Autodesk Signs Agreement to Acquire Mudbox 3D
Acquisition to Expand Autodesks 3D Entertainment and Design Offering

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Autodesk, Inc. announced that it has signed a definitive agreement to acquire substantially all the assets of Skymatter Limited, the developer of Mudbox 3D modeling software. This acquisition will augment Autodesk's offering for the film, television and game market segments, while providing additional growth opportunities for other design disciplines. Autodesk anticipates that the transaction will close in the next two months. Financial terms of the transaction were not disclosed.

Skymatter is a privately held New Zealand-based company. Skymatter's Mudbox software offers a new paradigm of 3D brush-based modeling, allowing users to sculpt organic shapes in 3D space with brush-like tools. Appealing to both traditional sculptors and digital artists, Mudbox provides a simple and fast toolset for creative modeling, prototyping and detailing. 3D assets created in Mudbox are often imported into Autodesk 3ds Max and Autodesk Maya software for texturing, rigging, animation and final rendering.

"Entertainment and design markets are demanding more integrated technology workflows, as well as increased realism and sophistication," said Marc Petit, senior vice president, Autodesk Media & Entertainment. "In order to create advanced digital characters and models, 3D artists are relying on Skymatter's Mudbox software, along with Autodesk's 3D solutions. By acquiring Skymatter, Autodesk will be able to offer a more complete solution for film, television and game pipelines, as well as new workflows for other design disciplines, such as automotive and industrial design."

Mudbox is used by leading visual effects and game development companies, including Weta Digital, Blur Studio, Cinesite, Epic Games, Pandemic Studios and The Orphanage. The software has shaped photorealistic creatures for the blockbuster film King Kong, as well as upcoming films The Golden Compass, Fred Claus and Inkheart.

Skymatter founders Andrew Camenisch, Dave Cardwell and Tibor Madjar will join Autodesk's Media & Entertainment business. These computer graphics veterans have production experience from Weta Digital and Electronic Arts, as well as design experience from Ford, GM and Mercedes Benz.

Skymatter's Madjar commented: "We're excited to join forces with Autodesk. Autodesk develops the most popular 3D modeling, animation and rendering software products in the world. Mudbox offers a strong complementary toolset and an innovative way to create 3D models. We look forward to working with Autodesk's product teams to evolve the Mudbox capabilities to meet the expanding needs of a wide variety of digital artists and designers."

More information at www.autodesk.com/mudbox - Images Courtesy of Fausto De Martini and Kris Taylor