Autodesk Introduces New Versions of its Visual Effects and Editing Systems

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SAN RAFAEL, Calif., Aug. 24 /PRNewswire-FirstCall/ -- Autodesk, Inc. (Nasdaq: ADSK) today launched new versions of its visual effects and editing systems: Autodesk Inferno 2007, Autodesk Flame 2007, Autodesk Flint 2007, Autodesk Fire 2007 and Autodesk Smoke 2007. Focusing on connectivity and productivity, these latest versions streamline workflow and provide artists with more time for creativity. The products, which have been used to create breathtaking content for Pirates of the Caribbean: Dead Man's Chest, X-Men: The Last Stand and Lady in the Water, will be showcased in Amsterdam at the International Broadcasters Convention (IBC), Autodesk stand 7-420, from September 8 - 12, 2006.

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

"We are in an era where visual effects are pervasive in film and television, from blockbuster movies to independent productions and TV documentaries," explained Marc Petit, Autodesk's Media & Entertainment vice president. "Digital artists face pressure to produce synthetic characters and environments that are increasingly photorealistic, on tighter budgets and deadlines. Larger and decentralized production teams are also creating the need for easier collaboration and more efficient workflows. These challenges are addressed in the latest versions of Autodesk's visual effects and editing systems, with architecture enhancements for increased performance, as well as more than 70 new features."

Los Angeles-based Rhythm & Hues Studios has been using Autodesk's visual effects systems for more than nine years. Beta tester Kevin Tengan, head of 2D systems at the visual effects facility, noted: "Autodesk Flame and Inferno have always exceeded our expectations, and this latest release is no exception. Inferno allowed us to quickly complete nearly 70 shots on The Fast and the Furious: Tokyo Drift, which would have otherwise been very technically difficult. The speed of Flame 2007 on Linux and its ability to work in both television and film resolutions has also continued to amaze us." Autodesk visual effects and editing systems enable artists to work in multiple standard- and high-definition resolutions, including NTSC, SECAM, PAL, HD, 2K and 4K.

Autodesk Visual Effects and Editing Systems' Key Features

To address the need for greater connectivity, the new systems offer expanded interoperability and improved data management, including support for the Autodesk Wiretap 2007 application program interface. Wiretap enables remote project management and third-party file exchange by allowing platform- independent access to media and metadata in the Autodesk Stone file system. Digital artists can now take advantage of Infiniband networking with throughput of 400 MB per second or more. In addition, Autodesk's editing and finishing systems provide new support for AAF, making it easier to conform projects that come from Avid offline systems, as well as greater support for Apple Final Cut Pro XML. This allows artists to spend more time creating effects and less time rebuilding their digital cut. Productivity is improved with new features and enhancements that include: complete project archiving, optimized standard filesystem support to avoid media duplication, background wire transfers and proxy generation, and improved Wire performance.

For a complete list of new features, please visit www.autodesk.com/products-me .

As well, Autodesk's editing and visual effects systems take full advantage of multi-core, 64-bit Linux workstations, providing greater interactivity and speed. Wim de Rick, post-production supervisor at Belgium-based ACE Digital House, commented, "With Autodesk Smoke 2007 running on Linux, projects can be rendered much faster than before, and since Linux is cheaper to run than traditional platforms, management is happy too. Our clients love Smoke because it's a multi-functional machine that can get many different jobs done in very little time. It offers a win-win situation for everyone."

Autodesk Backdraft Conform 2007

Autodesk has also debuted Autodesk Backdraft Conform 2007 software, a solution for media management, background input/output and conform. This remote assistant utility for data wranglers and assistant editors handles repetitive and time-consuming tasks. Designed to boost facility productivity, Backdraft Conform 2007 provides tools for ingest, assemble, conform, comprehensive media management, output and archiving.

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        For more information please visit www.autodesk.com/backdraftconform .
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Pricing and Availability

It is anticipated that the new versions of Autodesk's visual effects and editing systems, as well as Autodesk Backdraft Conform 2007 and Autodesk Wiretap 2007, will be available in September 2006. For pricing, configuration and other information, please contact Autodesk's Media and Entertainment sales department at 1-800-869-3504.

About Autodesk

Autodesk, Inc. is a Fortune 1000 company, wholly focused on ensuring that great ideas are turned into reality. With seven million users, Autodesk is the world's leading software and services company for the manufacturing, building, infrastructure, wireless data services and media and entertainment 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.

Contact: Brittany Bonhomme, 514-954-7419

Email: Brittany.bonhomme@autodesk.com