

Top Reasons to Buy Autodesk MotionBuilder

Buy a license of Autodesk® MotionBuilder® 3D character animation software today and experience the freedom of real time. Autodesk MotionBuilder is an ideal tool for high-volume game animation pipelines, director-driven virtual cinematography, and real-time character simulations.

Locate a reseller near you at www.autodesk.com/reseller.

1 Increased Productivity Through Real-Time Performance

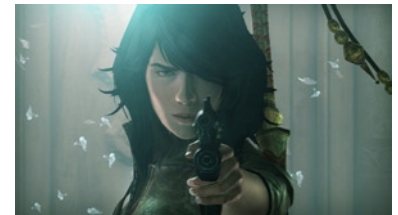
Wherever characters need to be animated, Autodesk® MotionBuilder® software can help you to increase your productivity and achieve higher-quality results. In fact, many facilities have achieved up to a 250 percent gain in animation output per artist using MotionBuilder. Built on a real-time 3D architecture, MotionBuilder provides a highly responsive, interactive environment to create, edit, and play back complex character animation.



Uncharted 2: Among Thieves™. Image courtesy of Naughty Dog, Inc.

2 Motion Capture Editing and Data Cleanup

When the motion capture studio session stops, animators know their job is just beginning. With MotionBuilder, you can import or capture live files from any industry-standard motion capture system and use the powerful cleanup, filtering, blending, and editing features to manipulate and massage dense data on the fly. Once the data is prepared, the Function Curve layering system enables you to refine, edit, and iterate your animations nondestructively, all in real time.



WET™ © 2009 Artificial Mind and Movement Inc. Image courtesy of Artificial Mind and Movement Inc. All rights reserved.

3 Pre-Visualization

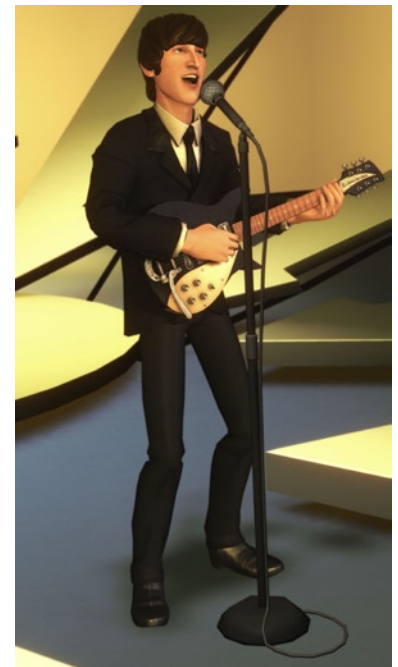
Planning upfront can save time, budget, and frustration later in the production process. Using MotionBuilder to pre-visualize their scenes, directors can experiment with camera angles and framing, and visual effects supervisors can more effectively plan visual effects and stunts, all within a high-quality display that closely mimics the final output. Because everything is in real time, shots can be changed and refined as quickly as the new ideas flow.



2012. ©2009, Columbia TriStar Marketing Group. Image courtesy of Uncharted Territory.

4 Virtual Cinematography

Blockbuster directors are setting a new trend for virtual cinematography—a process that allows computer graphic (CG)-generated characters driven by motion capture data to be directed alongside live actors, while viewed in the context of their final setting. MotionBuilder is ideally suited to this task, with its real-time engine, elegant handling of motion capture data, and high-quality interactive display.



©2009, The Beatles: Rock Band. Image courtesy of Harmonix Music Systems, Inc.

5 Real-Time Character Simulation

With Autodesk MotionBuilder software, you can perform real-time rigid body dynamic simulations as part of, or alongside, your character animation; simulations can be blended with keyframed or motion captured data—or even guided from pose to pose—to help more precisely direct and control the final result. The MotionBuilder real-time dynamic toolset features a Rag Doll solver for realistic character simulation (for example, a character falling down stairs); the ability to use joints to connect multiple objects together in order to simulate secondary animation; and support for collisions.

6 Nonlinear 3D Editorial

The MotionBuilder Story tool is a nonlinear environment that enables you to combine multiple media types into a timeline editor. Use the Story tool for pre-visualization and layout, or for cinematics; you can easily blend, edit, and sequence tracks composed of animations, cameras, digital video, and audio. This toolset also enables you to make camera shot decisions that help you to reorder and retime your shots on the fly, similar to traditional nonlinear video editing.

7 3D Application Interoperability

MotionBuilder natively supports the platform-independent Autodesk® FBX® 3D interchange technology, allowing for the quick and easy exchange of 3D assets and animation data with a wide variety of applications: Autodesk® Maya®, Autodesk® 3ds Max®, Autodesk® Softimage®, and Autodesk® Mudbox™ software. MotionBuilder is also fully integrated with the Autodesk® HumanIK® middleware solution.

8 Pipeline Integration and Customization

Support for the popular Python® scripting language allows facilities to more easily integrate MotionBuilder into their production pipeline. Python enables you to automate repetitive tasks and extend features by using the intelligent, fully integrated Python editor to develop, test, and refine your scripts without leaving the MotionBuilder environment. Meanwhile, the Open Reality® software development kit (SDK) can be used to create custom tools and features that plug directly into MotionBuilder and extend its functionality. Support for the Qt user interface (UI) elements within MotionBuilder enables developers to use an industry-standard UI toolkit to help build Open Reality SDK plug-ins.

9 Autodesk Subscription with Gold Support

For an affordable annual fee that lets you plan your budget ahead, Autodesk® Subscription with Gold Support for MotionBuilder entitles you to all new upgrade releases and Advantage Packs offered during the subscription period, and provides access to knowledgeable support experts via telephone or web. In addition, Subscription offers online tools to track and report issues, manage licenses, and access to a technical knowledge base and learning resources.

Get MotionBuilder 2011 as part of the Autodesk® Entertainment Creation Suites 2011 and save. The Suite includes Maya or 3ds Max along with MotionBuilder and Mudbox at a reduced price*. Learn more at www.autodesk.com/entertainmentcreationsuites.



Assassin's Creed II. Image courtesy of Ubisoft.



District 9. © 2009 TriStar Pictures, Inc. All rights reserved. Image courtesy of Image Engine.



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