



## Discreet's gmax Surpasses 125,000 Registered Users

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SAN FRANCISCO, Mar 14, 2002 (BUSINESS WIRE) --

### ***Momentum Grows for gmax-ready Games as Microsoft Announces Additional Titles, and 'Command & Conquer Renegade' and 'TRAINZ' Hit Store Shelves***

In preparation for the Game Developers Conference (GDC) next week -- March 19-23 in San Jose, Calif. -- Discreet, a division of Autodesk, Inc. (Nasdaq:ADSK), today announced that in just five months of availability, more than 125,000 users have registered copies of its gmax(TM) consumer game design and content editing software. gmax allows game enthusiasts to create and customize all types of content in supporting titles, thereby enhancing and extending their enjoyment of that game. Discreet will demonstrate its 3D animation software 3ds max(TM) and gmax at the show. (San Jose Convention Center, Booth #1426)

Microsoft announced that following the popularity of its gmax game pack for Flight Simulator(TM) 2002 Professional Edition last fall, it will soon release a gmax game pack for its popular Train Simulator(TM) software on its web site. In addition, the next release of its top selling Combat Flight Simulator(TM) series will include an integrated gmax game pack to be released later this year. (press release - PDF format)

An ever-growing number of game developers worldwide are now working with the gmax developer version, preparing game packs for the near future. Recent new gmax-ready games that have just begun shipping include:

- Electronic Art's Command & Conquer Renegade from Westwood Studios(TM) is in stores now, and its gmax game pack will be available for download at the Official Renegade Site later in March. Commenting on the game pack, Louis Castle, co-founder and general manager of Westwood Studios said, "Discreet has put unprecedented power in the hands of the consumer with gmax. We were pleasantly surprised with how easy it was for us to turn our custom production tools into a game pack for our new 3D action game, Renegade, and we can't wait to see what the community does with it." (press release)
- Australian game developer Auran has announced the immediate availability of a gmax-game pack for its brand new railroad simulation game, TRAINZ, distributed by Strategy First. Auran CEO Greg Lane stated, "We built our game pack with all TRAINZ players in mind. gmax is a win-win because everyone benefits; model makers will have a blast building new 3D railroading objects, and players will thrill from constantly discovering new models online that can be incorporated into their own environments." (press release - PDF format)

Fifteen-year-old gmax user, Tim Herron, from St. Louis, MO, said, "With the ease of the plug-ins coming out with new games like Command & Conquer Renegade, gmax has all the power that would be expected and more. It makes creating characters easier without messing with shareware or other software downloads."

"As gmax surpassed the 125,000 user milestone, it's clear that gamers delight in personalizing their game experiences by having access to virtually the same tools used by professional game developers," said Paul Perreault, gmax product manager. "Additionally, the rapidly expanding library of gmax-ready titles is leading publishers to realize that releasing a gmax game pack for an existing or new title instantly taps a ready-made community of enthusiastic mod-makers," said Perreault.

[About gmax](#)

The consumer version of gmax is Discreet's free award-winning game design and content editor, based on its best-selling professional 3D animation software, 3ds max 4. Game developers utilize the gmax dev developer's edition as a base game design technology during production, customizing it to the exact requirements of any real time 3D engine. Developers may optionally convert their customizations into a publicly releasable gmax game pack, extensions to gmax that allow export of animated content such as models and characters into the corresponding game title. The gmax consumer software application is available now for free download [here](#).

[About Discreet](#)

Discreet, a division of Autodesk, Inc., is a worldwide leader in digital content creation, management, and distribution tools. Discreet develops systems and software for visual effects, animation, non-linear editing, broadcast production, and integrated infrastructure and workflow solutions. Discreet serves a broad range of markets involved in content creation, delivery, and use, including film

and television postproduction, broadcast production, games, animation, multimedia for corporate, government, and education, and the rich media for the web. More information about Discreet solutions, including gmax, is available at <http://www.discreet.com/> or by calling 800/869-3504 or 514/393-1616.

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