

Creativity Decoded.

Autodesk Softimage 2010 software delivers powerful creative tools, accelerated performance, and visual programming—significant speed improvements where projects require it most.

The user normals tool delivers on expectations — fast, thorough and interactive. We're glad that Softimage remains a leader in improving speed and efficiency; the new updates to fcurve editor are a welcome improvement that will aid in speeding up our asset volume.

— Carey Chico
Executive Art Director
Pandemic Studios



Image courtesy of Studio AKA Ltd.

Autodesk® Softimage® software enables you to more quickly create custom tools and amazing visual effects through the Interactive Creative Environment (ICE), a node-based visual development platform. ICE is designed to help artists be more creative and efficient, allowing them to explore new creative ideas with greater ease and simplicity. Beyond effects, you can use this production-proven 3D modeling, animation, rendering, and compositing software for every aspect of your CG (computer graphics) workflow —whether you're tackling a game, film, or television project.

The latest version of the software, Softimage 2010, is the fastest version ever. Optimized for artist efficiency through its Softimage® GigaCore III architecture, the software provides accelerated performance, superior data handling, and new complexity management tools. This release includes the Softimage® Face Robot® facial animation toolset, expanded ICE capability, and improved interoperability with Autodesk® Maya® software.

Production-Proven Solution

Choose a 3D package with a proven track record. One of the entertainment industry's leading 3D production tools, Autodesk Softimage has been used extensively by award-winning film studios, game development shops, and broadcast production facilities.

Innovative Features

Access a wide range of features for advanced 3D modeling, animation, visual effects, and rendering.

Over the years Softimage software has introduced many innovative technologies to the entertainment industry, including ICE, Face Robot, and the Animation Mixer for nonlinear animation editing. With Softimage 2010 comes the expansion of the powerful ICE technology and new tools and workflows for managing complex scenes more efficiently.

Efficient Pipeline Interoperability

The Autodesk® Crosswalk and Autodesk® FBX® technologies enable exchange of rich 3D data between Autodesk and certain third-party applications. Interoperability with Face Robot and bidirectional transfer between Maya simulations and ICE effects makes Softimage 2010 a powerful addition to Maya pipelines. Softimage also offers an extensive software developer kit (SDK) to assist with pipeline integration.

Productivity Focused

Meet the increasing demand for sophisticated CG. Today, tighter deadlines, combined with higher audience expectations for quality, mean that each new job requires you to produce better creative content in less time. Beyond its impressive GigaCore III performance, Softimage 2010 helps you maximize productivity through advanced project management tools, nonlinear workflows, and support for collaborative workflows, as well as by enabling you to create Python® scripts that automate repetitive tasks.

Autodesk®

New in Autodesk Softimage 2010

Accelerated Performance

Softimage GigaCore is a next-generation 3D engine that powers the Softimage creative application; capable of rendering objects with billions of subdivision surface polygons. It is multithreaded and optimized to take advantage of the latest 64-bit, multicore CPUs so that you can more efficiently manipulate extremely complex characters and scenes involving millions of polygons and thousands of animated objects. New in 2010, GigaCore III, the third iteration of the Softimage GigaCore architecture, delivers more robust data handling and considerable speed improvements. For example, the loading and saving of large scenes and importing of complex character models is now significantly faster, and many of the operations most commonly performed on large numbers of objects now execute more rapidly.

Complete Face Robot Toolset

Softimage 2010 now includes the complete Face Robot toolset. Face Robot is a professional solution for rigging and animating large numbers of 3D faces quickly and easily. It enables games and visual effects studios to create life-like facial animation at incredible speeds. Using Face Robot, animators are free to concentrate on emotion, expression, and unforgettable performances. An Autodesk Maya exporter enables you to bring a fully solved Face Robot head into Maya for more integrated CG character workflows.

ICE Workflow Enhancements

Quickly determine which nodes in your ICE networks are creating bottlenecks using the Softimage 2010 ICE performance monitor. In addition, ICE now comes with more custom node-creation options for C++ developers, making it easier to create specialized ICE systems, effects, and tools.

Scene and Data Management Tools

Manage complex scenes more easily thanks to new, productivity-enhancing tools and workflows in Softimage 2010. There is a new Scene Debugger, Scene Search tool, support for layer groups, and a Favorites tab in the Material Manager.

Accelerated FCurve Editor

Animate characters more quickly and efficiently. The FCurve Editor now performs significantly faster when you are working with large numbers of curves or keys. This means you can edit the animations of a large number of complex characters at the same time.



Image courtesy of Michael White Films.

Scintilla Text Editing

Enjoy a more consistent experience when using Softimage editors. New text editors incorporate the popular Scintilla editor component, including the Script Editor, Text Widget, Scripted Operator Editor, and Expression Editor. Scintilla offers consistent search tools, folding, and syntax highlighting. In addition, the text editing preferences between the various Softimage editors has been standardized.

User Interface Enhancements

Work faster and more efficiently with the Softimage 2010 user interface (UI) enhancements. The software now supports viewport display of bones in shaded mode, giving you a better sense, earlier on, of your character's animation without relying on scene geometry. And, you can now temporarily hide objects during animation playback for significant speed improvements.



Image courtesy of Johan Vikstrom.