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Autodesk Completes Acquisition of Scaleform Corporation – Provider of User Interface Solutions for the Games Industry

Acquisition Expands Autodesk's Reach in Console, Casual and Mobile Games Market

SAN RAFAEL, Calif., March 1, 2011 — Autodesk, Inc. (NASDAQ: ADSK) has acquired Scaleform Corporation, a privately held middleware and user interface (UI) tools company, for approximately $36 million in cash. Autodesk announced its intent to acquire Scaleform on February 15, 2011. Scaleform's technology has aided in the development of more than 800 games for a variety of hardware platforms, including Microsoft Xbox 360, Nintendo Wii and Sony Playstation 3 (PS3).

Autodesk has been a leading provider of 3D content creation tools to the games industry for over two decades. Recently Autodesk began expanding its games portfolio through the addition of middleware and other games technologies in response to a growing industry need for more efficient, integrated solutions for game content creation.

Scaleform's flagship product, Scaleform GFx, allows development teams to quickly and easily implement game UIs and other content using the popular design tool Adobe Flash. It also comprises tools and middleware designed to help developers take full advantage of the 3D hardware acceleration capabilities of most popular game devices. Scaleform GFx is typically used to create game menu UIs, in-game heads up displays (HUD's), animated textures, and mini games, and even full casual and mobile games. For further information please visit www.autodesk.com/scaleform.

Business Outlook

This transaction is expected to have no impact on guidance issued on February 24, 2011.

Safe Harbor Statement

This press release contains forward-looking statements that involve risks and uncertainties, including statements regarding: the impact of the acquisition on Autodesk's financial results, business performance and product offerings; and Autodesk's commitments to Scaleform customers. Factors that could cause actual results to differ materially include the following: difficulties encountered in integrating Scaleform's business, including its customers, vendors and employees; costs related to the integration; whether certain market segments grow as anticipated; the competitive environment in the software industry and competitive responses to the acquisition; our success developing new products or modify existing

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products and the degree to which these gain market acceptance; general market and business conditions; the timing and degree of expected investments in growth opportunities; failure to achieve; pricing pressure; failure to achieve continued cost reductions and productivity increases; changes in the timing of product releases and retirements; failure of key new applications to achieve anticipated levels of customer acceptance; failure to achieve continued success in technology advancements; interruptions or terminations in the business of our consultants or third party developers; the expense and impact of legal or regulatory proceedings; and unanticipated impact of accounting for acquisitions.

Further information on potential factors that could affect the financial results of Autodesk are included in the company's annual report on Form 10-K for the year ended January 31, 2010, and Form 10-Q for the quarter ended October 31, 2010, which are on file with the Securities and Exchange Commission. Autodesk does not assume any obligation to update the forward-looking statements provided to reflect events that occur or circumstances that exist after the date on which they were made.

About Autodesk

Autodesk, Inc. is a leader in 3D design, engineering and entertainment software. Customers across the manufacturing, architecture, building, construction, and media and entertainment industries – including the last 16 Academy Award winners for Best Visual Effects® – use Autodesk software to design, visualize and simulate their ideas. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software for global markets. For additional information about Autodesk, visit www.autodesk.com.

About Scaleform Corporation

Scaleform is a leading provider of user interface software for the videogame and consumer electronic industries. Scaleform GFx enables developers to leverage the power of the Adobe® Flash® tool set and to streamline the creation of highly immersive user interface elements such as hardware-accelerated 3D game menus, HUDs, animated textures, in-game videos and mini-games.

Used across all major platforms in 800+ games ranging from AAA to casual titles, the artist-driven Scaleform GFx has grown to include a complete Flash UI toolkit and framework, memory and performance analyzers, and add-ons for Flash video and IME for Asian chat. For more information, visit www.scaleform.com.

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