

# Autodesk Acquires Tweak's Team and Technology; Tweak Team Joins the Shotgun Team

## Questions and Answers

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**What's the news?**

We're excited to announce that the Tweak team is joining the Shotgun team! Autodesk has acquired the assets of Tweak. This is great news because it creates our idea of a 'dream team' of like-minded developers with the same deep production roots and the same passion for solving customers' production problems. We believe that the Shotgun and Tweak teams working together on review can eliminate one of the most critical bottlenecks in the industry. Together, we want to build the best review and collaboration tools in the industry - from RV to the best-integrated pipeline for review across desktop, mobile and web.

**Who is Tweak Software? What do they do?**

Tweak developed the RV image and sequence viewer, which lets artists, production teams, and studios review film resolution digital imagery accurately. It was founded by ILM vets Jim Hourihan and Seth Rosenthal. Alan Trombla, another former ILM colleague, joined them as a partner.

**What are the benefits of Tweak working with the Shotgun team? Why not continue to partner as separate companies?**

Shotgun and Tweak developers have worked together closely for a long time on integration projects. Over the course of those projects, the teams realized that they could achieve more together than each could separately, and they had been looking for ways to combine forces for a while. By taking on the challenges of review together, the Shotgun/Tweak team will be able to drive amazing innovations in review even faster and build new review pipelines across desktop, mobile and web.

**What happens to Seth, Jim, Alan and the Tweak team?**

We're happy to report that the entire Tweak team will join the Shotgun team within Autodesk Media & Entertainment, working as a unit within Shotgun's team under the leadership of Seth, Jim and Alan, reporting into Don Parker. The Tweak team will continue to work directly with their customers and keep the same customer-driven approach to product design, development and support. They will keep working out of their current locations, folding into the virtual, remote processes of the Shotgun team based all over the world.

**Will RV continue to be offered?**

Absolutely. Autodesk plans to continue to develop, support and sell RV and other Tweak Software tools.

**Will RV continue to integrate with third-party tools?**

Absolutely. Just like Shotgun software continues to develop and support third party tools, The Tweak team will continue to collaborate with other companies on RV integrations and product support.

**I'm a current RV user. What happens to my license? Maintenance agreement?**

All current RV licenses and maintenance agreements remain in place and will be serviced by the Tweak team as part of Autodesk. New licenses and maintenance subscriptions will be issued by Autodesk. Autodesk's current License and Service Agreement can be found [here](#).

**What happens to my Tweak support?**

The Tweak team as part of Autodesk will continue to provide the same great support and services they have always delivered.

**Will this slow things down for Tweak?**

No way. Our goal is to accelerate development as the Tweak team gains access to more resources. The Tweak design, development, and support teams will continue on the path they're on to make sure they're responsive to customer needs. And with more time to focus, Tweak's team will also integrate with the Shotgun team to speed development and innovation of Shotgun's Review toolset.

**Will there be any product roadmap changes?**

We're reviewing roadmaps now, but yes, we expect there will be changes – all for the good! We have so many ideas of what we can do with all of our tech under one roof; we're putting our plan of attack together now and will report back.

**Will the Tweak website and forums live on? What about emails?**

For now the Tweak website's forums and support site will continue to be the place to go for info and communication with the Tweak team. Over time we expect to integrate Tweak support, user forums, communications, and other functionality to the Shotgun website/online presence, along with email addresses, so customers have one place to go for anything the team builds.

**I have a question about the status of my test drive/purchase who can I talk to?**

If you have any questions regarding the status of your test drive or software purchase including inquiries about how and where to process orders, payment terms and license extensions please contact [sales@tweaksoftware.com](mailto:sales@tweaksoftware.com).

**Can I purchase Tweak products from my Autodesk reseller?**

Not at the moment. Tweak products will continue to be sold as previously by emailing [sales@tweaksoftware.com](mailto:sales@tweaksoftware.com). For more information on purchasing Tweak products see <http://www.tweaksoftware.com/buy>

**Why did Autodesk buy Shotgun and now Tweak?**

We believe that both Shotgun and Tweak share a unique expertise and passion for solving some of the toughest challenges facing media and entertainment companies today; and that together they can accelerate their development plans and benefit more customers faster. We also believe that collaboration is an increasingly critical part of our customer's workflows and a huge factor in successfully completing projects on time and on budget. We are investing in production management, collaboration and review tools and expertise to better help our customers meet this need.

**How does joining these teams and technology help the industry?**

It focuses a big team of smart (and nice!) people on solving a gnarly and expensive challenge – effective review and collaboration, which is becoming even more fundamental as productions disperse globally faster and further. Both teams have taken a customer-driven approach to innovation from the beginning. Together this team brings an insane amount of production experience and a shared passion for serving the industry we all love.

**Who is the Shotgun team? What do they do?**

The Shotgun team, part of Autodesk, develops scalable production tracking, review, and asset management software for the media and entertainment industry. They do this so that creative studios and remote collaborators can increase efficiency in their production processes and reduce risk through more transparent processes. The Shotgun team comes from film, TV and games production, and is passionate about building tools to help studios meet the challenges of fast-moving, globally distributed production – so that they can actually enjoy the process and bringing their inspiring work to the world.

**Who is Autodesk? What do they do?**

Autodesk helps people imagine, design and create a better world. Everyone—from design professionals, engineers and architects to digital artists, students and hobbyists—uses Autodesk software to unlock their creativity and solve important challenges. For more information visit [autodesk.com](http://autodesk.com) or follow [@autodesk](https://twitter.com/autodesk).

**Who uses Tweak's software?**

Tens of thousands of artists around the world use Tweak's RV at companies like ILM, Weta Digital, Blizzard Entertainment, LucasFilm Animation, MPC, Framestore, Digital Domain, Laika, and others. Lots of independent creative people and productions use RV too.

**Who uses Shotgun software?**

More than 500 creative companies use Shotgun today. Shotgun builds its software in collaboration with its customers integrating industry best practices. Studios in film, commercials post-production and games have adopted Shotgun's customizable system and contribute to the ongoing development of its growing ecosystem of applications.

**Where can I go for further information?**

You should always feel free to connect directly with your usual contacts at Tweak, Shotgun and Autodesk, and/or, reach out to: [support@shotgunssoftware.com](mailto:support@shotgunssoftware.com)  
[support@tweaksoftware.zendesk.com](mailto:support@tweaksoftware.zendesk.com)

Media questions can be directed to Noah Cole ([noah.Cole@autodesk.com](mailto:noah.Cole@autodesk.com)), Director of Public Relations at Autodesk.