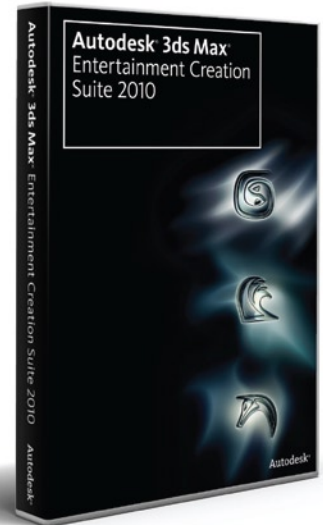


Autodesk Entertainment Creation Suite

Top Reasons to Buy and Upgrade

Access the power of the industry's top 3D modeling and animation technology in one unbeatable software suite.



Autodesk® Entertainment Creation Suite Options:

Autodesk® Maya®

Entertainment Creation Suite 2010 includes:

- Autodesk® Maya® 2010 software
- Autodesk® MotionBuilder® 2010 software
- Autodesk® Mudbox™ 2010 software

Autodesk® 3ds Max®

Entertainment Creation Suite 2010 includes:

- Autodesk® 3ds Max® 2010
- Autodesk® MotionBuilder® 2010 software
- Autodesk® Mudbox™ 2010 software

Comprehensive Creative Toolsets

The Autodesk Entertainment Creation Suite offers an expansive range of artist-driven tools designed to handle tough production challenges. With a choice of either Autodesk Maya 2010 software or Autodesk 3ds Max 2010 software, you have access to award-winning, 3D software for modeling, animation, rendering, and effects. The Suite also includes Autodesk Mudbox 2010 software, allowing you to quickly and intuitively sculpt highly detailed models; and Autodesk MotionBuilder 2010 software, to quickly and efficiently create, manipulate and process massive amounts of animation data. The complementary toolsets of the Suite help you to achieve higher quality results more efficiently and more cost-effectively.

Real-Time Performance with MotionBuilder

The addition of MotionBuilder to a Maya or 3ds Max pipeline helps increase production efficiency, and produce higher quality results when developing projects requiring high-volume character animation. With its real-time 3D engine and dedicated toolsets for character rigging, nonlinear animation editing, motion-capture data manipulation, and interactive dynamics, MotionBuilder is an ideal, complementary toolset to Maya or 3ds Max, forming a unified end-to-end animation solution.

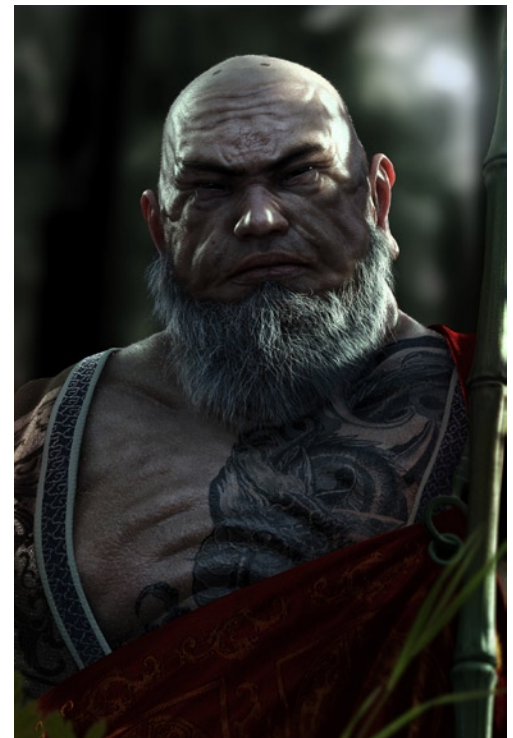


Image courtesy of Wang Xiaoyu.

Digital Sculpting and Texture Painting with Mudbox

Designed by professional artists in the film, games and design industries, Mudbox software gives 3D modelers and texture artists the freedom to create without worrying about technical details. A premier digital sculpting and texture painting solution, Mudbox 2010 combines a highly intuitive user interface with a powerful creative toolset for creating ultra-realistic 3D models. Breaking the mold of traditional 3D modeling applications, Mudbox 2010 provides an organic brush-based 3D modeling experience that includes 2D and 3D layers to easily manage sculpting and painting iterations on multiple meshes and maps. You can also evaluate or present your work in an on-target environment, ensuring accurate, realistic results.

Incredible Value

The Autodesk Entertainment Creation Suite gives artists and production facilities access to a powerful range of creative toolsets at a significant cost advantage —more than 35%* savings compared to purchasing each product individually.

Production Flexibility

The choice of either Maya or 3ds Max, combined with Mudbox and MotionBuilder, provides you with a broader palette of tools to draw from giving you the flexibility to use the best tool for the job.

Focused Toolsets Increase Productivity

By including specialized toolsets designed to optimize end-to-end production workflows, the Autodesk Entertainment Creation Suite enables you to accelerate 3D model sculpting and painting, as well as increase overall creativity and productivity through advanced animation tools. In particular, MotionBuilder and Mudbox are renowned for their interactivity and lightening fast performance, enabling you to quickly work with large amounts of animation data (MotionBuilder) and work interactively with highly-detailed, complex models (Mudbox).

Cohesive Solution

Autodesk Entertainment Creation tools are tightly integrated through Autodesk® FBX® data exchange technology to form a cohesive, efficient pipeline solution. You can quickly and easily transfer assets and take advantage of collaborative, iterative, cross-product workflows.

*Savings based on USD SRP. International pricing may vary.



Image courtesy of Shilo.



Image courtesy of FREE-D Workshop LTD.

For information about the Autodesk Entertainment Creation Suite, go to www.autodesk.com/entertainmentcreationsuites

Autodesk®

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