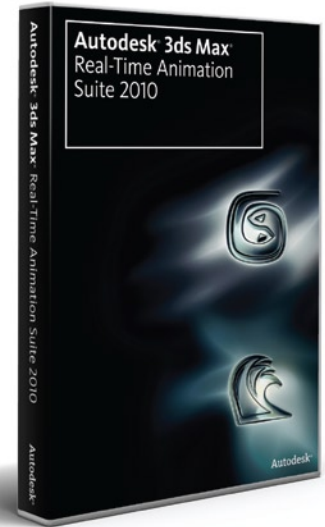
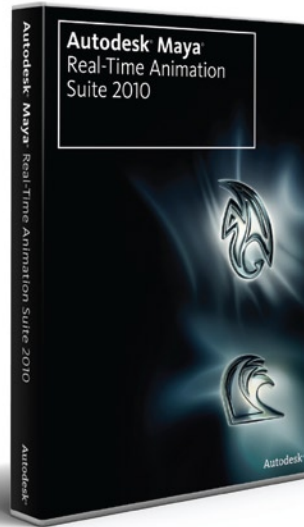


Autodesk Real-Time Animation Suite

Top Reasons to Buy and Upgrade

Add the freedom of real time to your favorite 3D animation software.



Autodesk® Real-Time Animation Suite Options:

Autodesk® Maya®

Real-Time Animation Suite 2010 includes:

- Autodesk® Maya® 2010
- Autodesk® MotionBuilder® 2010

Autodesk® 3ds Max®

Real-Time Animation Suite 2010 includes:

- Autodesk® 3ds Max® 2010
- Autodesk® MotionBuilder® 2010

Build a Robust 3D Animation Pipeline

The Autodesk Real-time Animation Suite is a comprehensive set of 3D animation tools designed for animation-intensive productions. With a choice of either Autodesk Maya 2010 software or Autodesk 3ds Max 2010 software, you have access to award-winning, productivity-driven, software tools for modeling, animation, rendering, and effects. The inclusion of Autodesk MotionBuilder 2010 software in a production pipeline provides you with a real-time 3D engine and specialized animation toolset to quickly and efficiently process and manipulate large amounts of animation data.

Streamline Motion Capture Editing

When the motion capture studio session is completed, animators know their job is just beginning. With the MotionBuilder software found in the Autodesk Real-Time Animation Suite, you can import or capture live files from an industry standard motion capture system and use the powerful clean-up, filtering, blending, and editing features to manipulate and massage dense data on the fly. Once the data is prepared, the Function Curve layering system allows you to help refine, edit, and iterate your animations non-destructively, all in real time.



Image courtesy of Mythic Entertainment, an EA Studio.



Image courtesy of Krayon Pictures Pvt Ltd.

Superior Productivity through Real-Time Performance

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-volumes of 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.

Incredible Value

The Autodesk Real-time Animation Suite gives artists and production facilities access to a comprehensive animation toolset at a significant cost advantage —35% savings* compared to purchasing each product individually.

Production Flexibility

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

Pipeline Interoperability

Autodesk Real-time Animation tools use Autodesk® FBX® data exchange technology to provide a cohesive, efficient pipeline solution. Artists can quickly and easily transfer assets and take advantage of collaborative, iterative, cross-product workflows.



Image courtesy of Platige Image.

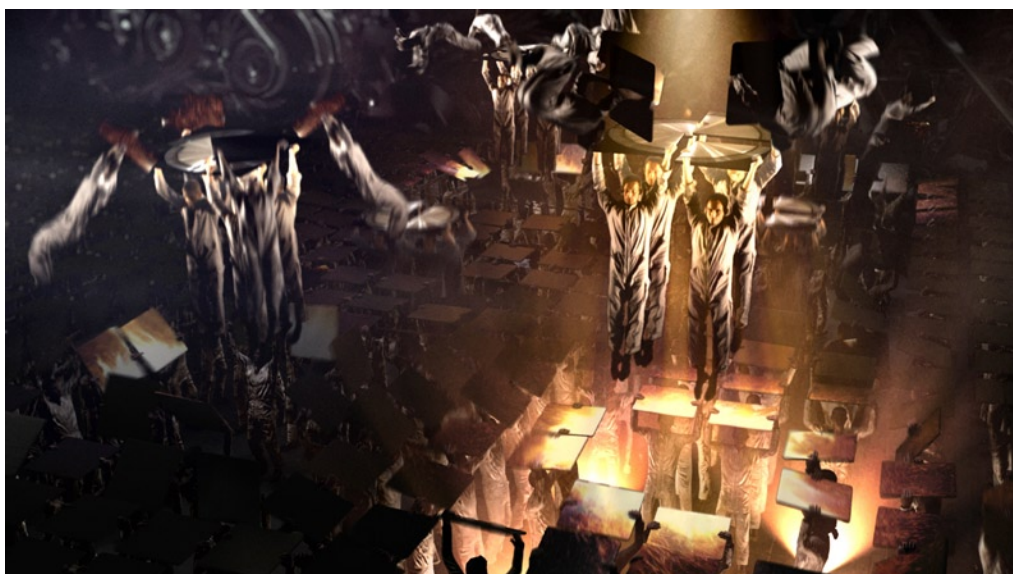


Image courtesy of Psyop.

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

For information about the Autodesk Real-Time Animation Suite, go to www.autodesk.com/realtimeanimationsuites

Autodesk®

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