

Top Reasons to Buy Autodesk Entertainment Creation Suites

The Power of Autodesk Entertainment Creation Suites

Integrated through single-step interoperability workflows and more consistent user interfaces, the Autodesk Entertainment Creation Suites help increase productivity and provide enhanced creative opportunities.

Now Is the Time

For more information about the Autodesk Entertainment Creation Suites, go to autodesk.com/entertainmentcreationsuites.

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

► Creative Toolsets

The Autodesk® Entertainment Creation Suites 2013 provide cost-effective access to the creative toolsets used by leading facilities in the 3D entertainment content creation industry. The Standard Suite offers a choice of either Autodesk® Maya® 2013 or Autodesk® 3ds Max® 2013 3D animation software, and includes Autodesk® MotionBuilder® 2013 real-time, virtual production and motion capture editing software, Autodesk® Mudbox® 2013 digital sculpting and 3D painting software, and Autodesk® SketchBook® Designer 2013 concept art software. With the Premium edition, you additionally have access to Autodesk® Softimage® 2013 software to create sophisticated visual effects and high-quality character animation. Best of all, with the Ultimate edition, you get everything in the Premium edition together with both Maya 2013 and 3ds Max 2013. Use the power of the Suites to create modern, flexible pipelines that support today's projects and scale for tomorrow's opportunities.

► Value

The Autodesk Entertainment Creation Suites offer access to a range of powerful creative toolsets at exceptional value—37 percent* savings on the Standard Suites, 45 percent* savings on the Premium Suites, and 47 percent* savings on the Ultimate Suite—compared to purchasing each product individually.

► Focused Toolsets That Help Increase Productivity

With specialized toolsets designed to help optimize end-to-end production workflows, the Autodesk Entertainment Creation Suites help you accelerate 3D modeling and sculpting, texture painting, advanced character animation, visual effects, and concept art creation tasks. With Mudbox, you can use the intuitive, real-world interface to help create highly detailed production-ready models. MotionBuilder offers a new nonlinear editing paradigm for Virtual Production that moves beyond video and audio. Softimage helps you create sophisticated visual effects, crowd simulations, and facial animation quickly. And with SketchBook Designer, you can use an intuitive hybrid paint and vector toolset to explore and present new ideas for characters, props, and environments. The complementary toolsets of the Suites help you achieve high quality results while staying on schedule and within budget.

► Cohesive Solution

Autodesk Entertainment Creation Suites tools are tightly integrated through Autodesk® FBX® 2013 asset exchange technology to form a cohesive, efficient pipeline solution. Single-step data exchange between Maya, 3ds Max, MotionBuilder, Mudbox, and Softimage enable you to quickly and easily transfer assets and take advantage of collaborative, iterative, cross-product workflows. Meanwhile, more consistent interfaces offer unified hotkeys for viewport navigation, and F-Curve editors that feature the same functionality and terminology, helping you transition between products more easily.



3ds Max image courtesy of Platige Image.



Maya and Softimage image courtesy of UVPFACTORY.



3ds Max image courtesy of Eutechnyx.



Maya, 3ds Max and Mudbox image courtesy of AdNAU.



3ds Max Entertainment Creation Suite Premium image courtesy of Motor VFX.

> Production Flexibility

The choice of either Maya or 3ds Max, or even both together, combined with Mudbox, MotionBuilder, SketchBook Designer, and optionally, Softimage, provides a broad palette of tools to draw from, giving you greater flexibility to use the right tool for the job, and enabling you to take on more challenging projects.

> Real-Time Performance with Autodesk MotionBuilder

The addition of MotionBuilder to a Maya or 3ds Max pipeline opens up the world of real-time character animation and director-driven production. With its real-time 3D engine and dedicated toolsets for character rigging, nonlinear animation editing, on-set acquisition, motion capture data manipulation, and interactive dynamics, MotionBuilder increases the range of projects you can tackle to include virtual production, previsualization, and performance animation.

> Digital Sculpting and 3D Painting with Autodesk Mudbox

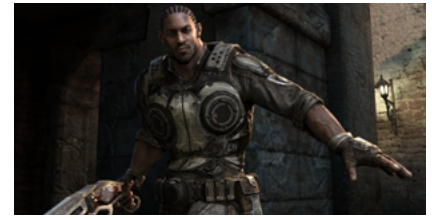
Designed by professional 3D modelers and texture artists, Mudbox gives you the freedom to realize your vision without worrying about technical details. A leading digital sculpting and 3D painting solution, Mudbox combines a highly intuitive user interface with a powerful creative toolset for creating ultra-realistic, production-ready 3D models. Going beyond traditional 3D modeling applications, Mudbox delivers an artist-friendly, brush-based 3D modeling experience that includes 2D and 3D layers to more easily manage sculpting and painting iterations on multiple meshes and maps. You can evaluate or present your work in a high-performance, on-target environment that helps provide accurate, realistic results.

> High-Performance Creativity with Autodesk Softimage

An ideal companion to Maya and 3ds Max, Softimage is a high-performance 3D application that enables you to use intuitive, nondestructive workflows to create stunning character animation, procedural models, advanced simulations, and compelling 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 the multithreaded GigaCore architecture in Softimage, you can render objects with billions of subdivision surface polygons, and manipulate extremely complex characters and scenes involving millions of polygons and thousands of animated objects.

> Intuitive Concept Art Creation with Autodesk SketchBook Designer

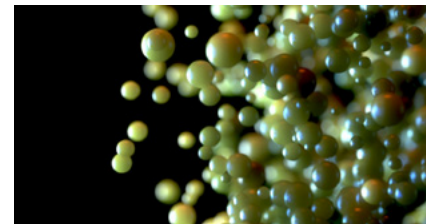
Autodesk SketchBook Designer enables you to explore and present new ideas for characters, props, and environments using an intuitive hybrid paint and vector toolset. SketchBook Designer features sketching, painting, and image compositing workflows; easy color manipulation; mixed media workflows; and an industry-unique transformation tool. The dynamic, scalable user interface is optimized for both pen and mouse interaction, and is designed to offer maximum creative freedom.



Maya, 3ds Max, MotionBuilder and Scaleform
Gears of War 3, image courtesy of Epic Games, Inc.



Maya and Mudbox image courtesy of Dan Roarty.



Softimage image courtesy of Kouhei Nakama.

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

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