



## Discreet Releases New Version of gmax Games Mod Software; New Release Offers Eager Gamers New 3D Pipeline to Discreet plasma

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SAN FRANCISCO--(BUSINESS WIRE)--Nov. 13, 2002--Discreet, a division of Autodesk, Inc. (Nasdaq:ADSK) announced today the release of gmax 1.2, a free downloadable video game modification application embraced by game enthusiasts, game developers and publishers. With over 300,000 registered users since its 2001 release, gmax software has become the standard for gamers wanting to add custom characters, environments and animations to their favorite PC games including titles from Infogrames, Electronic Arts and Microsoft. Leading game developers and publishers have adopted gmax to produce gmax-ready titles with customization capabilities to enhance the title's appeal to the rapidly growing game "modder" community.

The latest version - gmax 1.2 - offers compatibility with Discreet's plasma software, Discreet's desktop 3D content creation software. Now, gmax users have the new ability to create or enhance their favorite game characters in gmax, and render their creations into movies or flash animations in plasma to share via the web with the gaming community. The gmax 1.2 release also offers performance optimizations for the Intel P4 and includes a number of general software fixes.

"The new release of Discreet's gmax gives us a competitive advantage in our game development pipeline. Designing custom gmax game packs gives us a marketing leverage while simultaneously inspiring Relic fans," said Ron Moravek, Chief Operating Officer at Relic Entertainment. "We want our community to create even more 'impossible creatures' because it not only sells the game, but it is pure creative fun."

The new gmax release also gives gamers a direct avenue to publish and render their custom models in plasma, Discreet's affordable desktop 3D software package at MSRP\$650. Now, gmax characters and animations export to plasma for comprehensive modeling, real-time dynamics, texturing power, rendering and integration with Macromedia's Flash(R) and Director(R) for output to the web.

"The gmax technology is revolutionizing the way games are made," said Paul Perreault, Discreet games product manager. "Gone are the days when consumers were stuck playing the same pattern in a videogame again and again. gmax 1.2 allows game companies to create a new experience for the customer every time, challenging the consumer with each game played."

gmax 1.2 is available for free as a software download at [www.discreet.com/products/gmax](http://www.discreet.com/products/gmax), and information on plasma can be found at [www.discreet.com/products/plasma](http://www.discreet.com/products/plasma). Developers can start creating gmax-ready games by joining the Discreet sparks Developer Support program at <http://sparks.discreet.com>.

### About Discreet

Discreet empowers moving media professionals to realize the visual experience, transforming their most evocative and ambitious visions into reality. Its range of award-winning systems and software is developed for digital media creation, management and delivery -- across all disciplines from visual effects and editing to animation, game development, web/interactive design, and design visualization. Discreet is based in Montreal, Quebec and is a division of Autodesk, Inc., the world's leading design and digital media creation, management, and distribution company. Product and corporate information is located on the Internet at [www.discreet.com](http://www.discreet.com).

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