

Autodesk®
Toxik™ 2009

Extend your dimensions.



Autodesk®

Go Beyond Everyday Visual Effects with Autodesk Toxik 2009 Software

Getting and staying ahead in the ever-fluctuating world of digital media requires state-of-the-art creative tools, unmatched performance, and strong support for productivity.



We were already working with Maya and Flame, so Toxik was a natural choice for our pipeline. It gives us the power of a node-based compositor—necessary for professional, high-end post—but with a look and feel that's completely comfortable.

—Fernando Zorrilla
VFX Executive Producer
Bling Imaging

Image courtesy of Flip Films / Bling Imaging

At the forefront of innovation is Autodesk® Toxik™ software, a digital compositing application designed to help creative minds quickly and efficiently achieve what they imagine.

Iterate Faster

Generate and automatically update compositions based on Render Pass and Render Layer setups from Autodesk® Maya® software—pre-visualizing your scene in its final form as you refine your renders.

Enter a New Dimension

Produce stereoscopic film effects and virtual set extensions. A new suite of creative tools in Toxik 2009, including the ability to import geometry using the Autodesk® FBX® file format, new mesh displacement and camera projection tools, as well as support for stereo display, bring a new dimension to 2D.

Collaborate with Confidence

Share the job with team members, painlessly. Toxik 2009 provides several new organizational and collaborative tools—including a file-based data model—that keep things flowing smoothly as the project progresses.

Realize the Image You Imagine

Precisely control the distortion of your image. Simulate real-world camera effects. View your image on broadcast-quality display devices. Toxik 2009 offers a range of new features and enhancements to help you turn your ideas into images that work.



Image courtesy of Flip Films / Bling Imaging

Autodesk Toxik 2009 Key Features

Render Pass and Render Layer Import from Autodesk Maya

You can now automatically generate and update compositions based on Render Layer and Render Pass setups provided by Maya. This powerful Toxik 2009 feature (leveraging updated Maya 2009 Render Pass functionality) accelerates and streamlines the 3D to 2D workflow by enabling you to pre-visualize your scene in the form of the final composite while you continue to iterate and refine only the required elements.

Data Management

The software's new file-based data model offers artists, system administrators, and developers many advantages. Artists gain more control over their Toxik software while enjoying improved data integrity, and developers can readily integrate Toxik with existing pipelines. This new system supports collaboration without complexity; versioning functionality helps you keep track of multiple iterations, while team members working simultaneously on linked compositions within a project are notified when another user makes updates. In addition, the software now includes a hierarchical bookmarking system that makes it easy to save and access links to footage, projects, and compositions.

Stereoscopic Content Creation

Toxik 2009 facilitates the creation of stereoscopic content through a range of new enhancements that includes support for stereo playback with linked pan and zoom, and a Multi-Stream feature that enables you to simultaneously process pairs of images via a single node. With the appropriate hardware, high-performance interactive playback at 2K is possible—a feature that helps you make informed artistic choices. This functionality, combined with a new Camera Mapping feature and the ability to import simple geometry as Autodesk FBX files from Maya and other 3D applications, enables you to produce truly convincing stereoscopic content.



Images courtesy of Flip Films / Bling Imaging

Lens Blur Tool

A new Lens Blur tool enables you to simulate the depth-of-field effects associated with real-world cameras. Animate the blur to produce a rack defocus effect. Several different iris shapes are available to help you customize the shape and profile of the blur.

Warp 2D Functionality

A new Warp 2D tool delivers advanced, nonlinear, spline-based warping of an image with precise local control, as well as a smooth and continuous transformation across the image and in time. Use this new tool to quickly change or animate the geometric shape and position of objects within an image, to create everything from extremely stylized effects to subtle perspective corrections.

Pixel Expression Language Tool

You can now create and customize plug-in effects to manipulate your output image using the powerful new Pixel Expression Language (PXL) tool. This intuitive, C-like programming language offers a rich set of features, including conditionals, looping, and numerous built-in functions.

Color Transformation Language

Now you can also write and apply color transforms using the Color Transformation Language (CTL) technology from the Academy of Motion Picture Arts and Sciences. This new functionality enables you to implement a strong color management solution within Toxik.

Enhanced Display

Images created in Toxik can now be viewed on broadcast-quality display devices with serial digital interface (SDI) or HD-SDI inputs. This capability streamlines the compositing workflow by enabling those who create broadcast content to make informed color decisions.



Images courtesy of PICTORION das werk



Images courtesy of UHF / Bling Imaging



Images Courtesy of La Doble A / Bling Imaging

What first drew me to Toxik was interoperability. Working in a database-driven feature-film environment, Toxik fit the pipeline seamlessly. Used in concert with Maya and enabling greater collaboration, Toxik has changed compositing. Specifically, since I don't have to concern myself with data management, I can focus on finishing shots—faster.

—Joerg Bruemmer
Head of Compositing
PICTORION das werk

Learn More or Purchase

For more information and a complete list of features and enhancements in Autodesk Toxik 2009, visit www.autodesk.com/toxik.

Autodesk offers a wide range of 3D and 2D solutions to artists, production and game development facilities, as well as design studios looking to fully experience their creative ideas. These solutions include Autodesk® 3ds Max®, Autodesk® 3ds Max® Design, Autodesk® HumanIK®, Autodesk® ImageModeler™, Autodesk® Kynapse®, Autodesk® Maya®, Autodesk® MotionBuilder®, Autodesk® Mudbox™, Autodesk® Stitcher™, Autodesk® Toxik™, and Autodesk® FBX® software applications and technologies. For more information about the entire Autodesk 3D and 2D product portfolio, visit www.autodesk.com/me.

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