



Marc Petit
Senior Vice President
Media & Entertainment

With close to 20 years experience in management and technology, Marc Petit leads Autodesk Media & Entertainment as senior vice president. In this role, he guides the development and the marketing of Autodesk's leading systems and software solutions, including Autodesk® Inferno®, Autodesk® Flame®, Autodesk® Flint®, Autodesk® Lustre®, Autodesk® Smoke®, Autodesk® Fire®, Autodesk® Toxik™, Autodesk® Combustion®, Autodesk® 3ds Max®, Autodesk® Maya®, Autodesk® MotionBuilder®, Autodesk® Mudbox® and Autodesk® FBX® software.

Petit became hooked on the creative energy of the computer animation industry in 1987 while working on the seminal short "Paris 1789", one of the first films ever produced entirely in 3D. He entered the field of computer graphics at its inception, armed with a graduate engineering degree in Telecommunications from INT (Institut National des Telecom) in Paris. He launched his career with French 3D software pioneer Thomson Digital Image (TDI) in 1987. From TDI, Petit joined Softimage, and helped the then-fledgling company reach critical mass in Europe. Later, Petit moved to Montreal to serve as Softimage's Vice President of 3D Products.

Before joining Autodesk in 2002, Petit was Vice President of Operations for Aptilon Health, a company specialized in online interactive marketing. He was in charge of all operational activities, including IT, infrastructure and product development.



Marc Stevens
Vice President, Games Technology Group
Media & Entertainment
Autodesk, Inc.

Marc Stevens has joined Autodesk Media & Entertainment as vice president of the Games Technology Group. With over 20 years experience in the computer graphics industry, Stevens will guide the strategy and product development of Autodesk's games technologies and solutions.

Prior to joining Autodesk, Stevens had been with Softimage since 1994. He most recently was a Vice President at Avid Technology Inc. and acted as the General Manager for the Softimage business, a role that he assumed in 2005. During his almost 15 years at Softimage, Stevens held numerous roles in the product development organization, including Senior Director of Engineering and Product Management. He also led the Softimage Special Projects team—a consulting group that works closely with clients to provide customized solutions for specific production challenges. In his earlier years with the company, Stevens acted as one of the principal architects of SOFTIMAGE®|XSI® software, and developed significant portions of SOFTIMAGE|3D - the first integrated creative environment for 3D artists.

Stevens holds a master's degree in Computer Science from Brown University and a minor in Business Administration. Stevens is a patent holder, co-author of numerous technical articles, and a respected speaker at many industry events. Prior to beginning graduate studies and joining Softimage, Stevens held engineering positions at Digital Equipment Corporation, working on fault-tolerant multi-processing computing systems, and user interface design.