Safe Harbor

Each of the presentations today will contain forward-looking statements about our strategies, products, future results, performance or achievements, financial, operational and otherwise, including statements about our strategic priorities, business model transition, and guidance for the third quarter and fiscal year 2022; total addressable market (TAM), our long term financial and operational goals; our M&A strategy; our capital allocation initiatives; and our stock repurchase program. These statements reflect management’s current expectations, estimates and assumptions based on the information currently available to us. These forward-looking statements are not guarantees of future performance and involve significant risks, uncertainties and other factors that may cause our actual results, performance or achievements to be materially different from results, performance or achievements expressed or implied by the forward-looking statements contained in these presentations, such as a failure to maintain subscriptions, billings, revenue, deferred revenue, margins and cash flow growth; difficulty in predicting those financial and performance metrics; failure to maintain spend management; developments in the COVID-19 pandemic and the resulting impact on our business and operations, general market, political, economic, and business conditions, failure to successfully integrate acquisitions and manage transitions to new business models and markets, including our efforts to expand in construction and manufacturing, and attract customers to our cloud-based offerings; failure to successfully expand adoption of our products; and negative developments in worldwide economic, business or political conditions.

A discussion of factors that may affect future results is contained in our most recent Form 10-K and Form 10-Q filings available at www.sec.gov, including descriptions of the risk factors that may impact us and the forward-looking statements made in these presentations. The forward-looking statements made in these presentations are being made as of the time and date of their live presentation. If these presentations are reviewed after the time and date of their live presentation, even if subsequently made available by us, on our website or otherwise, these presentations may not contain current or accurate information. We disclaim any obligation to update or revise any forward-looking statement based on new information, future events or otherwise.

Non-GAAP Financial Measures

These presentations include certain non-GAAP financial measures. Please see the section entitled “Reconciliation of GAAP Financial Measures to non-GAAP Financial Measures” in the Appendices attached to the presentations for an explanation of management’s use of these measures and a reconciliation of the most directly comparable GAAP financial measures.
Autodesk’s Media & Entertainment Strategy

Diana Colella
Senior Vice President, Entertainment & Media Solutions
Media & Entertainment

$5B

DESIGN & MAKE TAM

2M PROFESSIONALS

300K

800K

1M

Sources:
Cambashi FY22 Application TAM
Models based on Cambashi FY22 Professions Dataset and Autodesk estimates
Key Media & Entertainment Trends

NEW CONTENT PLATFORMS ARE FUELING A CONTENT BOOM

INCREASING DIGITAL WASTE AND REDUNDANCIES

CLOUD DISRUPTION OF PRODUCTION WORKFLOWS
Streaming & the Content Boom

Share of U.S. respondents who paid to use the following video-on-demand services in the last 12 months

- Netflix: 79%
- Amazon Prime Video: 69%
- Hulu: 55%
- Disney+: 52%
- HBO: 33%
- YouTube Premium: 26%
- Apple TV+: 20%

Based on a survey of 3,843 paying online video users aged 18-64 in the US conducted in three waves between July 2020 and June 2021.
Source: Adobe Stock; Adapted by Autodesk; Statista Global Consumer Survey; Reference Link: https://www.statista.com/chart/25382/most-used-video-streaming-platforms/
The Boom in Gaming

ONLINE, PC
60Bn hours

MOBILE, EVERYWHERE
120Bn hours

F2P, MULTIPLAYER
270Bn hours

WATCHING, ESPORTS
480Bn hours

YOUTUBE
50Bn hours

LIFETIME IP FANS
720Bn hours

2002
0.6Bn people
~2hrs/week

2007
1.2Bn people
~2hrs/week

2012
1.8Bn people
~3hrs/week

2017
2.4Bn people
~4hrs/week

2022
3.0Bn people
~5hrs/week

$35Bn
$29/person
$0.29/hr

Source: Newzoo Market Trends Report, Adobe Stock
Spend on Content

DISNEY
$16 BILLION
a year on content by 2024

NETFLIX
$17 BILLION
on content in 2021

Source: Adobe Stock
Production Processes Today Are Inefficient

Every company builds their own pipeline

Lack of standards makes it harder to collaborate

Creating significant digital waste
The Evolution of Production Workflows

Empowering Creative Processes with Software-Defined Workflows

Disney
Universal Studios
Paramount
Warner Bros.
Sony Pictures
COVID-19 is Accelerating the Trends

Disney+ Passes 90M Subscribers
Three Years Ahead of Schedule

Worldwide paid subscribers and availability of Disney+

Source: The Walt Disney Company; Reference Link: https://www.statista.com/chart/2806/disney-plus-subscribers/
The power of being able to change the world of film and TV

We believe that is a value that we could bring in partnership with Autodesk to the entire industry. We think that that’s an enormous opportunity.

- Prem Akkaraju,
  CEO, Weta Digital
Need for Flexibility in Business Models
Convergence of 3D Technology

Source: Adobe Stock
How We Win in M&E

MAYA’S API ARE WELL ESTABLISHED IN CURRENT PIPELINES

SHOTGRID IS HELPING CUSTOMERS TACKLE PRODUCTION EFFICIENCY

OUR DEEP RELATIONSHIP WITH OUR CUSTOMERS AND PARTNERS WILL HELP US GET THERE

BY BRINGING OUR STRENGTHS TOGETHER