

Behind every great artist
is an extraordinary pipeline



While working on The Fast and the Furious - Tokyo Drift, our artists used Burn to render their shots remotely while continuing to work on other shots. Burn played a significant role in allowing us to complete all of the shots in this movie so quickly.

Kevin Tengan, head of 2D Systems, Rhythm @ Hues

More Flow.

With Autodesk workflow solutions, you can easily share data among artists, off-load administrative tasks to other systems, automate media encoding, and distribute visual effects rendering.

No matter how many incredible artists you have in your facility, if they struggle with sharing media, moving files, and collaborating creatively, your facility won't be operating at maximum creative or production capacity. Autodesk workflow solutions include systems that "talk" to each other, allowing you to get the most out of your investment in Autodesk® creative workstations.

Take advantage of our cost-effective workflow applications to free your creative seats to perform creative work. We offer a full range of solutions that provide ultra-high speed connectivity, access to the latest in storage technology, optimized file-systems for guaranteed high-resolution performance, and a software API that allows you to easily connect to Autodesk and third party solutions.

Wire makes it extremely efficient for us to exchange material between our Flame and Smoke workstations because it allows us to transfer clip sequences along with their edits and other valuable metadata—faster than real time.

Jake Parker, Senior Flame Artist @ Visual Effects Supervisor, Crash @ Sue's

Less Work.



Autodesk workflow solutions help you bring together your multiple SD, HD, or film workstations into an efficient, integrated production pipeline. Get more work done faster with collaborative, interoperable tools.

High-Speed Data Transfer with Autodesk Wire

Autodesk Wire enables the high-speed transfer of uncompressed video, film, and audio between workstations over any industry-standard network.

From within the application, artists and editors can perform network-wide browsing and relocation of stored shots, edits, or entire projects. Wire provides seamless connectivity between Autodesk systems, allowing instant access to any frame anywhere on the network for unparalleled workflow flexibility and productivity. Wire is highly optimized, enabling the high-performance capabilities of Autodesk visual effects and finishing/editing systems for the most demanding interactive projects.

No Duplication of Media with Soft-Import and Publish

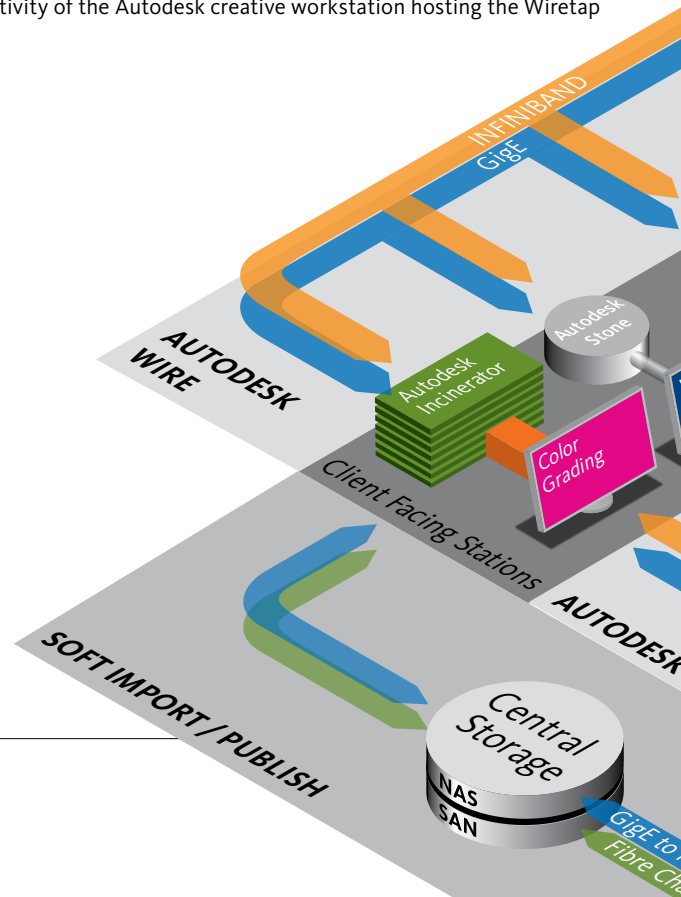
Soft-import media resides on any accessible, standard local or network file system. It is imported to the Autodesk Systems creative application as a reference – the clip appears in the Autodesk Systems clip library, but no media is duplicated and the source file persists in its native format.

Publishing can be used to export media to be modified by another creative application. The other application can perform the necessary changes, overwrite the exported files, and automatically be ready for use in the Autodesk Systems creative workstation without having to perform any subsequent Soft-import action.

Easy Access to All Media and Data via Wiretap

Take full advantage of Autodesk Wiretap technology to enable platform-independent remote project management and third-party file exchange. Access media stored on Autodesk Stone storage without the need to convert files or copy media across the network to your Autodesk workstations.

Wiretap server/client interoperability is the foundation upon which interoperability between Autodesk creative applications is built. It provides read/write access to assets residing on any Stone Direct disk array on the facility network, and does not affect the real-time interactivity of the Autodesk creative workstation hosting the Wiretap server.



PRODUCT LEGEND

Color Grading

Autodesk® Lustre® (Client facing/Assistant stations)
Maintain continuity of color and lighting throughout your film or commercial project. Shape the color and lighting to create a stylized look.

VFX / Compositing

Autodesk® Inferno® (Client facing station)
The ultimate interactive design system for high-resolution visual effects.

Autodesk® Flame® (Client facing station)
Industry-leading real-time visual effects design and compositing system.

Autodesk® Flint® (Client facing station)
Advanced visual effects system for post-production and broadcast graphics.

Autodesk® Toxik™ (Client facing/Assistant stations)
Interactive, collaborative compositing solution for feature film pipelines.

Autodesk® Combustion® (Assistant station)
Comprehensive desktop software for motion graphics, compositing, and visual effects.

Editorial

Autodesk® Fire® (Client facing stations)
The ultimate real-time, non compressed, high-resolution, non-linear editing and finishing system.

Autodesk® Smoke® (Client facing station)
Integrated editing and finishing system for SD, HD, 2K film, and above.

3D Animation

Autodesk® Maya® (Assistant station)
Academy Award®-winning software for digital image creation, 3D animation, and visual effects.

Autodesk® 3ds Max® (Assistant station)
Highly customizable and scalable 3D animation, modeling, and rendering solution for games, film, television, and design visualization.

Autodesk® MotionBuilder™ (Assistant station)
The foremost productivity suite for 3D character animation, with real-time tools that let you take on the most demanding, high-volume animation projects.

Autodesk® VIZ (Assistant station)
3D modeling, rendering, and presentation software provides state-of-the-art image creation technologies for communicating and sharing your design intent.

Mastering and Encoding
Autodesk® Cleaner XL (Assistant station)
Transform, optimize, and encode high-quality media for delivery in multiple formats.

Background Processing
Autodesk® Burn (Facility Service)
Multi-node background processing solution.

Render Manager
Autodesk® Backburner (Facility Service)
Render-queue manager used for managing the process and prioritization of render jobs

Media Management
Autodesk® Backdraft® Conform (Assistant station)
Provides ingest, assemble, and conform tools; comprehensive media management tools and output and archiving tools.

Accelerate Your Creative Workflow

Autodesk® Incinerator™

High-performance inline clustering technology based on InfiniBand networking, designed to accelerate on-the-fly rendering of in-session color grading decisions and capable of providing HD and 2K real-time interactivity.

Lustre® Media Server

A dedicated server, utilizing InfiniBand networking technology, that manages high-speed access to high-resolution scans on local, Fibre Channel attached storage as well as files residing on shared storage (SAN or NAS).

Autodesk® Backburner®

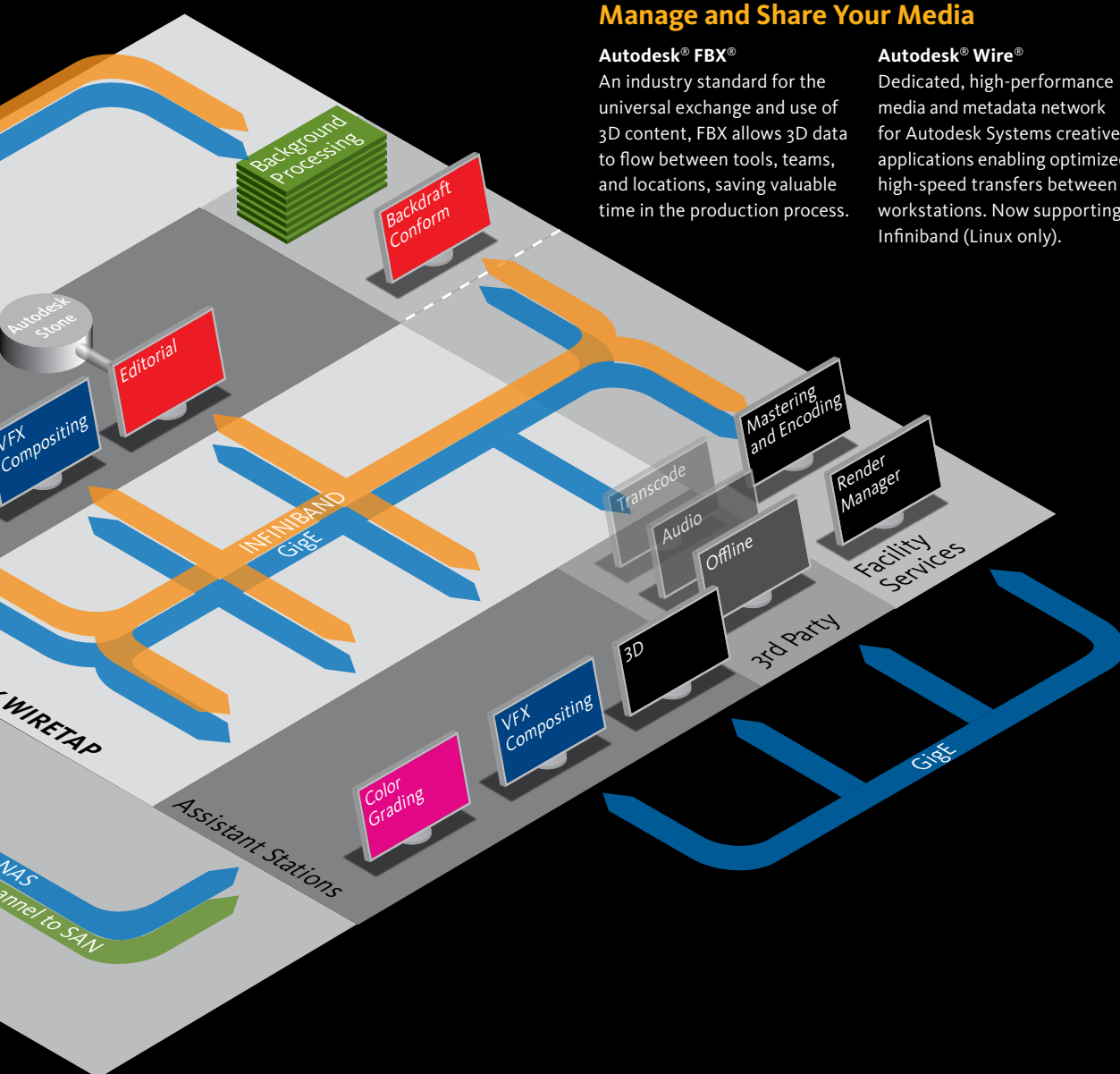
Render-queue manager used for managing the process and prioritization of render jobs sent to Burn processing nodes. Includes the Server, Manager, and Monitor modules – the Monitor module can be accessed through a web-browser from any platform.

Autodesk® Burn™

Integrated multi-CPU background processing render farm, managed by Backburner, used to accelerate intensive processing of complex composites, soft effects and transitions created using Autodesk Creative Systems.

Autodesk® Backdraft Conform

An assistant workstation that provides I/O capability and remote access to the project databases of other Autodesk Systems creative workstations on the Wire network. Backdraft Conform has baseline ingest, assemble and conform, media management, VTR emulation, and archiving tools.



Manage and Share Your Media

Autodesk® FBX®

An industry standard for the universal exchange and use of 3D content, FBX allows 3D data to flow between tools, teams, and locations, saving valuable time in the production process.

Autodesk® Wire®

Dedicated, high-performance media and metadata network for Autodesk Systems creative applications enabling optimized high-speed transfers between workstations. Now supporting Infiniband (Linux only).

Autodesk® Wiretap™

An advanced API designed to provide 3rd party systems with access to media and metadata on the Stone file system and Wire network. Client SDKs can be used on any platform to develop plug-ins or stand-alone applications to extend creativity and productivity throughout facilities interoperating with Autodesk creative solutions.

Master and Encode Your Media

Autodesk® Cleaner® XL

Industry-standard media mastering and encoding solution for Windows. An embedded Wiretap client enables tight integration with Autodesk Systems creative workstations.

Autodesk® Cleaner® for Apple Macintosh

Industry-standard media mastering and encoding solution for Apple Macintosh.

Store Your Data

Autodesk® Stone® Direct

High-speed Fibre Channel storage solutions for real-time access to managed media.

Build a Superior Production Pipeline

In addition to out-of-the-box solutions, Autodesk offers customized consulting services to help you establish the scalable workflows and framework to easily manage data throughout your project lifecycle.

Autodesk Consulting has a specialized, in-house response team with deep industry experience and knowledge that can provide expertise for a wide range of requirements such as:

- Development of Customized Applications
- Strategic Pipeline Analysis and Data Management
- Customization and Consulting for 3D engagements
- Customized Training
- Accelerated Product Development
- Certified Installation and Calibration

We'll create complete business solutions tailored specifically for your business.

Get Connected Today

Eliminate risks and improve return on software, system and storage expenditures. Autodesk workflow solutions optimize your production pipeline and result in significantly improved return on investment, enhanced digital asset migration, and enterprise-class data management solutions.

For more information about Autodesk workflow solutions, visit www.autodesk.com/me.

North America: +1-800-869-3504

International: +415-507-4461

Email: med_ent@autodesk.com

Find a reseller: www.autodesk.com/reseller

000000000000117371

Autodesk, Lustre, Inferno, Flame, Flint, Fire, Smoke, Toxik, Combustion, Maya, 3ds Max, MotionBuilder, VIZ, Backdraft Conform, Burn, Backburner, Cleaner, FBX, Incinerator, Stone, Wire, and Wiretap are registered trademarks or trademarks of Autodesk, Inc./Autodesk Canada Co. in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product offerings and specifications at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2007 Autodesk, Inc. All rights reserved.