

# Top Reasons to Buy Autodesk MotionBuilder

Buy a license of Autodesk® MotionBuilder® 2012 3D character animation software today and experience the freedom of real-time. Autodesk MotionBuilder is an ideal tool for high-volume game animation pipelines, director-driven virtual cinematography, and real-time character simulations.com

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

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

## 1 Increased Productivity Through Real-Time Performance

Whenever characters need to be animated, Autodesk® MotionBuilder® software can help you to increase your productivity and achieve higher-quality results. In fact, many facilities have achieved up to a 250 percent gain in animation output per artist using MotionBuilder. Built on a real-time 3D architecture, MotionBuilder provides a highly responsive, interactive environment to help create, edit, and play back complex character animation.



*Medal of Honor.* Image courtesy of EA Danger Close Games.

## 2 Motion Capture Editing and Data Cleanup

When the motion capture studio session stops, animators know their job is just beginning. With MotionBuilder, you can import or capture live files from many industry-standard motion capture systems and use the powerful cleanup, filtering, blending, and editing features to manipulate and massage dense data on the fly. Once the data is prepared, the Function Curve layering system enables you to refine, edit, and iterate your animations nondestructively, all in real-time.



*El Duelo.* Image courtesy of Amorpheus C.A.

## 3 Previsualization

Planning upfront can save time, budget, and frustration later in the production process. Using MotionBuilder to previsualize their scenes, directors can experiment with camera angles and framing, and visual effects supervisors can more effectively plan visual effects and stunts, all within a high-quality display that closely mimics the final output. Since everything is in real-time, shots can be changed and refined as quickly as the new ideas flow.



*Alan Wake.* Image courtesy of Remedy Entertainment Ltd.

## 4 Virtual Cinematography

Blockbuster directors are setting a new trend for virtual cinematography—a process that enables computer graphic (CG)-generated characters driven by motion capture data to be directed alongside live actors, while viewed in the context of their final setting. MotionBuilder is well suited to this task, with its real-time engine, elegant handling of motion capture data, and high-quality interactive display.



*Dance Central.* Image courtesy of Harmonix Music Systems Inc.

## 5 Real-Time Character Simulation

With MotionBuilder, you can perform real-time rigid-body dynamic simulations as part of, or alongside, your character animation; simulations can be blended with keyframed or motion captured data—or even guided from pose to pose—to help direct and control the final result. The MotionBuilder real-time dynamic toolset features a Rag Doll solver for realistic character simulation (for example, a character falling down stairs); the ability to use joints to connect multiple objects together in order to simulate secondary animation; and support for collisions.



*Assassin's Creed Brotherhood.* Image courtesy of Ubisoft.

## 6 Nonlinear 3D Editorial

The MotionBuilder Story tool is a nonlinear environment that enables you to combine multiple media types in a timeline editor. Use the Story tool for previsualization and layout, or for cinematics; you can more easily blend, edit, and sequence tracks composed of animations, cameras, digital video, and audio. This toolset also enables you to make camera shot decisions that help you to reorder and retime your shots on the fly, similar to traditional nonlinear video editing.

## 7 Single-Step Interoperability

Enjoy a more seamless workflow that leverages multiple Autodesk® Entertainment Creation Suite products, with single-step interoperability between MotionBuilder 2012 and Autodesk® Maya® 2012 or Autodesk® 3ds Max® 2012 software. Import Maya or 3ds Max scenes into MotionBuilder in one simple step, and then take the changes back to the content creation package with equal ease, without having to think about file format details. With single-step interoperability, you can enjoy easier access to the best Autodesk tools for the task at hand.

## 8 Pipeline Integration and Customization

Support for the popular Python® scripting language enables you to more easily integrate MotionBuilder into production pipelines, automate repetitive tasks, and extend features. Use the intelligent, fully integrated Python editor to help develop, test, and refine your scripts without leaving the MotionBuilder environment. Take advantage of the Open Reality® software development kit (SDK) to help create custom tools and features that plug directly into MotionBuilder and extend its functionality. You can use many industry standard UI toolkits to help build Open Reality SDK plug-ins.

## 9 Autodesk Subscription with Gold Support

For an affordable annual fee that lets you plan your budget ahead, Autodesk® Subscription with Gold Support for MotionBuilder entitles you to the latest releases made available during the term of your contract; this includes major releases and Autodesk Subscription Advantage Packs (previously known as product extensions), telephone support, learning resources, and the entitlement to use certain previous versions of MotionBuilder.

## 10 Autodesk Entertainment Creation Suites 2012

The Entertainment Creation Suites 2012 deliver powerful 3D modeling and animation technology in a choice of software suites at a significant cost saving\*. The Autodesk Entertainment Creation Suite 2012 Standard includes 3ds Max 2012 or Maya 2012 together with MotionBuilder 2012 real-time character animation software, and Autodesk® Mudbox™ 2012 digital sculpting and 3D painting software. With the Autodesk Entertainment Creation Suite 2012 Premium, get additional access to the innovative creative toolsets in Autodesk® Softimage® 2012 software. Learn more at [www.autodesk.com/entertainment-creation-suites](http://www.autodesk.com/entertainment-creation-suites).



*District 9*. © 2009 TriStar Pictures Inc. All rights reserved. Image courtesy of Image Engine.



*Deus Ex: Human Revolution™*. Image courtesy of Eidos-Montreal.



*Dragon Age Origins*. Image courtesy of BioWare.

\* Savings based on USD MSRP. International pricing may vary.