

#### **Marc Petit**

Senior Vice President, Media & Entertainment

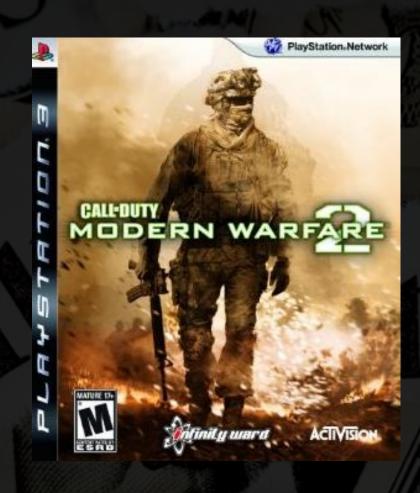




#### The Recession Has Accelerated Industry Transformation



**\$2B** in 47 days



\$1B in 2 months



### **Traditional Linear Production**

Use of digital technology



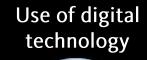
PRE PRODUCTION

**PRODUCTION** 

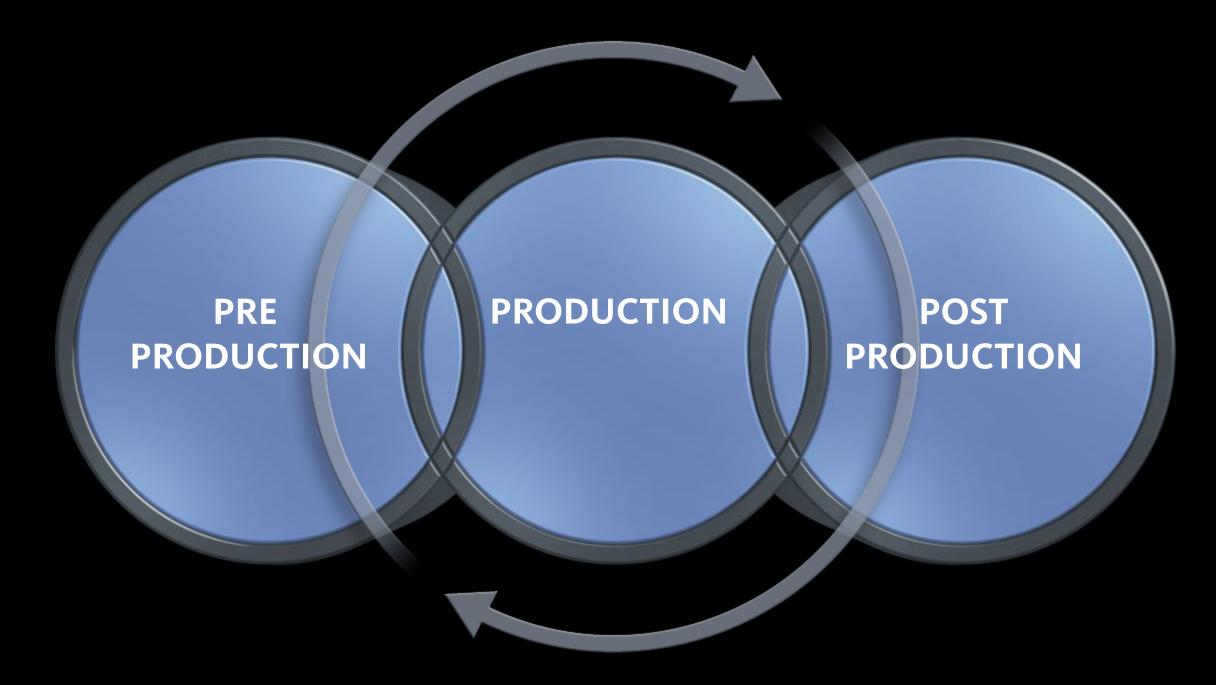
POST PRODUCTION



### **Transformational Change**

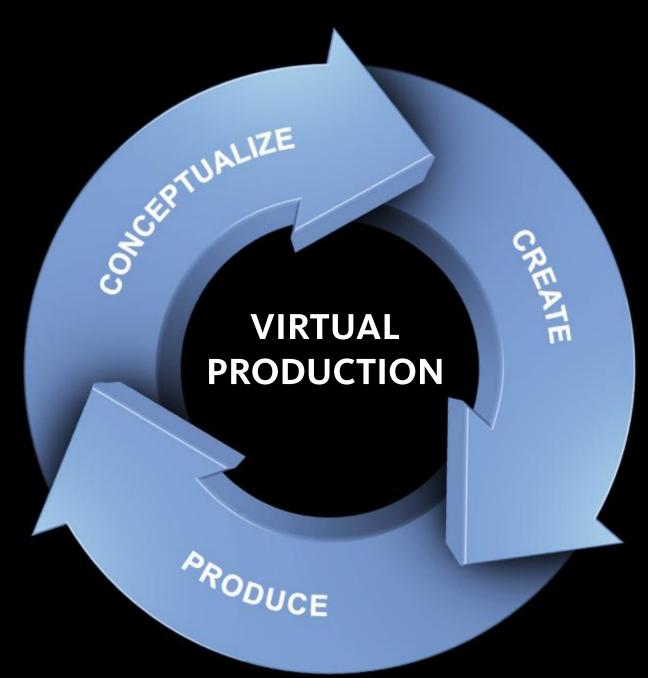






## **Digital Entertainment Creation** (DEC)

Non-linear, iterative processes



Supply chain management



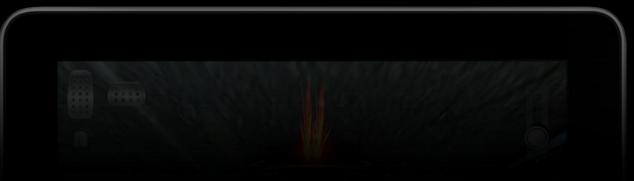
### Stereoscopic 3D and virtual moviemaking

### Virtual Moviemaking with Autodesk® MotionBuilder®

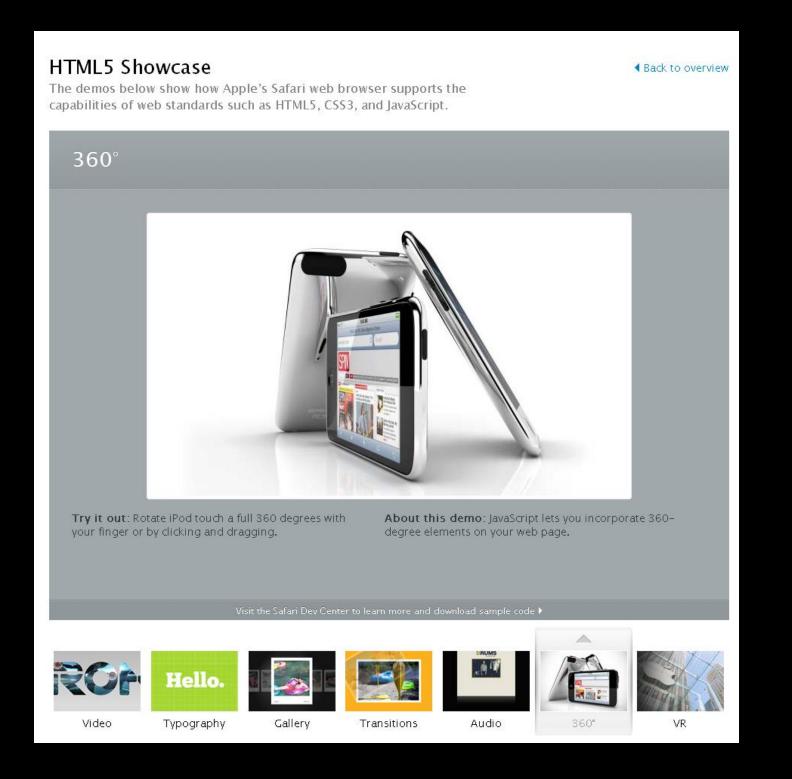


# New devices are broadening 3D games





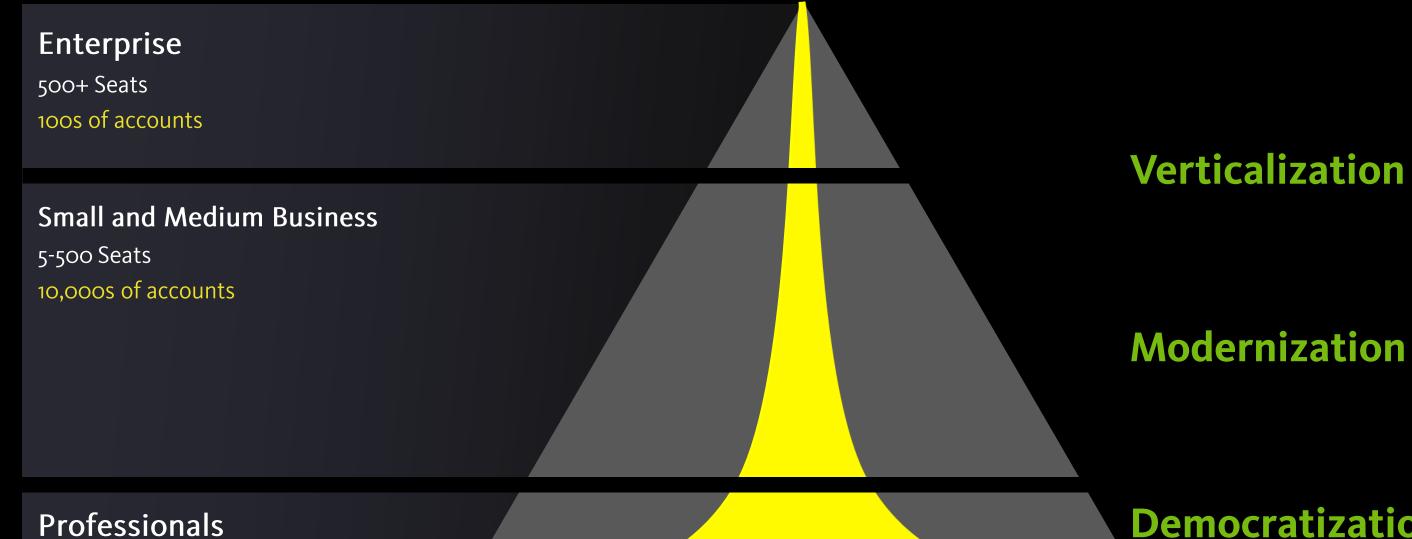
# TV and print ad spend is moving online





# Film, games, and TV are growing



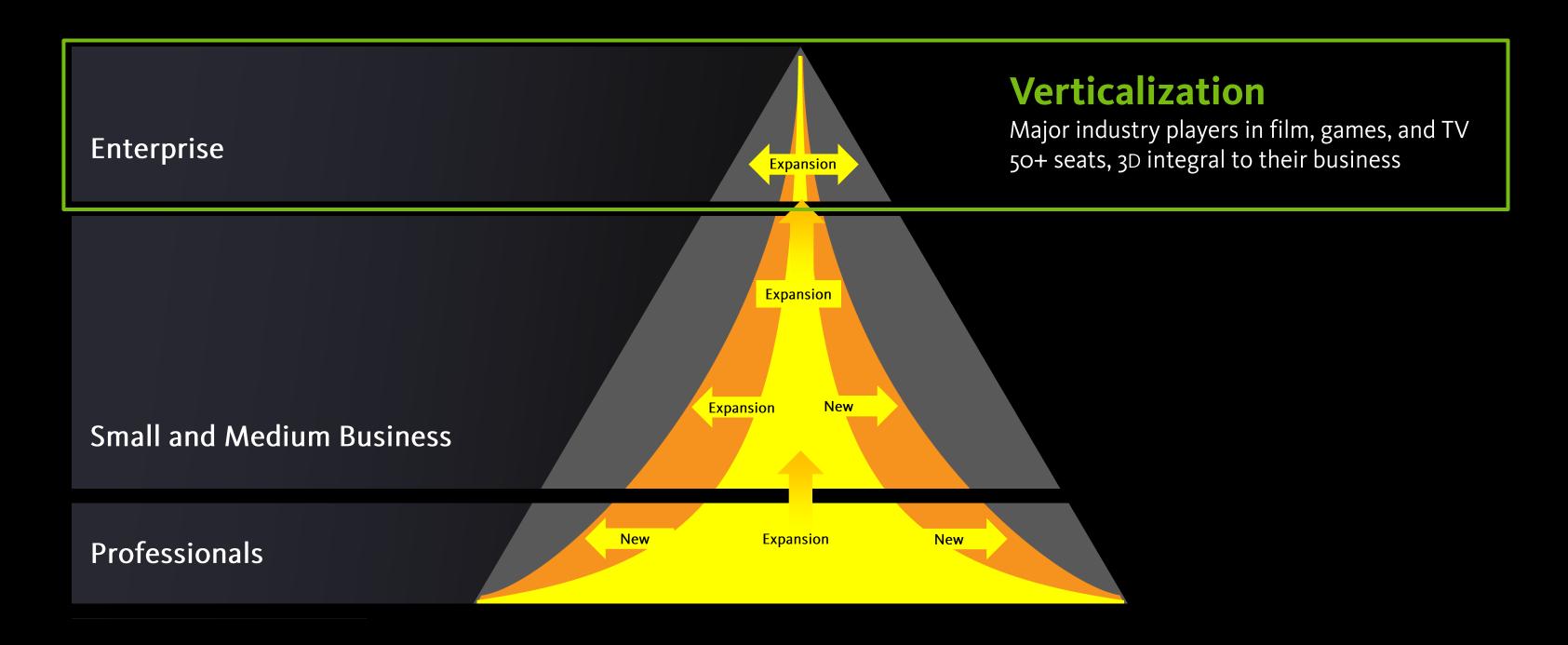


**Democratization** 

Consumers

1-5 Seats 100,000s of accounts

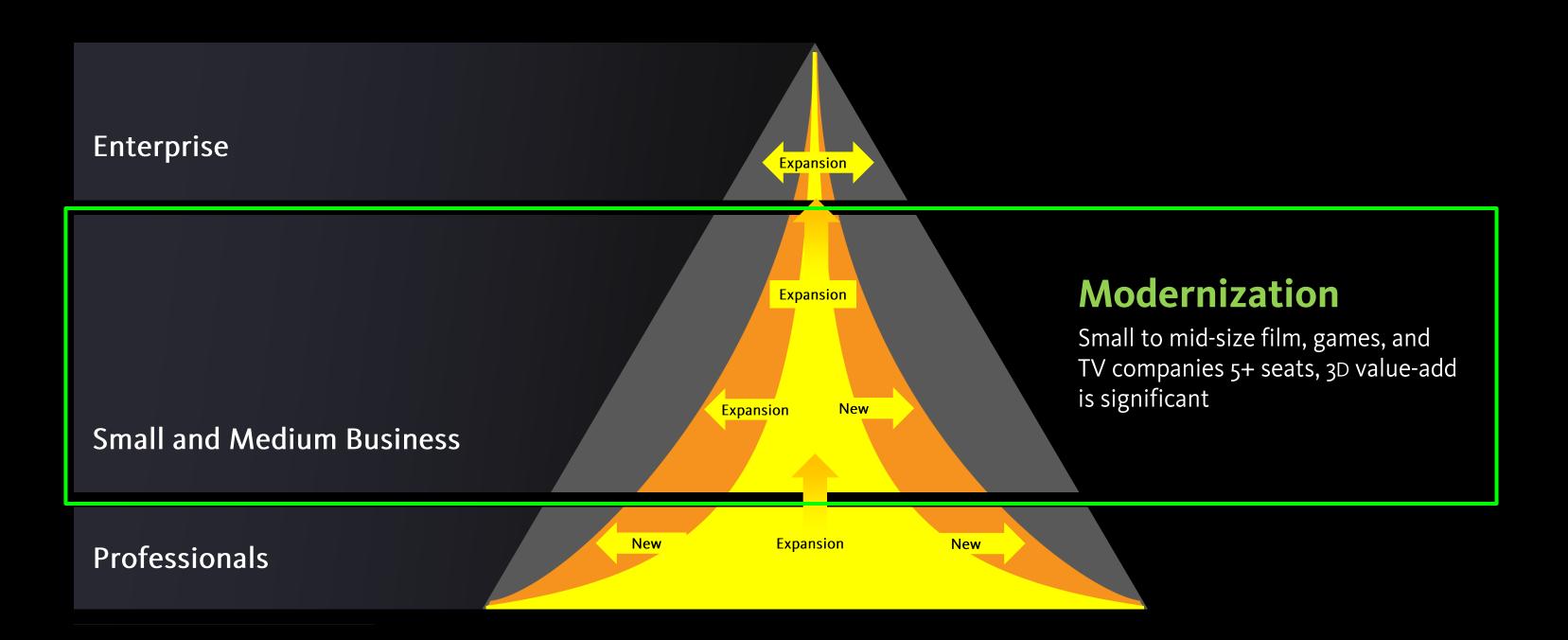






#### Verticalization

- Sell Premium Offerings
- Add new departments
- Expand with middleware & Autodesk® FBX®
- Replace in-house development



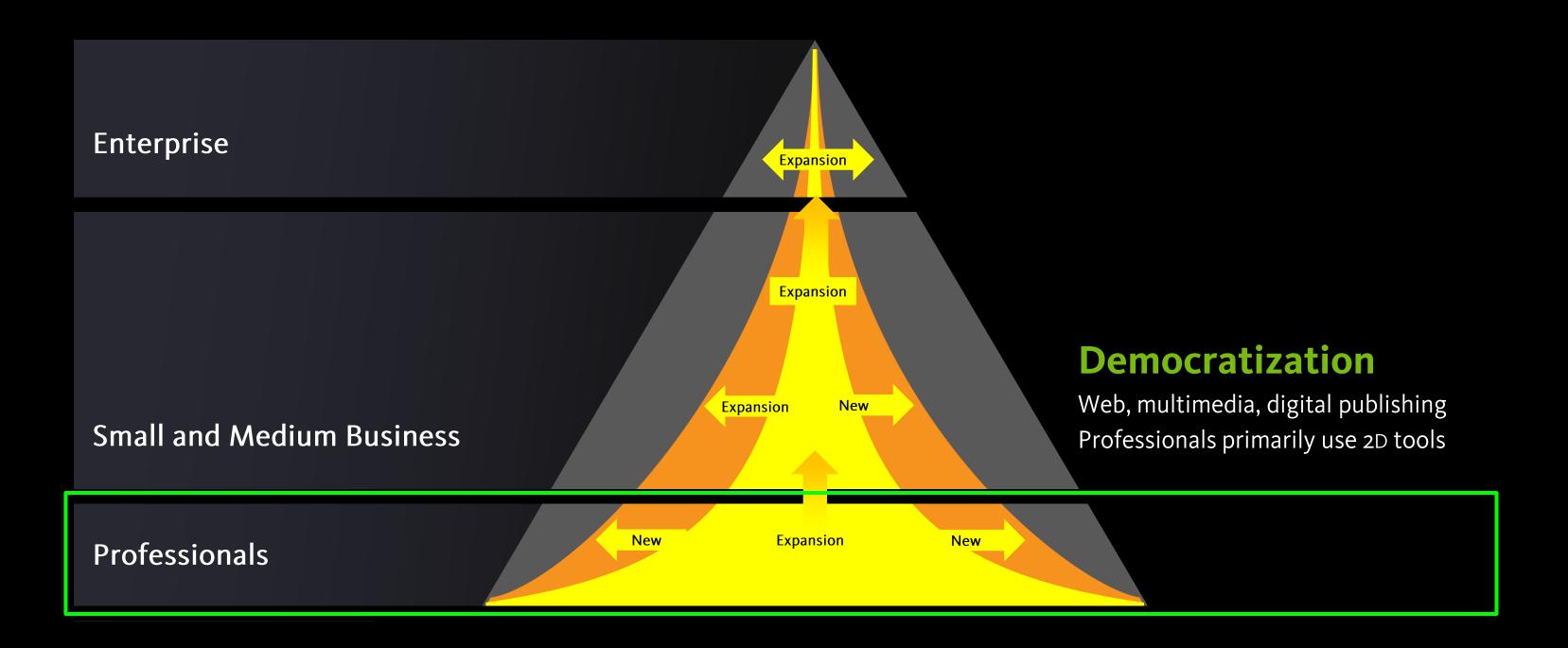


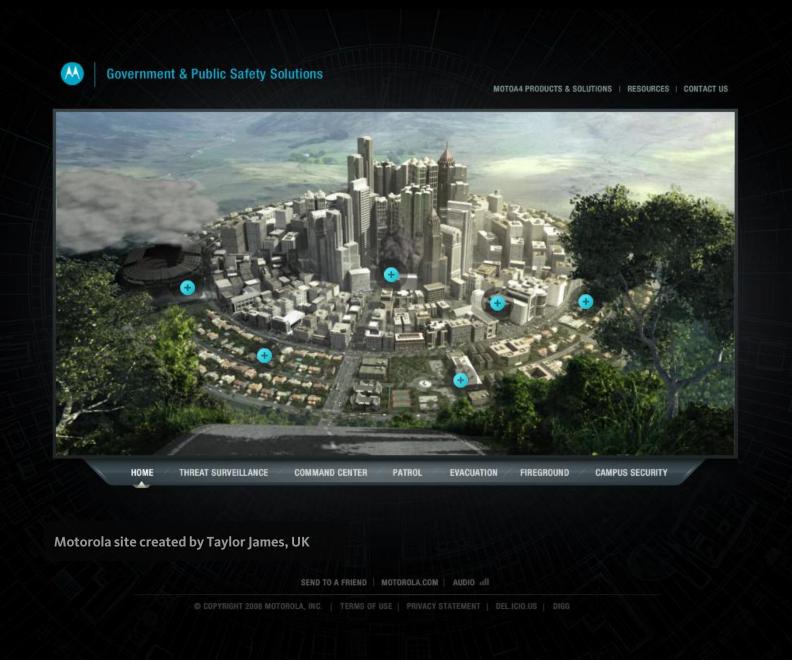
#### Modernization

- Get legacy customers current
- Sell premium products
- Expand in 3D interactive media market
- Expand onto the Mac

Image courtesy of Zee Network.



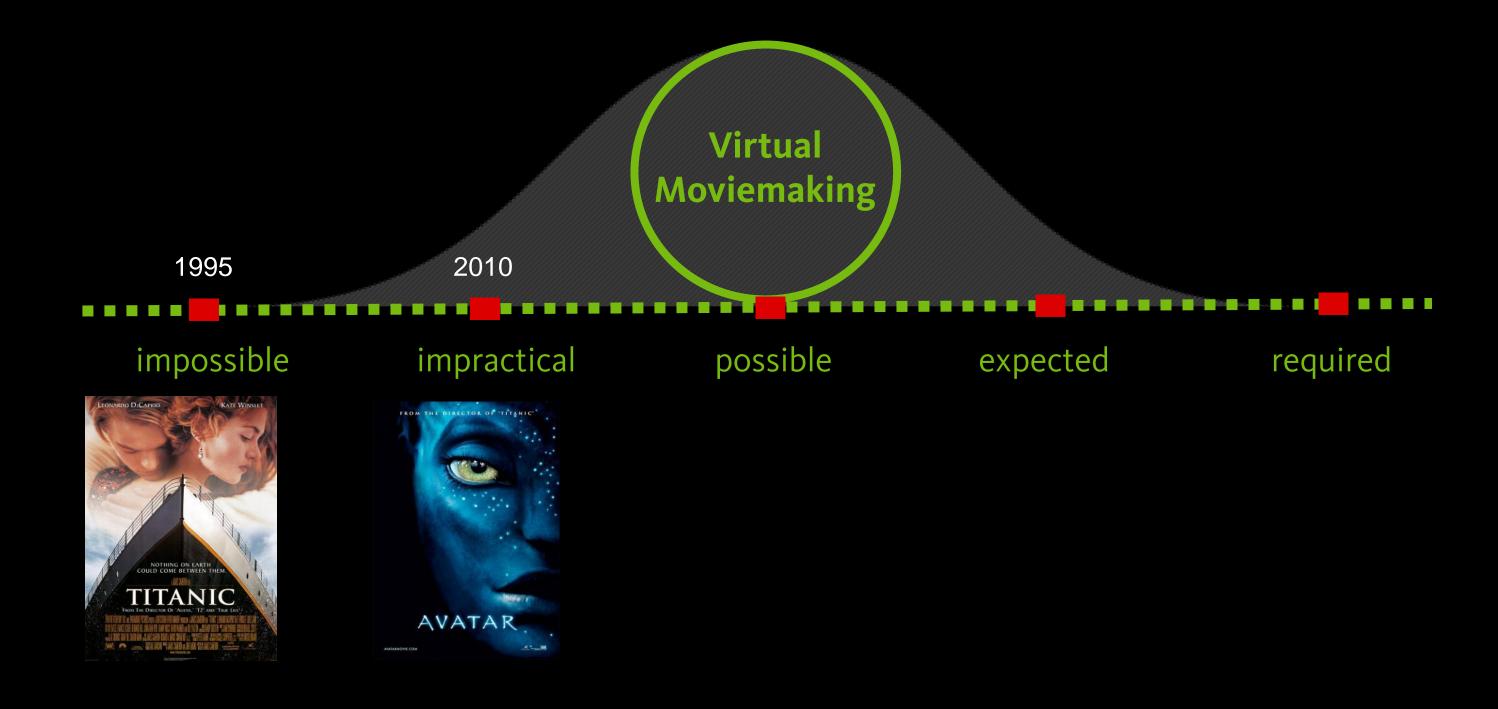




#### **Democratization**

- Sell to early adopters
- Introduce market to 3D
- Work with education & community

#### Making the Impossible Possible





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