

Questions and Answers

The Autodesk® Entertainment Creation Suites offer a powerful range of creative toolsets at a significant cost saving*.

Contents

1. General Product Information	2
1.1 What software is included in the Entertainment Creation Suites?.....	2
1.2 What are the advantages of the Entertainment Creation Suites?	2
1.3 How can Mudbox 2012 help improve my workflow?	2
1.4 How can MotionBuilder 2012 help increase my productivity?	2
1.5 How can Softimage 2012 add value to my existing pipeline?	3
1.6 How can Turtle add value to my existing pipeline?	3
1.7 I currently own a license of the Entertainment Creation Suite 2011 software. What is new in the Entertainment Creation Suite 2012?	3
1.8 When will the Entertainment Creation Suites 2012 be available?.....	3
1.9 Are there crossgrades from the standalone products to the Entertainment Creation Suites (Standard) available for purchase?	3
1.10 Will there be crossgrades available for purchase to the Entertainment Creation Suite Premium?	3
2. Installation, Configuration, and Licensing	4
2.1 Is the Entertainment Creation Suite (both Standard and Premium) available as a Standalone and Network license?	4
2.2 Do all products within the Entertainment Creation Suite (both Standard and Premium) need to be used on the same workstation?.....	4
3. Compatibility and Interoperability	4
3.1 How do the products within the Suites integrate with one another?.....	4
4. Consulting, Training, and Support	5
4.1 How will technical support be provided?	5
5. Subscription	5
5.1 Is Subscription available for purchase with the Entertainment Creation Suites (both Standard and Premium)?.....	5
5.2 What benefits does Subscription offer?	5
5.3 What benefits does Subscription with Gold Support offer?	5
5.4 How can I access my Subscription benefits?.....	5

1. General Product Information

1.1 What software is included in the Entertainment Creation Suites?

The Autodesk® Entertainment Creation Suites 2012 offer artists and production facilities access to a powerful range of creative toolsets at exceptional value. The 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.

Suites Options:

	Autodesk® 3ds Max® Entertainment Creation Suite Standard 2012	Autodesk® 3ds Max® Entertainment Creation Suite Premium 2012	Autodesk® Maya® Entertainment Creation Suite Standard 2012	Autodesk® Maya® Entertainment Creation Suite Premium 2012
Autodesk® 3ds Max®	✓	✓		
Autodesk® Maya®			✓	✓
Autodesk® Softimage®		✓		✓
Autodesk® MotionBuilder®	✓	✓	✓	✓
Autodesk® Mudbox™	✓	✓	✓	✓

1.2 What are the advantages of the Entertainment Creation Suites?

- Almost 40% cost savings*^ for the Entertainment Creation Suite Standard over purchasing the individual products contained in the Suite.
- Over 42% cost savings*^ for the Entertainment Creation Suite Premium over purchasing the individual products contained in the Suite.
- Increased productivity by using specialized tools purpose-built for character animation, texture painting, sculpting and effects.
- Access to a broader range of creative tools to help you to develop cutting-edge content.

1.3 How can Mudbox 2012 help improve my workflow?

Designed by professional artists, Mudbox gives 3D modelers and texture artists the freedom to realize their vision without having to worry about the technical details. A premier 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 features 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.

1.4 How can MotionBuilder 2012 help increase my productivity?

With its real-time 3D engine, robust interoperability with Maya and 3ds Max, and productivity-gearred workflows, MotionBuilder helps make animation pipelines more efficient. As one of the industry's fastest animation tools, MotionBuilder is ideal for high-volume animation, virtual cinematography, pre-visualization, performance animation, and real-time simulations, while dedicated toolsets enable you to effectively handle and manipulate motion-capture data. Simply put, MotionBuilder helps you produce more high-quality animation in less time.

1.5 How can Softimage 2012 add value to my existing pipeline?

Autodesk Softimage features can extend a Maya or 3ds Max software pipeline. With its multithreaded GigaCore architecture and innovative tools like ICE (Interactive Creative Environment) and the Autodesk® Face Robot® toolset, you can quickly and easily create sophisticated effects, advanced character rigs, and high-quality facial animation. Softimage features the powerful Lagoa Multiphysics technology, a new ICE framework covering multiple effects: plastics, liquids, soft bodies, cloth, and foam.

1.6 How can Turtle add value to my existing pipeline?

Currently available as part of the Autodesk Maya Entertainment Suites, Turtle is a sophisticated global illumination rendering and baking plug-in for Maya, designed for higher-quality, next-generation game development. With Turtle, artists can create stunning global illumination for their game levels and then bake the illumination into texture maps, vertex maps, or point clouds. In addition, occlusion and normal maps can be baked from highly detailed models to low polygon models. Baked results can be visualized in the Maya viewport.

1.7 I currently own a license of the Entertainment Creation Suite 2011 software. What is new in the Entertainment Creation Suite 2012?

The 3ds Max and Maya Entertainment Creation Suites 2012 include the latest versions of Maya, 3ds Max, Softimage (Premium Suite only), MotionBuilder and Mudbox containing new features and enhancements. Please consult the following web pages for specific product-related updates:

Maya 2012: www.autodesk.com/maya

3ds Max 2012: www.autodesk.com/3dsmax

Softimage 2012: www.autodesk.com/softimage

MotionBuilder 2012: www.autodesk.com/motionbuilder

Mudbox 2012: www.autodesk.com/mudbox

For more information on enhancements to interoperability, please see section three on Compatibility and Interoperability.

1.8 When will the Entertainment Creation Suites 2012 be available?

The Entertainment Creation Suites 2012 are available as of April 8, 2011.

1.9 Are there crossgrades from the standalone products to the Entertainment Creation Suites (Standard) available for purchase?

Yes, customers with eligible licenses of Maya, 3ds Max or MotionBuilder will be able purchase crossgrade licenses to the Autodesk Entertainment Creation Suites 2012. Please contact your Autodesk Authorized Reseller for more information:
www.autodesk.com/reseller

1.10 Will there be crossgrades available for purchase to the Entertainment Creation Suite Premium?

Customers who own a license of the Autodesk Entertainment Creation Suite 2012 will be able to crossgrade to the Autodesk Entertainment Creation Suite Premium. Please contact your Autodesk Authorized Reseller for more information:
www.autodesk.com/reseller.

2. Installation, Configuration, and Licensing

2.1 Are the Entertainment Creation Suites (both Standard and Premium) available as a Standalone and Network license?

Yes, both Standalone and Network licenses are available for purchase.

2.2 Do all products within the Entertainment Creation Suites (both Standard and Premium) need to be used on the same workstation?

For the Standalone version of the Suites, all products must be used on the same workstation. In the case of a Network license for the Suites, while anyone on the network can check out one of the products of the Suite, as soon as they do so, all products will be checked out to that workstation until the user exits the software. There is only one license for all products in the Suite and they cannot be run on different workstations concurrently.

3. Compatibility and Interoperability

3.1 How do the products within the Suites integrate with one another?

Transfer assets quickly, collaborate efficiently, and work productively using Autodesk® FBX® data exchange technology. FBX provides an open platform for rich 3D data exchange between applications.

Specific interoperability enhancements of the 2012 Suites include:

- Single-step interoperability between 3ds Max and Mudbox, MotionBuilder and the Softimage Interactive Creative Environment (ICE)
- Single-step interoperability between Maya and Mudbox, MotionBuilder and the Softimage Interactive Creative Environment (ICE)
- Consistent f-curve editor for 3ds Max, Maya, MotionBuilder and Softimage
- Vector Displacement Map support for high-resolution details created in Mudbox can be transferred to Maya, 3ds Max or Softimage for rendering on low-resolution geometry
- Ptex map transfers from Mudbox to Maya

Other interoperability features of the Suites include:

- Ability to use either Maya or 3ds Max shortcut keys from both Mudbox and MotionBuilder
- mental ray® Standalone renderer is a single executable that works with all products within the Suite
- Common Animation Layers between Maya and MotionBuilder
- Exchange of Maya Full Body Inverse Kinematics (FBIK) character rigs with MotionBuilder
- Exchange of 3ds Max Biped character rigs with MotionBuilder
- Exchange fully solved Face Robot heads from Softimage to Maya (Maya Premium Suite)
- Turtle - a sophisticated baking plugin for Maya used for lighting and content creation in next-gen game development (Maya Entertainment Creation Suite Standard and Premium).

4. Consulting, Training, and Support

4.1 How will technical support be provided?

All new license purchases of the Autodesk Entertainment Creation Suite Standard 2012 and/or Autodesk Entertainment Creation Suite Premium will receive thirty (30) days complimentary Up & Ready Support from the first date of registration of any one of the products in the Suite. Up & Ready support covers installation, licensing, and hardware issues only.

Customers with Autodesk® Subscription have access to an online technical knowledgebase.

Customers with Autodesk® Subscription with Gold Support for Entertainment Creation Suite or Entertainment Creation Suite Premium will receive both telephone and web support through the Autodesk Technical Support Team in the Americas, EMEA, Australia and New Zealand throughout the duration of their subscription term (applies to all products in the Suite). APAC customers with Subscription with Gold Support will receive support directly through their Autodesk Authorized Reseller.

5. Subscription

5.1 Is Subscription available for purchase with the Entertainment Creation Suites (both Standard and Premium)?

Yes, both Autodesk Subscription and Subscription with Gold Support are available for purchase with the Entertainment Creation Suite.

5.2 What benefits does Subscription offer?

- Access to new upgrades of your Autodesk software and any incremental product enhancements released during your subscription term
- Rights to use certain previous versions of your Autodesk software.
- Access to a knowledgebase
- Home use license rights

5.3 What benefits does Subscription with Gold Support offer?

Subscription with Gold Support includes all the benefits of Subscription (see above list), plus the following:

- Telephone support
- Web support
- Defect reporting and tracking
- Application Programming Interface (API) developer support with scripting support

5.4 How can I access my Subscription benefits?

Simply login to the Subscription Center at www.autodesk.com/subscriptionlogin to begin accessing your Subscription services.

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

Autodesk, FBX, HumanIK, Maya, MotionBuilder, Mudbox, Softimage, and 3ds Max are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. mental ray is a registered trademark of mental images GmbH licensed for use by Autodesk, Inc. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document. © 2011 Autodesk, Inc. All rights reserved.