



Autodesk Completes Acquisition of Skymatter, Makers of Mudbox 3D Brush-based Modeling Software

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Strengthens Autodesk's Entertainment and Design Offering

SAN RAFAEL, Calif., Oct. 16 /PRNewswire-FirstCall/ -- Autodesk, Inc. (Nasdaq: ADSK) has completed the acquisition of substantially all the assets of Skymatter Limited, the New Zealand-based, privately held developer of Mudbox 3D modeling software. On August 6, 2007, Autodesk announced an agreement to purchase Skymatter's assets. Terms of the transaction were not disclosed.

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

This acquisition expands Autodesk's offering for the film, television and game market segments, while providing additional growth opportunities for other design disciplines, such as 3D automotive and industrial design. Mudbox has shaped photorealistic creatures for the blockbuster film King Kong, as well as upcoming films The Golden Compass, Fred Claus and Inkheart.

"Mudbox is complementary to the Autodesk 3ds Max and Autodesk Maya software products, providing our customers with an additional suite of tools for modeling, prototyping and detailing," said Marc Petit, senior vice president, Autodesk Media & Entertainment. "When Mudbox launched two years ago, it became an overnight success in the media and entertainment industry. It has a powerful brush-based modeling workflow and is renowned for its robust toolset and user-friendliness, making digital sculpting easy for both traditional sculptors and digital artists. As part of the Autodesk product line, we plan to accelerate the pace of Mudbox innovation."

Skymatter founders Andrew Camenisch, Dave Cardwell and Tibor Madjar have joined Autodesk's Media & Entertainment business. Madjar commented, "Mudbox is a perfect fit within Autodesk. The company is in a unique position, providing the leading software for design and entertainment industries. Andrew, Dave and I look forward to scaling the growth of Mudbox with Autodesk. Our priority is to continue developing a standalone version of Mudbox. We will also work to achieve greater interoperability between the Mudbox toolset and 3ds Max and Maya."

For more information please visit <http://www.autodesk.com/skymatter>.

About Autodesk

Autodesk, Inc. is the world leader in 2D and 3D design software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD software in 1982, Autodesk has developed the broadest portfolio of state-of-the-art digital prototyping solutions to help customers experience their ideas before they are real. Fortune 1000 companies rely on Autodesk for the tools to visualize, simulate and analyze real-world performance early in the design process to save time and money, enhance quality and foster innovation. For additional information about Autodesk, visit <http://www.autodesk.com>.

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