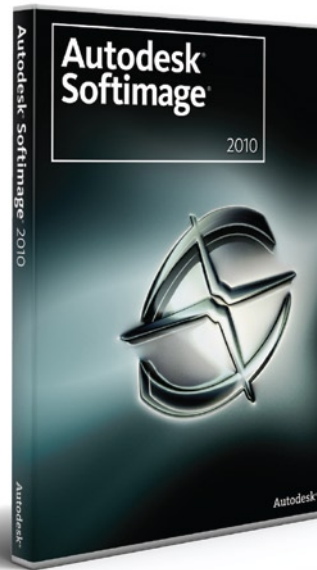


Autodesk Softimage 2010

Top Reasons to Buy

If you only looked at the HUGE performance increases and workflow enhancements, Softimage 2010 would be a very solid release, but add Face Robot to the mix and you have a home run.

— Greg Punchatz
Senior Creative Director
Janimation



A Powerful, 3D Animation Software

Autodesk® Softimage® 2010 software offers a comprehensive toolset for 3D modeling, animation, visual effects, compositing and rendering based on a flexible, high-performance software architecture. Featuring unique capabilities such as the Interactive Creative Environment (ICE), advanced non-linear animation and mixing, non-destructive workflow the Softimage® GigaCore parallel processing engine and the Softimage® Face Robot® facial rigging and animation toolset, Softimage 2010 is an elegant, modern solution to sophisticated computer generated (CG) visual effects creation.

Interactive Creative Environment (ICE)

ICE is a powerful platform for helping create custom tools and visual effects without the need to script a line of code. Featuring a flexible, intuitive, visual programming interface, ICE is designed to help artists be more creative and efficient, allowing them to explore new creative ideas with greater ease and simplicity. ICE is based on a high performance parallel processing engine that takes full advantage of modern multi-core workstations to help provide artists with increased interactivity and boost productivity. ICE effects can be exported to Autodesk® Maya® software enabling greater flexibility in the creation of complex simulations.

GigaCore Interactive Performance

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. It is highly multi-threaded and optimized to take advantage of the latest 64-bit, multi-core CPUs so that artists can efficiently manipulate extremely complex characters and scenes involving millions of polygons and thousands of animated objects. With Softimage 2010 GigaCore III delivers further performance enhancements: significantly faster loading and saving of very large scenes and models.

Complete Face Robot Toolset

Softimage 2010 includes the complete Face Robot toolset, a professional solution for rigging and animating large numbers of 3D facial expressions quickly and easily. It enables games and visual effects studios to create life-like facial animation at incredible speeds and allows you to export fully solved Face Robot heads into Maya for greater flexibility when creating believable characters. Using Face Robot, animators are free to concentrate on emotion, expression and delivering unforgettable performances.

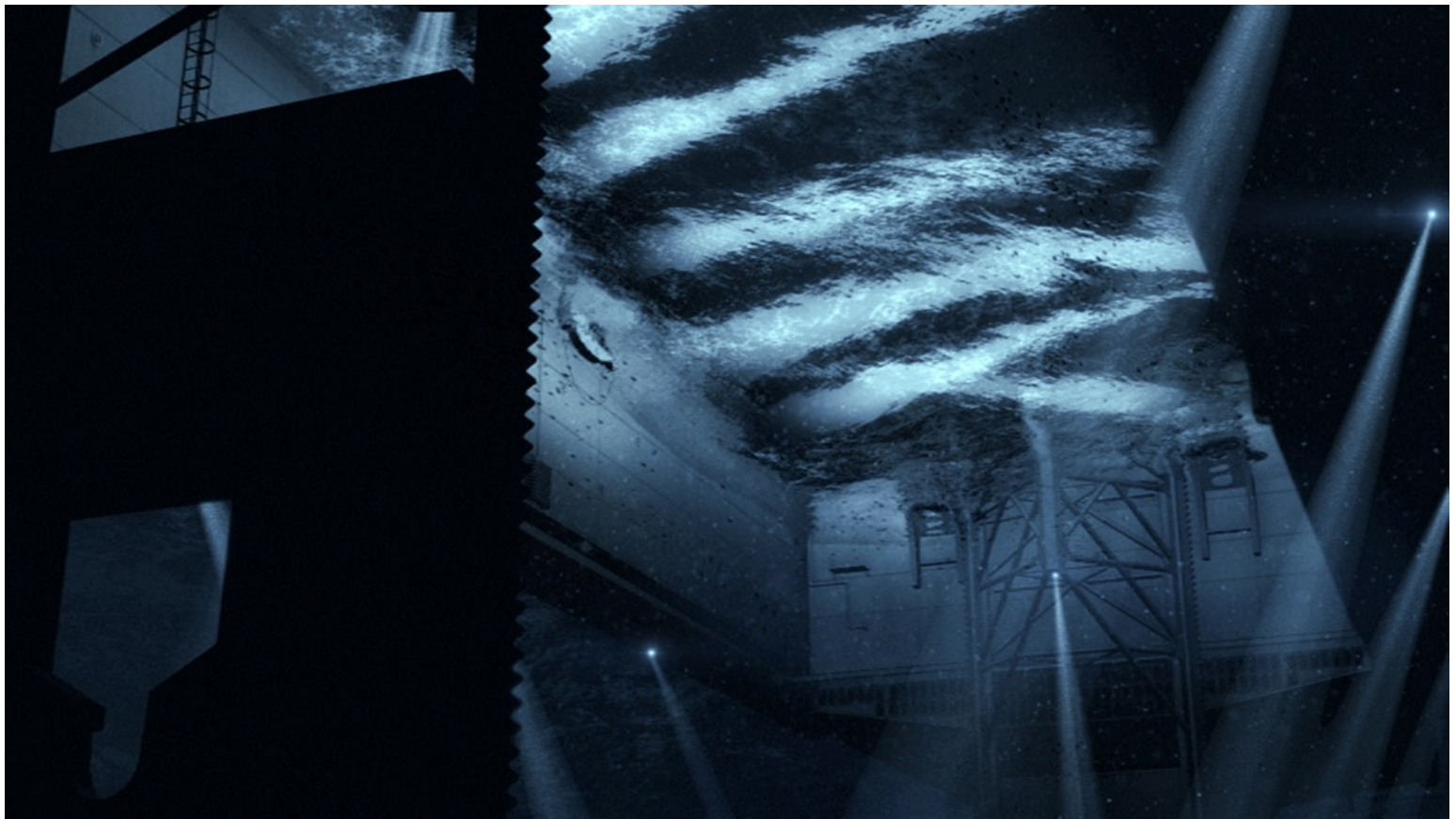


Image courtesy of Michael White Films.

Non Destructive Workflow

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 non-destructive workflow that allows you to make changes to any part of an asset at any point in the process without destroying your work or forcing you to start from scratch. For example, 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 easily retarget animations to other rigs and transfer complex surface attributes from one character to another. An integrated paint compositing engine further extends the non-destructive workflow to texturing and final image composition.

Non Linear Animation and Mixing

Softimage offers extensive non-linear animation capabilities; an interactive timeline for animation editing and playback and a powerful animation mixer for creating complex animations 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. You can transition a walk to a run without slipping feet, or link one character's animation to another's in just a few clicks. The mixer gives you high-level control with low-level precision for increased quality and productivity.

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; nondestructive workflows; and support for collaborative workflows and 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.

Interoperability

From large production facilities with multiple departments on various continents, to the single artist working from home, Softimage is rarely used in isolation to create the finished job. Whether the artist is bringing in models from Autodesk® Mudbox® software or bringing in cleaned motion capture data from Autodesk® MotionBuilder® software or files from Autodesk® 3ds Max® or Maya software, Softimage 2010 helps make the task as seamless as possible, through the Autodesk® Crosswalk and Autodesk® FBX® technologies, which facilitate the exchange of 3D data. With Softimage 2010, ICE effects and Face Robot meshes can be exported to Maya for ease of integration into Maya pipelines when creating complex simulations and believable characters. Softimage also offers a software development kit (SDK) to assist studios with pipeline integration.

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 Dot NET compliant languages, the Tools Development Environment – for creating and managing custom tools – and an extensive, well-documented C++ application processing interface (API).

Autodesk Subscription and Support

For an affordable annual fee that lets customers plan their budget ahead, Autodesk® Subscription with Gold Support for Softimage entitles them to all new 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 valuable learning resources. tools. It has been used extensively by award-winning film, game development and broadcast production facilities.



Image courtesy of Florian Witzel.