

Autodesk Softimage 2010

Top Reasons to Upgrade

3D content needs to be created faster but our projects stay always complex. The performance boost and the enhanced scalability of Softimage 2010 eliminates wasted time when creating very large scenes. I also really appreciate the new scene debugger tools and the new custom ICE node features in the SDK which help custom development.

— Guillaume Laforge
3D Technical Director
La Maison



Accelerated Performance

Autodesk® Softimage® 2010 software includes Softimage® GigaCore III architecture, which helps deliver scalability and performance where today's projects require it most. Loading and saving of large scenes and importing of complex character models is now significantly faster. In addition, many of the operations most commonly performed on large numbers of animated objects execute much more rapidly.

Interactive Creative Environment (ICE)

Softimage 2010 boasts further enhancements to ICE. A performance monitor has been added to the ICE graph that enables artists and technical directors (TDs) to quickly track down which nodes in their visual effects network are creating performance bottlenecks. Custom node-creation options are now also available to C++ developers, making it easier to create specialized ICE systems, effects and tools. With Softimage 2010, ICE effects can be exported to Autodesk® Maya® software enabling greater flexibility in the creation of complex simulations.

Complete Face Robot Toolset

Softimage 2010 includes the complete Softimage® 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.

Scene and Data Management Tools

New tools and workflows in Softimage 2010 help enhance artist productivity by enabling you to easily manage complex scenes. These include a new scene search tool, support for layer groups and a favorite tab in the Material Manager.

Accelerated FCurve Editor

Character animators will benefit from an optimized FCurve editor that performs significantly faster when working with large numbers of curves or keys. This enables animators to edit the animations of a large number of complex characters at one time.

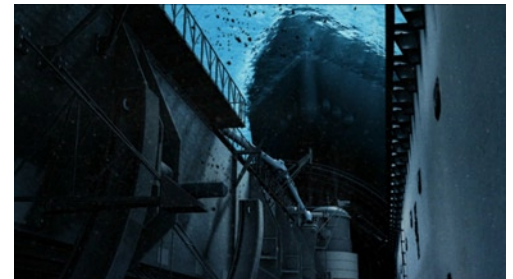


Image courtesy of Michael White Films.