



Autodesk Acquires Bitsquid

Jun 09, 2014

Transaction to Drive Creation of 3D Game Engine For Game Developers, Architects, Engineers and Designers

SAN FRANCISCO--(BUSINESS WIRE)--Jun. 9, 2014-- [Autodesk, Inc.](#) (Nasdaq: ADSK) has acquired Stockholm-based Bitsquid AB, the creator of the Bitsquid game engine. The acquisition brings to Autodesk expertise in 3D game development and proven technology that will enable Autodesk to supercharge its portfolio of tools for game makers through the development of a new 3D game engine. Multiple game developers have used the modern and flexible Bitsquid engine to create 3D games for next-generation consoles and PCs, and Autodesk will continue to work with many of these companies to develop the new 3D game engine. Terms of the acquisition were not disclosed.

"Bitsquid has been a key success factor for Fatshark, as we've been able to produce high quality games with short development times," said Martin Wahlund, CEO, Fatshark. "We are excited to see how Bitsquid evolves now that it is part of Autodesk."

In addition to acquiring the Bitsquid game engine, the acquisition of the Bitsquid team and technology will enable Autodesk to create new tools that push the limits of real-time 3D visualization for architects and designers, many of whom face challenges placing design data into real world contexts. The new technology will also be incorporated into solutions for customers outside of the games industry, including architecture, manufacturing, construction, and film. Autodesk plans to create new types of design exploration tools that allow visualization and contextualization of designs using the same fluid control and immediate feedback that exist today in modern console and PC games.

"Autodesk's acquisition of Bitsquid will revolutionize real-time exploration of complex data. Imagine being able to walk through and explore any type of design, from buildings to cars, with the same freedom you experience in the open world of a next-generation console game. Game engine technologies will be an increasingly critical part of the workflow, not only for creating games, but also for designing buildings or solving complex urban infrastructure challenges," said [Chris Bradshaw](#), senior vice president, Autodesk Media & Entertainment. "The Bitsquid acquisition brings to Autodesk both the expertise and the technology that will enable us to deliver a groundbreaking new approach to 3D design animation tools, and we welcome the team and community to Autodesk."

Additional information on the new Autodesk 3D game engine, which will complement Autodesk's industry leading games portfolio of middleware tools and 3D animation software including [Autodesk Maya LT](#), Autodesk [Maya](#) and Autodesk [3ds Max](#), will be available later this year.

Business Outlook

This transaction is expected to have no impact on Autodesk's guidance issued on May 15, 2014.

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 guidance issued on May 15, 2014, our business performance, and product and services offerings; the impact of the transaction on Autodesk's and Bitsquid's products and services capabilities, customers, and partners; and industry transformations. Factors that could cause actual results to differ materially include the following: difficulties encountered in integrating merged businesses; costs related to the acquisition; whether certain markets grow as anticipated; the competitive environment in the manufacturing industry and competitive responses to the acquisition; Autodesk and Bitsquid's success developing new products or modifying existing products and the degree to which these gain market acceptance; general market and business conditions; 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, 2013, and Form 10-Q for the quarter ended April 30, 2014, 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 helps people imagine, design and create a better world. Everyone—from design professionals, engineers and architects to digital artists, students and hobbyists—uses Autodesk software to unlock their creativity and solve important challenges. For more information visit [autodesk.com](#) or follow @autodesk.

Autodesk, the Autodesk logo, 3ds Max, Maya and Maya LT are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. All other brand names, product names or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2014 Autodesk, Inc. All rights reserved.



Source: Autodesk, Inc.

Autodesk, Inc.
Noah Cole, +1-415-580-3535
noah.cole@autodesk.com