



## Autodesk Announces Midway to Use 3ds Max Software for Its Next-Generation Titles

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SAN RAFAEL, Calif., May 16, 2005 /PRNewswire-FirstCall via COMTEX/ -- Autodesk Inc. (Nasdaq: ADSK), today announced that leading game developer and publisher Midway has adopted Autodesk 3ds Max(R) animation software for use in its next-generation games production. Midway will be using 3ds Max 7.5 to bring game players titles with new levels of dimensionality, artistic quality and fun.

(Logo: <http://www.newscom.com/cgi-bin/prnh/20050415/SFF034LOGO> )

Midway has been a 3ds Max software customer for years, creating scores of successful game titles, including AREA 51(R) and the upcoming Mortal Kombat(R): Shaolin Monks(TM) and Blitz: The League(TM), out of its Chicago, San Diego, Austin and Los Angeles studios. The decision to advance its use of 3ds Max software comes as the company wraps up an intensive review of tools to drive future development.

"We're very happy that, after carefully evaluating the power and long-term value of different software packages, Midway is choosing Autodesk 3ds Max software as it launches into production of its first next-generation game titles," said Michel Kripalani, Games Industry Manager, Autodesk Media and Entertainment. "Midway has been a long-time 3ds Max customer and this deal represents a re-commitment to a platform that has proven to be successful and truly helps them realize their ideas for innovative game development."

Midway will be debuting its latest games lineup at E3 May 18-20, 2005, at the Los Angeles Convention Center in Petree Hall, Booth 4001. Autodesk will be demonstrating 3ds Max, the most installed 3D animation software tool used worldwide, at E3, in the Concourse Hall, Suite 5018.

### About 3ds Max software

3ds Max software is the most popular 3D tool for game development with 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.

### About Autodesk

Autodesk, Inc. is wholly focused on ensuring that great ideas are turned into reality. With six million users, Autodesk is the world's leading software and services company for the building, manufacturing, infrastructure, media and entertainment, and wireless data services fields. Autodesk's solutions help customers create, manage, and share their data and digital assets more effectively. As a result, customers turn ideas into competitive advantage by becoming more productive, streamlining project efficiency, and maximizing profits.

Founded in 1982, Autodesk is headquartered in San Rafael, California. For additional information about Autodesk, please visit [www.autodesk.com](http://www.autodesk.com).

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