



Take-Two Interactive Software Acquires Dynamixyz

July 1, 2021

Leader in video-based facial animation services to provide cutting-edge, proprietary technology and services exclusively for Company's publishing labels and development studios

NEW YORK--(BUSINESS WIRE)--Jul. 1, 2021-- Take-Two Interactive Software, Inc. (NASDAQ:TTWO) today announced that it has acquired privately-held Dynamixyz, a world-class leader in video-based facial animation services. Founded in 2010 in Cesson-Sévigné, France, Dynamixyz owns and operates a suite of leading-edge, proprietary motion capture, facial-analysis, and full 3D processing tools and technology that combines computer graphics, computer vision, and machine learning. Over the past decade, Dynamixyz has been a valued partner of the entertainment industry, including Take-Two's wholly-owned labels, Rockstar Games and 2K, and has worked on such acclaimed projects as *Red Dead Redemption 2* and *NBA 2K21*, the animated series *Love, Death & Robots*, and movies, including *Avengers: Endgame*. Financial details of the acquisition were not disclosed.

Take-Two's acquisition of Dynamixyz is the Company's latest strategic initiative to invest further in its internal development capabilities and to continue its goal to be the most creative, innovative, and efficient entertainment company. Dynamixyz is led by Gaspard Breton, CEO, PhD, Nicolas Stoiber, CTO, PhD, and Olivier Aubault, Managing Director, PhD, and is comprised of a team of more than 15 professionals, with more than 40 combined years of related R&D acumen and expertise. Dynamixyz will operate as a division of Take-Two and work exclusively with the Company's publishing labels and studios. Mr. Breton will continue to oversee Dynamixyz and report to Scott Belmont, Executive Vice President and Chief Information Officer for Take-Two Interactive Software.

"Dynamixyz's revolutionary facial analysis technology and services is a highly complementary and strategic addition to Take-Two's world-class publishing and development structure," said Michael Worosz, Executive Vice President and Head of Strategy and Independent Publishing for Take-Two. "Gaspard and the visionary team at Dynamixyz have a well-earned reputation for providing the widest and smartest range of facial motion capture solutions to the entertainment industry, and their work has captivated millions of people around the world from the box office to the living room. We're thrilled to have them join our team, incorporate their proprietary technologies and creative wonder into our future offerings, and to continue to evolve their capabilities and solutions."

"We're very excited to join the Take-Two family and become an exclusive partner to their immensely talented studios and teams around the world," added Gaspard Breton, CEO, PhD of Dynamixyz. "Having worked with Rockstar Games and 2K, we know firsthand Take-Two's commitment to creative excellence and welcome the opportunity to leverage our tools and technology to help them to achieve that goal and to captivate and engage audiences further."

Willkie Farr & Gallagher, LLP served as legal counsel to Take-Two. Inflexion Points Technology Partners and Didier & Levy served as financial and legal advisors, respectively, to Dynamixyz.

About Dynamixyz

Founded in 2010, Dynamixyz is a team of PhDs who specialize in computer vision, and in particular, the challenges of capturing the nuances of human faces and expressions. Dynamixyz developed the first software that could provide the same extremely high-end animation tools to a wide array of customers, but previously available to a few studios. The Company now stands as a leading provider in the entertainment industry offering the widest range of marker-less facial motion capture solutions to the market. Dynamixyz technology has been used by major AAA video games and world-acclaimed visual effects and virtual reality applications looking to boost productivity while maintaining a high level of quality in a content pipeline.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, publisher, and marketer of interactive entertainment for consumers around the globe. We develop and publish products principally through Rockstar Games, 2K, Private Division, Social Point, Playdots, and Nordeus. Our products are designed for console systems and personal computers, including smartphones and tablets, and are delivered through physical retail, digital download, online platforms, and cloud streaming services. The Company's common stock is publicly traded on NASDAQ under the symbol TTWO. For more corporate and product information please visit our website at <http://www.take2games.com>.

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Cautionary Note Regarding Forward-Looking Statements

The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws and may be identified by words such as "anticipates," "believes," "estimates," "expects," "intends," "plans," "potential," "predicts," "projects," "seeks," "should," "will," or words of similar meaning and include, but are not limited to, statements regarding the outlook for the Company's future business and financial performance. Such forward-looking statements are based on the current beliefs of our management as well as assumptions made by and information currently available to them, which are subject to inherent uncertainties, risks and changes in circumstances that are difficult to predict. Actual outcomes and results may vary materially from these forward-looking statements based on a variety of risks and uncertainties including: the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect that measures taken to mitigate the COVID-19 pandemic have on our operations, including our ability to timely deliver our titles and other products, and on the operations of our

counterparties, including retailers and distributors; the effects of the COVID-19 pandemic on both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; our ability to successfully integrate Dynamixyz's operations and employees; the risks of conducting business internationally; the impact of reductions in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of potential inflation; volatility in foreign currency exchange rates; our dependence on key management and product development personnel; our dependence on our *NBA 2K* and *Grand Theft Auto* products and our ability to develop other hit titles; our ability to leverage opportunities on PlayStation®5 and Xbox Series X|S; the timely release and significant market acceptance of our games; the ability to maintain acceptable pricing levels on our games; and risks associated with international operations.

Other important factors and information are contained in the Company's most recent Annual Report on Form 10-K, including the risks summarized in the section entitled "Risk Factors," the Company's most recent Quarterly Report on Form 10-Q, and the Company's other periodic filings with the SEC, which can be accessed at www.take2games.com. All forward-looking statements are qualified by these cautionary statements and apply only as of the date they are made. The Company undertakes no obligation to update any forward-looking statement, whether as a result of new information, future events or otherwise.

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