



Quantic Dream Re-Tools with Autodesk Suites and Gameware Technology

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Maker of Acclaimed "Heavy Rain" Videogame Adds Autodesk HumanIK Middleware and Autodesk Mudbox Software to Pipeline

SAN RAFAEL, Calif.--(BUSINESS WIRE)--Mar. 20, 2012-- [Autodesk Inc.](#) (NASDAQ: ADSK) announced that Quantic Dream, maker of the highly acclaimed "Heavy Rain" videogame, has adopted Autodesk software [suites](#) and [Autodesk Gameware](#) technology for development of the company's next title. Both [Autodesk HumanIK](#) animation middleware and [Autodesk Mudbox](#) digital sculpting and texture painting software are new to the Quantic Dream production pipeline.

Mudbox was a driving factor in the studio's decision to move to [Autodesk Maya Entertainment Creation Suite](#) Standard edition, which also contains Autodesk Maya [animation software](#) and Autodesk MotionBuilder character animation software.

"Previously we were using another sculpting product, but we are impressed with how far Mudbox has come over the past few releases," said Damien Castelltort, chief technology officer, Quantic Dream. "The interoperability between Maya and Mudbox is a big plus for us. Autodesk has streamlined the workflow between products in the suite, enabling our artists to work more efficiently."

Quantic Dream also plans to integrate Autodesk HumanIK middleware into its upcoming title. HumanIK provides a full body inverse kinematics (FBIK) system that enables characters to interact more realistically with their environment and other characters within the game.

"Believable characters are crucial when you intend to evoke an emotional response during gameplay," explained Guillaume de Fondaumière, co-chief executive officer and executive producer. "HumanIK will help us achieve more realistic animations, while reducing the amount of time required implementing them. Also, the unified solver for HumanIK in Maya gives us better animation consistency between what our artists see in the software and what comes through in our game engine."

"Quantic Dream is recognized around the world for its fresh approach to games," said Marc Stevens, Autodesk vice president, product management. "With its unique production pipeline, the company has blazed new trails — tapping human emotion to immerse us more deeply into enthralling gaming experiences. I look forward to seeing what the company will achieve with our Entertainment Creation Suite and Gameware technology now in their arsenal of tools."

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 17 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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