreet 3ds max. 3ds max software is available at the suggested retail price (SRP) of \$3,495 US. For more information, visit www.discreet.com/3dsmax or call 800-869-3504 or 514-393-1616.

About Discreet

Based in Montreal, Canada, Discreet is the media and entertainment division of Autodesk, Inc, the world's leading design and digital media creation, management, and distribution company. Discreet empowers media professionals to realize the visual experience and transform their most evocative and ambitious visions into reality. Discreet's solutions are designed for digital media creation, management and delivery -- across all disciplines from film and television visual effects, color grading and editing to animation, game development, web/interactive, and design visualization. Product and corporate information: www.discreet.com.

Founded in 1982, Autodesk is headquartered in San Rafael, California. For additional information about Autodesk, please visit www.autodesk.com.

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