

# Autodesk MotionBuilder 2010

## Top Reasons to Upgrade

Upgrade your Autodesk MotionBuilder software to Autodesk MotionBuilder 2010. Access faster performance, expanded physics capabilities, and productivity-enhancing workflows.

To locate a Value Added Reseller nearest you, visit [www.autodesk.com/reseller](http://www.autodesk.com/reseller).



### Accelerated Performance

Built from the ground-up with a real-time engine at its core, Autodesk® MotionBuilder® software has become a valuable animation and virtual cinematography tool for animators, technical directors, and moviemakers alike. With MotionBuilder 2010, threading improvements and memory optimization give you higher frame rates during playback and evaluation on even the most complex scenes, and significant performance increases when using the Story Tool will be immediately noticeable.

### Precisely Controlled Simulation

MotionBuilder 2010 software now allows you to guide ragdoll simulations between user-defined poses, providing the ability to combine natural-looking movement with precisely-positioned keyframes. Similarly, joints can now be used to connect multiple objects together so that secondary animation can be automatically solved by the physics engine for maximum efficiency.

### Enhanced Interoperability

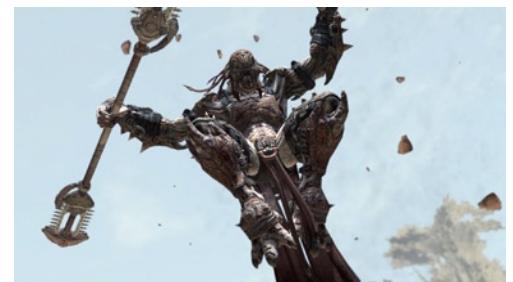
The interoperability between MotionBuilder 2010 software and other Autodesk 3D content creation applications (Autodesk® Maya®, Autodesk® 3ds Max® and Autodesk® Softimage® software) as well as Autodesk® HumanIK® middleware is now better than ever. Of particular note, this release offers enhanced support for the transfer of 3ds Max Biped, enabling characterization in a single step. In addition, Softimage 2010 now includes the MotionBuilder Template rig, facilitating character data exchange

between these applications. Finally, the Actor tool has been exposed in Python™ scripting language, allowing you to save time by automating the setup of motion capture data onto a character.

### Greater Productivity for Animators

Animators will welcome a series of new features and enhancements in MotionBuilder 2010 software that will help them to work more efficiently. For example, you can now create user-defined keying groups that include any property of any object—particularly useful when working with custom rigs. You can also capture poses for an object and paste them onto another object, enabling you to store and re-use commonly used animation information. In addition, for those dealing with finger motion data, you now have more flexibility in the setup, capture, and retargeting of finger data.

For information about Autodesk MotionBuilder, go to [www.autodesk.com/motionbuilder](http://www.autodesk.com/motionbuilder)



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