



Autodesk Acquires GRIP Entertainment Technology Assets

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Transaction Accelerates Strategy to Simplify Creation of Believable Interactive Characters for Video Games

SAN RAFAEL, Calif., Nov 06, 2011 (BUSINESS WIRE) --

[Autodesk, Inc.](#), (NASDAQ:ADSK) announced that it has acquired certain technology-related assets and hired individuals associated with GRIP Entertainment, a privately-held artificial intelligence (AI) game middleware company, based in Montreal. Terms of the transaction were not disclosed.

"The acquisition accelerates Autodesk's strategy to offer a more complete, simplified solution for the creation of believable interactive characters," said Marc Stevens, Autodesk vice president, [Games](#). "The technology and expertise acquired complement Autodesk's existing [Gameware](#) offerings, including [Autodesk Kynapse](#) artificial intelligence middleware. This transaction will enable us to offer game developers a more comprehensive AI solution."

More information about the acquisition is available on the new [Autodesk Gameware](#) website.

Safe Harbor Statement

This press release contains forward-looking statements that involve risks and uncertainties, including statements regarding: the impact of the acquisition on Autodesk's product and services offerings and the impact of the combined product capabilities and how Autodesk's products and services will evolve and change. Factors that could cause actual results to differ materially include the following: difficulties encountered in closing the acquisition of GRIP Entertainment and integrating GRIP Entertainment's technology and employees; costs related to the proposed acquisition; whether certain market segments grow as anticipated; the competitive environment in the software industry and competitive responses to the acquisition; our success developing new products or modify existing products and the degree to which these gain market acceptance; general market and business conditions; the timing and degree of expected investments in growth opportunities; failure to achieve; pricing pressure; failure to achieve continued cost reductions and productivity increases; changes in the timing of product releases and retirements; failure of key new applications to achieve anticipated levels of customer acceptance; failure to achieve continued success in technology advancements; interruptions or terminations in the business of our consultants or third party developers; the expense and impact of legal or regulatory proceedings; and unanticipated impact of accounting for acquisitions.

Further information on potential factors that could affect the financial results of Autodesk are included in the company's annual report on Form 10-K for the year ended January 31, 2011, and Form 10-Q for the quarter ended July 31, 2011, which are on file with the Securities and Exchange Commission. Autodesk does not assume any obligation to update the forward-looking statements provided to reflect events that occur or circumstances that exist after the date on which they were made.

About Autodesk

Autodesk, Inc., is a leader in [3D design](#), engineering and entertainment software. Customers across the manufacturing, architecture, building, construction, and media and entertainment industries -- including the last 16 Academy Award winners for Best Visual Effects -- use Autodesk software to design, visualize and simulate their ideas. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software for global markets. For additional information about Autodesk, visit www.autodesk.com.

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