



Autodesk Ships 3ds Max 8 Software

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Newest Release Addresses 3D Pipeline Complexity, Advanced Character Animation, Data Management and Introduces Expanded mental ray Network Rendering Options

SAN RAFAEL, Calif., Oct 10, 2005 /PRNewswire-FirstCall via COMTEX News Network/ -- Autodesk, Inc. (Nasdaq: ADSK), announced today it has begun shipping Autodesk 3ds Max 8 software, the latest version of its award-winning 3D modeling, animation and rendering solution. Created to address growing 3D pipeline complexity with new data management, character animation and speed/performance advancements, 3ds Max software is one of the industry's most popular solutions that help customers realize their creative 3D ideas for game development, film and video production and design visualization.

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

3ds Max Subscription customer Epic Games, makers of the Unreal Engine 3, which was recently chosen by Sony Computer Entertainment for its software developer kit for the new PLAYSTATION 3, plans to benefit from 3ds Max 8 in their production pipeline. "When our artists got their hands on the 3ds Max 8 beta, there was no turning back. The time savings from silver-bullet features like Pelt Mapping meant that we immediately put the beta in production for Gears of War and Unreal Tournament 2007," said Michael Capps, Ph.D., President, Epic Games. "We've been working with the 3ds Max team since the Microsoft DOS days, collaborating on ways to make the Unreal Engine's content pipeline more efficient. We dream up a few crazy features, and they turn around a new version in no time."

Autodesk originally pioneered the concept of unlimited network rendering with 3ds Max and Autodesk Backburner functionality. Now, Autodesk introduces the industry's first scalable, unlimited mental ray network rendering option specifically for 3ds Max. This proprietary addition gives valuable rendering flexibility to customers using 3ds Max software. 3D artists can now distribute 3ds Max rendering tasks (via Backburner) across a network using the integrated mental ray renderer without incurring additional costs-allowing them to scale their mental ray rendering resources to the limits of their network or render farm capabilities.

All new features and enhancements in 3ds Max 8 address the needs of animators tasked with meeting the demands of more sophisticated effects projects, next-generation game consoles, and photo-real design visualizations. Character Development features include: advanced rigging tools, motion mixing and motion retargeting (non-linear animation). Modeling & Texturing advancements include new UV pelt mapping, DirectX and .fx support. Comprehensive Development Framework enhancements include improved software developer kit (SDK) tools and documentation, XML support that efficiently exchanges scene and animation data and an interactive MAXScript debugger along with support for the Autodesk DWF Viewer, for simple collaborative review and approval of 3D data. Complex Data and Asset Management advancements bring continued connectivity to third-party asset management systems and integration of the Autodesk Vault full-featured data management and asset-tracking solution.

For a complete list of new 3ds Max 8 features, please visit: <http://www.autodesk.com/3dsmax/>.

"This release of 3ds Max software brings significant productivity boosts to our user base," said Marc Petit, vice president of product development and operations at Autodesk Media and Entertainment division. "To that end, we're very proud to also provide our customers with the extended flexibility of the mental ray network rendering framework, adding great value to 3ds Max by allowing our customers to freely scale their render farms and realize an even greater cost of ownership advantage."

Pricing and Availability

Autodesk 3ds Max 8 software is now available in English through authorized resellers worldwide. The suggested retail price for Autodesk 3ds Max 8 software in North America is US \$3,495. The suggested retail price to upgrade from 3ds Max 7 to 3ds Max 8 in North America is US \$795.

3ds Max Subscription

The Autodesk suggested retail price for 3ds Max Subscription is US \$440 per year and is available for purchase simultaneously with the product purchase or upgrade. Subscription customers qualify for access to the latest software updates, valuable product extensions and e-learning materials. For more information about purchasing 3ds Max Subscription, contact an Autodesk Authorized Reseller or visit <http://www.Autodesk.com/subscription/>.

** PRESS: Screen shots and images of 3ds Max 8 are available at the Autodesk Media & Entertainment IMAGE LIBRARY at: <http://www.autodesk.com/3dsmax-imagelibrary>

About Autodesk

Autodesk, Inc. (Nasdaq: ADSK) 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.

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to time with the SEC and specifically in our Annual Report and 10-K filed for the year ended January 31, 2005. These documents contain and identify important factors that may cause the actual results to differ from those contained in our forward-looking statements.

Additionally, we may make statements regarding planned or future development efforts for our existing or new products and services. These statements are not intended to be a promise or guarantee of future delivery of products, services or features but merely reflect our current plans, which may change. Purchasing decisions should not be made based upon reliance on these statements.

The Company assumes no obligation to update these forward-looking statements to reflect events that occur or circumstances that exist or change after the date on which they were made.

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