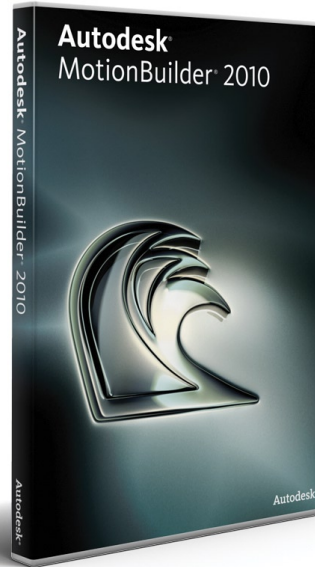


Autodesk MotionBuilder 2010

Top Reasons to Buy

Buy Autodesk MotionBuilder 2010 3D character animation software today and experience the freedom of real time. Autodesk MotionBuilder is an ideal tool for high-volume game animation pipelines, director-driven virtual cinematography, and real-time character simulations.

To locate a Value Added Reseller nearest you, visit www.autodesk.com/reseller.



Increased Productivity through Real-Time Performance

Wherever characters need to be animated, Autodesk® MotionBuilder® software can help you to increase your productivity and achieve high quality results. In fact, many facilities have achieved up to a 250% gain in animation output per artist using MotionBuilder. Built on a real-time 3D architecture, MotionBuilder provides you with a highly responsive, interactive environment to create, edit, and playback complex character animation.

Motion Capture Editing & Data Clean-Up

When the motion capture studio session is completed, animators know their job is just beginning. With Autodesk MotionBuilder software, you can import or capture live files from any industry standard motion capture system and use the powerful clean-up, filtering, blending, and editing features to manipulate and massage dense data on the fly. Once the data is prepared, the Function Curve layering system allows you to refine, edit, and iterate your animations non-destructively, all in real time.

Pre-Visualization

Planning upfront can save time, budget and frustration later down the road. Using Autodesk MotionBuilder software to pre-visualize their scenes, directors can experiment with camera angles and framing, and visual effects supervisors can more effectively plan visual effects work and stunts, all within a high-quality display that closely mimics the final output. Because everything is in real-time, shots can be changed and refined as quickly as the new ideas flow.

Virtual Cinematography

Blockbuster directors are setting a new trend for virtual cinematography – a process that allows computer graphic (CG) generated characters driven by motion capture data to be directed alongside live actors, while viewed in the context of their final setting. Autodesk MotionBuilder software is ideally suited to this task, with its real-time engine, elegant handling of motion capture data, and high-quality interactive display.

Real-Time Character Simulation

With Autodesk MotionBuilder software, you can perform real-time rigid body dynamic simulations as part of, or alongside, your character animation; simulations can be blended with keyframed or motion-captured data—or even guided from pose to pose—to help precisely direct and control the final result. The MotionBuilder real-time dynamic toolset features a Rag Doll solver for realistic character simulation (such as a character falling down stairs); the ability to use joints to connect multiple objects together in order to simulate secondary animation; and support for collisions.



Image courtesy of The Mill.

Non-linear 3D Editorial

The MotionBuilder Story tool is the only non-linear environment to combine multiple media types into a timeline editor. The Story tool can be used for pre-visualization and layout, or for cinematics; you can easily blend, edit, and sequence tracks composed of animations, cameras, digital video, and audio. This toolset also enables you to make camera shot decisions which help you to re-order and re-time your shots on the fly, similar to traditional non-linear video editing.

Unmatched 3D Application Interoperability

MotionBuilder natively supports the platform independent Autodesk® FBX® 3D interchange technology, allowing for the quick and easy exchange of 3D assets and animation data with a wide variety of applications, including Autodesk® Maya®, Autodesk® 3ds Max®, Autodesk® Softimage®, and Autodesk® Mudbox™ software. MotionBuilder is also fully integrated with the Autodesk® HumanIK® middleware solution.

Pipeline Integration & Customization

Support for the popular Python™ scripting language allows facilities to easily integrate Autodesk MotionBuilder software into their production pipeline. Python enables you to automate repetitive tasks and extend features by using the intelligent, fully integrated Python editor to develop, test, and refine their scripts without leaving the MotionBuilder environment. Meanwhile, the Open Reality® software developer kit (SDK) can be used to create custom tools and features that plug directly into MotionBuilder and extend its functionality. Support for Qt user interface (UI) elements within MotionBuilder enables developers to use an industry-standard UI toolkit to help build Open Reality SDK plug-ins.

Autodesk Subscription with Gold Support

For an affordable annual fee that lets customers plan their budget ahead, Autodesk® Subscription with Gold Support for MotionBuilder entitles you to all new upgrade releases and extensions offered during the subscription period, and provides access to knowledgeable support experts via telephone or web. In addition, subscription members can use online tools to track and report issues, manage their licenses, and access a technical knowledge-base and learning resources.

For information about Autodesk MotionBuilder, go to www.autodesk.com/motionbuilder



Gears of War 2. © 2008. Image courtesy of Epic Games, Inc.



Image courtesy of Platige Image.