



Autodesk Announces New Design Software Solutions for Education Market

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New 2011 Offerings Provide Tools to Help Educators Prepare Students for Successful Design Careers

SAN RAFAEL, Calif., May 05, 2010 (BUSINESS WIRE) --Autodesk, Inc. (NASDAQ: ADSK), has unveiled eight industry-oriented software suites to help students learn core design and engineering skills. The suites contain the full range of Autodesk 2D and 3D design software tools used by professionals worldwide. The bundled packages encourage a multidisciplinary educational approach, helping faculty teach key concepts that help prepare students for rewarding careers in architecture, engineering and the digital arts. These suites, offered globally, are available in English and more than 10 other languages.

"There is a tremendous worldwide demand for engineering and design professionals who possess relevant education and technology skills to address current and future challenges," said Joe Astroth, Ph.D., Autodesk chief education officer. "Our new software suites and curricula will help meet that need."

Solutions for Postsecondary Academic Institutions:

- [Autodesk Education Master Suite 2011](#)
- [Autodesk Education Suite for Architecture & Engineering 2011](#)
- [Autodesk Education Suite for Civil & Structural Engineering 2011](#)
- [Autodesk Education Suite for Entertainment Creation 2011](#)
- [Autodesk Education Suite for Industrial Design 2011](#)
- [Autodesk Education Suite for Mechanical Engineering 2011](#)

The suites consist of the 2011 versions of 21 industry-leading Autodesk products, including [AutoCAD](#); [AutoCAD Civil 3D](#); [Autodesk 3ds Max Design](#); [Autodesk Alias Design](#); [Autodesk Inventor](#); [Autodesk Maya](#); and [Autodesk Revit Architecture](#). The improved features and functionality of these products help aspiring design professionals explore design ideas and learn about key concepts and industry trends such as [Building Information Modeling](#) (BIM), [Sustainable Design](#), [Digital Entertainment Creation](#) and [Digital Prototyping](#), helping to improve their competitive advantage in the workplace.

The suites are supported by curricula that include professionally developed lecture notes, student workbooks, projects and other valuable tools to help instructors teach crucial skills. Among the curricula included in the suites are Autodesk Sustainable Design Curriculum, a series of lessons that explore the methods and tools to better prepare students for the integrated practice of sustainable design; Autodesk Conceptual Design Curriculum, which teaches conceptual design using exploration, iterative design and various modeling techniques; Autodesk Civil Engineering Curriculum, to help deepen students' understanding of engineering design and analysis; Autodesk Inventor Education Curriculum, featuring 3D mechanical design concepts from sketching, modeling and documentation to analysis and visualization; and Autodesk Industry Careers Framework for Games and Animation, which approaches learning 3D through the core subjects taught in traditional creative studies, including modules on animation and interactive 3D space. All curricula are available at the [Autodesk Education Community](#), an online resource for students and educators.

Solutions for Secondary Schools

In addition to the postsecondary products, Autodesk offers two suites to help secondary-school students see the dynamic connection between [science, technology, engineering and math](#) (STEM).

[Autodesk Design Academy 2011](#) includes 2D and 3D software and learning tools to help educators inspire students to pursue academic degrees in architecture, engineering and design. Among its curricula are Design Basics Curriculum, which introduces students to foundational design knowledge; Pre-Architecture Curriculum, illustrating the architectural design process through real-world projects; Robotics Curriculum, a fun, interactive way to learn engineering; and Science and Math Curriculum, which helps students connect with technology using mathematic and scientific principles to solve problems. The curricula will be available online at the Autodesk Education Community.

Autodesk continues to offer [Autodesk Animation Academy](#), a modular suite that helps educators inspire students to explore careers in the digital arts, entertainment and visualization fields. The curriculum is structured to give students the autonomy to explore. It provides a foundation for learning 3D applications as well as conceptual and applied exercises to explore techniques. The suite also teaches students how to visualize and problem solve through the use of 3D applications while studying a broad range of cross-disciplinary topics.

Purchasing and Availability

English-language versions of the new industry-oriented suites are scheduled to begin shipping in June, and will be offered in other languages. Licenses for each suite will be available in volume discount packages, ranging from small class packages to large school packages, depending on geographic region.

Individual Product Offerings

In addition to the new suites, licenses of many 2011 products are available individually for classroom use to give faculty greater purchasing flexibility. For those students who choose to benefit from product ownership, licenses of select individual products are available for purchase.

For additional information about Autodesk 2011 education offerings, please visit <http://www.autodesk.com/pr-education>.

Autodesk Education Community

With the latest release of Autodesk 2011 products, there are now more than 25 new software titles available for free* download to students and educators on the [Autodesk Education Community](#). Students can also download many learning resources, search for internships and jobs, showcase their designs and discuss design topics with their peers. In addition, educators can download curricula and exchange best practices within the secured site. Since its launch in 2006, the community has expanded to more than 1.2 million members representing more than 18,000 schools in 140 countries.

Autodesk Education Initiatives

Autodesk supports students and educators by providing design software, innovative programs and other resources designed to inspire the next generation of professionals. By supporting educators to advance design education and science, technology, engineering and math (STEM) skills, Autodesk is helping prepare students for future academic and career success. Autodesk supports schools and institutions of higher learning worldwide through substantial discounts, grant programs, training, curricula development and community resources. For more information about Autodesk education programs and solutions, visit autodesk.com/education.

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 <http://www.autodesk.com>.

**Free products are subject to the terms and conditions of the end-user license agreement that accompanies download of the software.*

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