

PRESS RELEASE

Contacts: Paul Davis, 415-547-2457, paul.davis@autodesk.com

Marie Domingo, 415--547-2487, marie.domingo@autodesk.com

Karen Raz, 310-450-1482, karen@razpr.com

Autodesk Acquires Assets of REALVIZ, Developer of Image-Based Content Creation Software

Extends Autodesk's Leadership in 2D and 3D Design Innovation

SAN RAFAEL, Calif., May 7, 2008 — Autodesk, Inc. (Nasdaq: ADSK) today announced that it has completed the acquisition of substantially all of the assets of REALVIZ S.A., the privately held developer of image-based content creation software. Terms of the transaction were not disclosed.

REALVIZ was founded in 1998 and is headquartered in Sophia Antipolis, France. REALVIZ's technology provides efficient ways to generate 3D content and visual effects from photo imaging and 2D environments. Its products are used for panoramic photography, image-based modeling, match moving and optical motion capture. REALVIZ's flagship products are Stitcher software for the creation of panoramas and 360° virtual tours, and ImageModeler software to produce 3D models from photographs.

"REALVIZ's technology bridges 2D and 3D, linking the virtual and real worlds. 3D models can be created from simple 2D images, and virtual environments can be built from conventional photographs," said Amar Hanspal, senior vice president, Autodesk Platform Solutions and Emerging Business. "REALVIZ's technology is complementary to Autodesk's modeling, visual effects and animation products. It will enable us to increase the use of 3D technology across many industries, including architecture, film, broadcast and game development."

REALVIZ's clients include Boeing, NASA, Daimler Chrysler, Cinesite, Framestore CFC, Sony Pictures Imageworks, Warner Brothers Animation, Electronic Arts and Activision. REALVIZ technology has been used to create visual effects for *Zodiac*, *The Host*, *Children of Men*, *Superman Returns*, *Harry Potter and the Goblet of Fire* and many other blockbuster films.

REALVIZ Product Integration

Autodesk intends to develop and sell REALVIZ's Stitcher Unlimited, Stitcher Express, ImageModeler and Movimento software as standalone products. Matchmover, Retimer and VTour will no longer be available as standalone products; core technology from these REALVIZ products will be integrated into future versions of Autodesk's existing products, enabling customers to bring the real world into design environments.

Autodesk®

The following REALVIZ offerings have been discontinued: Stitcher Pro, Stitcher Unlimited DS, StoryViz, and hardware and software product bundles. Education versions of ImageModeler and Stitcher continue to be available. Student versions of ImageModeler and Stitcher are no longer available. For more information please visit www.autodesk.com/REALVIZ.

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 earnings per share, product offerings and the performance of its business. Factors that could cause actual results to differ materially include the following: difficulties encountered in integrating merged businesses; whether certain market segments grow as anticipated; the competitive environment in the software industry and competitive responses to the acquisition; and whether the companies can successfully develop new products or modify existing products and the degree to which these gain market acceptance.

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, 2008, which is on file with the Securities and Exchange Commission.

About REALVIZ

REALVIZ is a leading developer of image-based creation software, headquartered in Sophia Antipolis, France, with satellite sales offices in Los Angeles, U.S.A., London, England and Paris, France. REALVIZ develops a suite of image-based content creation solutions for the film, broadcast, gaming, digital imaging, architecture and Internet communities. Derived from years of research efforts at the renowned INRIA Lab in France, the Company's applications enable 2D and 3D artists to easily tackle complex digital imaging projects.

About Autodesk

Autodesk, Inc. is the world leader in 2D and 3D design software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD software in 1982, Autodesk has developed the broadest portfolio of state-of-the-art digital prototyping solutions to help customers experience their ideas before they are real. Fortune 1000 companies rely on Autodesk for the tools to visualize, simulate and analyze real-world performance early in the design process to save time and money, enhance quality and foster innovation. For additional information about Autodesk, visit www.autodesk.com.

Autodesk, AutoCAD, ImageModeler, and Stitcher, are registered trademarks or trademarks of Autodesk, Inc. in the USA and/or other countries. All other brand names, product names or trademarks belong to their respective holders. Autodesk reserves the right to alter product offerings and specifications at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2008 Autodesk, Inc. All rights reserved.

###

Autodesk®