



## Autodesk Developers Release Companion Products for 2011 Media & Entertainment Software

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SAN RAFAEL, Calif., Apr 12, 2010 (BUSINESS WIRE) --Autodesk, Inc. (NASDAQ:ADSK), has announced that members of its Autodesk Developer Network (ADN) Sparks program have released more than 70 companion products for the 2011 versions of its Media & Entertainment software. These solutions enhance creative capabilities and workflows, addressing various production needs, such as motion and camera tracking; cloth and fluid simulation; render farm management; shading, particle and volumetric effects; material, object and environment libraries; as well as game engines.

"The companion products by our Sparks developers offer specialized solutions that help Autodesk software users overcome specific production challenges," said Stig Gruman, Autodesk vice president of digital entertainment and visual communication. "We provide Sparks developers with Autodesk's technical support and expertise to help ensure that they are able to deliver creative solutions to the media and entertainment communities."

A full list of ADN Sparks developers that have released companion products for Autodesk's 2011 Digital Entertainment Creation and design visualization software is available at [partnerproductsme.autodesk.com](http://partnerproductsme.autodesk.com).

ADN Sparks members that have recently released products compatible with both the 32- and 64-bit versions of [Autodesk Maya 2011](#) software include:

- Allegorithmic ([www.allegorithmic.com](http://www.allegorithmic.com))
- cebas VISUAL TECHNOLOGY Inc. ([www.cebas.com](http://www.cebas.com))
- Chaos Group Ltd. ([www.chaosgroup.com](http://www.chaosgroup.com))
- Craft Animations & Entertainment AB ([www.craftanimations.com](http://www.craftanimations.com))
- Pixar Animation Studios ([www.pixar.com](http://www.pixar.com))
- Ready At Dawn Studios ([www.readyatdawn.com](http://www.readyatdawn.com))
- Unity Technologies ([www.unity3d.com](http://www.unity3d.com))

ADN Sparks members that have recently released products compatible with both the 32- and 64-bit versions of [Autodesk 3ds Max 2011](#) software include:

- Allegorithmic ([www.allegorithmic.com](http://www.allegorithmic.com))
- cebas VISUAL TECHNOLOGY Inc. ([www.cebas.com](http://www.cebas.com))
- Craft Animations & Entertainment AB ([www.craftanimations.com](http://www.craftanimations.com))
- NVIDIA Corporation ([www.nvidia.com](http://www.nvidia.com))
- Prime Focus Software ([www.primefocusworld.com](http://www.primefocusworld.com))
- RAD Game Tools, Inc. ([www.radgametools.com](http://www.radgametools.com))
- TurboSquid Inc. ([www.turbosquid.com](http://www.turbosquid.com))

For more information about the Autodesk Developer Network, or to find an ADN partner or product, visit [www.autodesk.com/developers](http://www.autodesk.com/developers).

The 2011 versions of Autodesk's software for [Digital Entertainment Creation](#) and [design visualization](#) are now shipping. The new products help increase production efficiency through improved user interaction, workflows, interface design and interoperability. Thirty-day trials of the software are available at [www.autodesk.com/products/free-product-trials](http://www.autodesk.com/products/free-product-trials).

### About Autodesk

Autodesk, Inc., is a world leader in 2D and [3D design](#), engineering and entertainment software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software to help customers experience their ideas digitally before they are built. Fortune 100 companies as well as the last 15 Academy Award winners for Best Visual Effects use [Autodesk software](#) tools to design, visualize and simulate their ideas to save time and money, enhance quality and foster innovation for competitive advantage. For additional information about Autodesk, visit [www.autodesk.com](http://www.autodesk.com).

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Autodesk, Inc.  
Angela Costa Simoes, 415-547-2388  
[angela.simoes@autodesk.com](mailto:angela.simoes@autodesk.com)  
Brittany Bonhomme, 416-874-8798  
[brittany.bonhomme@autodesk.com](mailto:brittany.bonhomme@autodesk.com)