

Autodesk Games Show Reel Call for Submissions

Deadline: February 6, 2009. Show Reel 2008 Shown

January 17, 2009 - 20:05

Autodesk is accepting submissions for your recent video-game cinematics, trailers, in-game sequences, or animations created with any or a combination of the following Autodesk animation products: Autodesk® 3ds Max®, Autodesk® Maya®, Autodesk® MotionBuilder®, Autodesk® Mudbox®, Autodesk® Kynapse®, Autodesk® HumanIK®, and Softimage®|XSI® software.

This year, we are particularly interested in high-definition (HD) material. Of course, video submissions in other formats are still most welcome. The Games Show Reel will be showcased at GDC 2009, March 25-27, 2009, in San Francisco. It will be featured in our booth and on the exhibition floor. The deadline for video content submissions is Friday, February 6, 2009.

More information at www.autodesk.com. Image and Demo Reel Video Courtesy of Autodesk Inc.