

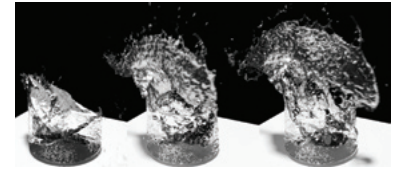
# Top Reasons to Buy Autodesk Softimage

Buy Autodesk® Softimage® software today, and gain access to a high-performance application for creating sophisticated 3D character animation and visual effects. Intuitive, nondestructive workflows and the innovative ICE (Interactive Creative Environment) and Autodesk® Face Robot® facial animation toolsets extend an Autodesk® Maya® or an Autodesk® 3ds Max® software pipeline.

For more information about Softimage, go to [www.autodesk.com/softimage](http://www.autodesk.com/softimage).

To locate the reseller nearest you, visit [www.autodesk.com/reseller](http://www.autodesk.com/reseller).

**1 Node-Based Interactive Creative Environment (ICE)**  
ICE is a powerful platform for creating and sharing custom tools, dynamic effects, advanced character rigs, and procedural models without the need to script a line of code. The flexible, intuitive, visual programming interface helps artists to work more efficiently and easily explore new creative ideas, while a high-performance parallel processing engine helps increase interactivity and boost productivity. Artists can modify or extend effects using a standard editing workflow with the ICE FX Builder. ICE effects can be exported to Autodesk® Maya® software or Autodesk® 3ds Max® software.



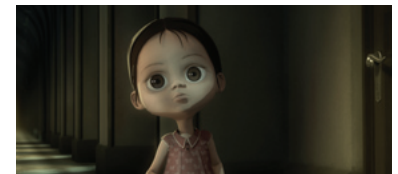
Lagoa Multiphysics™ – Lagoa Technologies Inc.

**2 GigaCore High-Performance 3D Engine**  
Softimage GigaCore is a next-generation 3D engine that powers the Softimage creative application. Capable of rendering objects with billions of sub-division surface polygons, GigaCore is highly multi-threaded and optimized to take advantage of the latest 64-bit, multi-core CPUs so artists can more efficiently manipulate extremely complex characters and scenes involving millions of polygons and thousands of animated objects.



*The Third Letter*. Image courtesy of Marauder Film.

**3 Complete Facial Animation Toolset**  
Softimage includes the Autodesk® Face Robot® toolset, a professional solution for quickly and easily rigging and animating large numbers of 3D facial expressions. Face Robot enables games and visual effects studios to create life-like facial animation at incredible speeds, and features automatic lip-syncing for the generation of facial animation from an audio file. Fully-solved Face Robot heads can be exported to Maya for greater flexibility when creating believable characters. Using Face Robot, animators are free to concentrate on emotion, expression, and delivering unforgettable performances.



*ANA*. Image courtesy of Lo Coloco Films, SA de CV.

**4 Autodesk Entertainment Creation Suites Integrated Workflows**  
Available as part of the Autodesk® Entertainment Creation Suites Premium alongside either Maya or 3ds Max, together with Autodesk® MotionBuilder® software and Autodesk® Mudbox™ software, Softimage takes advantage of integrated workflows to extend your pipeline's capabilities. Export Softimage scene elements to Mudbox to intuitively add organic sculpted and painted details, and then update the scene in Softimage in one simple step. Import fully-rigged Face Robot meshes into Maya. And use the power of the Softimage ICE particle system in your Maya or 3ds Max scene with just a few clicks. 3D geometry, animation, and map data can also be exchanged with Suites products and certain third-party applications via the Autodesk® FBX® and Autodesk® Crosswalk technologies. Learn more about the Entertainment Creation Suites Premium at [autodesk.com/entertainment-creation-suites](http://autodesk.com/entertainment-creation-suites).



*Clash of the Gods*. Image courtesy of UVPFACTORY.



*Wolverine*. Image courtesy of Blur Studio and Activision.

## 5 Nondestructive Workflows

Creativity is about experimentation: the ability to try things out, change them, and easily discard the things that do not work. Softimage offers artists just that, with an end-to-end nondestructive workflow that enables you to make changes to parts of an asset at any point in the process without destroying your work or forcing you to start from scratch. You can make modeling, texturing, and even rigging changes to rigged and animated characters without having to re-construct bones, bone weights or shape animation. You can more easily retarget animations to other rigs and transfer complex surface attributes from one character to another. An integrated paint and compositing engine further extends the non-destructive workflow to texturing and final image composition.



*French Roast.* © Pumpkin Factory, Bibo Films.

## 6 Industry-Leading Nonlinear Animation and Mixing

Softimage offers extensive non-linear animation capabilities: an interactive timeline for animation editing and playback, and a powerful animation mixer to help create complex animations more quickly and easily. You can mix and layer animation clips, composite clips, constraints, and expressions to shapes and textures, as well as create libraries of animations. The mixer provides high-level control together with low-level precision for increased quality and productivity.



©2009, *Sesame Workshop*. Image courtesy of Speakeasy FX.

## 7 Production-Proven Solution

Increased competition and tighter deadlines, combined with higher audience expectations for quality, mean that many jobs require artists to produce more creative content in less time than ever before. Softimage helps maximize productivity through advanced creative tools, efficient scene management tools, non-destructive workflows, and support for collaborative workflows. Repetitive tasks can also be automated through Python® scripting language. As a result, Softimage is one of the entertainment industry's leading 3D production tools. It has been used extensively by award-winning film, game development, and broadcast production facilities.



Image courtesy of WEAREFLINK.

## 8 Extensibility

Softimage is a comprehensive 3D solution. For companies wishing to integrate it with their existing pipelines, or to add differentiated new feature development on top, the software offers avenues for customization: Python scripting, support for .NET compliant languages, the Tools Development Environment – to help create and manage custom tools – and an extensive, well-documented C++ application processing interface (API).



*Mass Effect 2.* Image courtesy of Blur Studio and Electronic Arts.

## 9 Autodesk Subscription and Support

For an affordable annual fee that helps you plan your budget ahead, Autodesk® Subscription with Gold Support for Softimage entitles you to all new releases and advantage packs offered during the Subscription period and provides access to knowledgeable support experts via telephone or web. In addition, Subscription members are entitled to use certain previous versions of Softimage. Learn more at [autodesk.com/subscription](http://autodesk.com/subscription).