

Top Reasons to Buy Autodesk Entertainment Creation Suites

Build the most modern, cutting-edge pipeline with the Autodesk® Entertainment Creation Suites, a cost effective solution that enables you to maximize your creativity and efficiency.

For more information about the Autodesk Entertainment Creation Suites, go to autodesk.com/entertainment-creation-suites.

To locate the reseller nearest you, visit www.autodesk.com/reseller.

1 State-of-the-Art Creative Toolsets

The Autodesk® Entertainment Creation Suites 2012 offer artists and production facilities access to a powerful range of creative toolsets at exceptional value. The Standard Suite offers a choice of either Autodesk® Maya® 2012 software or Autodesk® 3ds Max® 2012 software, and includes Autodesk® MotionBuilder® 2012 real-time character animation software, and Autodesk® Mudbox™ 2012 digital sculpting and texture painting software. With the Premium option, artists additionally have access to Autodesk® Softimage® 2012 software to create sophisticated effects and high-quality facial animation. Use the power of the Suites to create modern, flexible pipelines that support today's projects and scale for tomorrow's opportunities.

2 Incredible Value

The Autodesk Entertainment Creation Suites give artists and production facilities access to a range of powerful creative toolsets at a significant cost advantage—more than 35 percent* savings on the Standard Suite, and over 40 percent* savings on the Premium Suite—compared to purchasing each product individually.

3 Focused Toolsets That Help to Increase Productivity

With specialized toolsets designed to help optimize end-to-end production workflows, the Autodesk Entertainment Creation Suites enable artists to accelerate 3D modeling and sculpting, texture painting, advanced character animation, and effects tasks. With Mudbox, artists can use the intuitive, real-world interface to help create highly-detailed organic models. MotionBuilder helps increase animation output, with its real-time interactive 3D engine and advanced character animation toolset. And Softimage helps artists to create sophisticated effects, drive kinematic movement and behaviors, and generate geometry with ICE (Interactive Creative Environment).

4 Cohesive Solution

Autodesk Entertainment Creation Suites tools are tightly integrated through Autodesk® FBX® 2012 data exchange technology to form a cohesive, efficient pipeline solution. Single-step workflows between Maya or 3ds Max and MotionBuilder, Mudbox, and Softimage enable artists to quickly and easily transfer assets and take advantage of collaborative, iterative, cross-product workflows.



Assassin's Creed Brotherhood. Image courtesy of Ubisoft.



Might and Magic Heroes VI. Image courtesy of Mikros Image.



Alan Wake. Image courtesy of Remedy Entertainment Ltd.



Image courtesy of Hangzhou Xuanji Science & Technology Information Corporation.

5 **Production Flexibility**

The choice of either Maya or 3ds Max, combined with Mudbox and MotionBuilder, and optionally, Softimage, provides artists with a broader palette of tools to draw from, giving them greater flexibility to use the best tool for the job, and enabling them to take on more challenging projects. The complementary toolsets of the Suites help artists to achieve higher-quality results more efficiently and more cost-effectively.

6 **Real-Time Performance with Autodesk 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, non-linear animation editing, motion-capture data manipulation, and interactive dynamics, MotionBuilder is a complementary toolset to Maya or 3ds Max, helping form a unified end-to-end animation solution.

7 **Digital Sculpting and Texture Painting with Autodesk Mudbox**

Designed by professional artists, Mudbox software gives 3D modelers and texture artists the freedom to realize their vision without worrying about technical details. A leading digital sculpting and texture painting solution, Mudbox 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 delivers an organic brush-based 3D modeling experience that includes 2D and 3D layers to more easily manage sculpting and painting iterations on multiple meshes and maps. Artists and modelers can also evaluate or present their work in an on-target environment, helping provide accurate, realistic results.

8 **High Performance Creativity with Autodesk Softimage**

An ideal companion to Maya or 3ds Max, Softimage is a high-performance 3D application that enables artists to use intuitive, non-destructive workflows to create stunning character animation, procedural models, and effects. Softimage extends a Maya or 3ds Max pipeline with unique tools and workflows, such as the ICE (Interactive Creative Environment) platform and the Autodesk® Face Robot® toolset. With its multi-threaded GigaCore architecture, artists can use Softimage to render objects with billions of subdivision surface polygons, and manipulate extremely complex characters and scenes involving millions of polygons and thousands of animated objects.



Deus Ex: Human Revolution™. Image courtesy of Eidos Montréal.



The Third Letter. Image courtesy of Marauder Film.



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

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

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