



Discreet Announces 3ds max 5 -- Maximized 3D Modeling, Animation and Rendering Software

June 26, 2002

SAN FRANCISCO, Jun 26, 2002 (BUSINESS WIRE) --

Latest Version of Discreet's Flagship Software Empowers Animators with New Level of Artistry and Productivity

Discreet, a division of Autodesk, Inc. (Nasdaq:ADSK) today announced 3ds max 5 -- a significant feature release of its professional 3D animation and modeling software used by the largest community of animators worldwide to create compelling 3D animations. With its rich mix of new features, 3ds max 5 will enable animators in film, television, games and design visualization markets to work within -- and build -- realistic environments and animate expressive characters with greater efficiency. With this latest release, Discreet remains unwavering in its commitment to provide its customers with consistent development and support of the industry's best 3D tools. Discreet 3ds max 5 software will be unveiled at Siggraph 2002 -- (San Antonio, TX -- July 23-25, Booth No. 8062) -- and is scheduled for release in summer 2002.

"With 3ds max 5, Discreet answers and precipitates the continually evolving needs of the 3D industry," said Phillip Miller, vice president of Discreet animation products. "3ds max 5 is tailored for traditionally trained animators and designers -- and delivers a solution of continued innovation and productivity that more 3D professionals choose to rely upon than any other."

Discreet introduces key new features in 3ds max 5 software that will advance the realism, character animation and productivity requirements necessary for animators to create lifelike 3D animations. Discreet 3ds max was used in recent films like "Minority Report" and "Panic Room", PC and console games like "Spider-Man", "Warcraft III" and "Never Winter Nights", as well as commercials, music videos and television episodics.

New Features

3ds max 5 introduces enhanced global illumination methods for subtle, elegant and accurate lighting -- critical to producing a natural look for pre-visualized or finished animations; reactor, Discreet's embedded, integrated and interactive physics engine from HAVOK -- soft and hard-body dynamics software; and new texture mapping capabilities to accurately marry image data to mesh models.

Animators using 3ds max 5 software will enjoy greater control and finesse in character animation with tools such as a new Set Key system, Curve and Dope Sheet editor, and Merge Animation tools for repurposing character animation segments. Traditionally recognized for its proven productivity and flexibility, 3ds max 5 includes backburner for efficient management of free network rendering (including control over Discreet combustion, desktop 3D compositing and paint seats) and new license sharing options for networked groups of animators sharing 3ds max in a LAN environment.

A complete list of new features in Discreet 3ds max 5 may be found at: <http://www.discreet.com/products/3dsmax5/>

"With the 3D software market expected to reach approximately \$1.2 billion by 2005, I am delighted to be able to join a company like Discreet whose current and future product plans have such a strong sense of direction and clarity of vision," said Chris Ford, Discreet animation product line manager and former Maya senior product manager. "3ds max 5 will offer artists a wide range of outstanding tools and features that address the most challenging contemporary production requirements -- and there's more to come. Discreet customers can expect significant innovations that will enhance the creativity of all 3D artists."

Price and Availability

Discreet's 3ds max 5 software will sell for the suggested retail price (SRP) in North America for US \$3,495. Upgrade price from 3ds max 4 to 3ds max 5 is the SRP of US \$795. 3ds max is available on the discreet e-store: <http://www.discreet.com/purchase>. Visit Discreet at: www.discreet.com or call 800/869-3504 or 514/393-1616 for more information on 3ds max software and other Discreet products. Contact a local Discreet reseller (<http://www1.discreet.com/SITE/globchan.nsf/DealerInfo?OpenForm>) for more information about 3ds max 5 and details on Pre-release software, now available.

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 and interactive. 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.

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