

Autodesk®

Entertainment Creation Suites

Industry-leading 3D content creation tools
in one cost-effective package.



Compete more effectively, and accelerate new business, with specialized toolsets that extend your creative capabilities.

With a comprehensive suite of tools at exceptional value, you can create sophisticated entertainment content more efficiently.

Entertainment Creation Suite Task Coverage



Previsualization



Image courtesy of InterSense.

Modeling



Image courtesy of Justin Harris.

Animation



Image courtesy of Amorpheus C.A.

Simulation & Effects

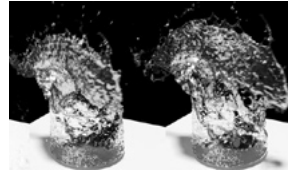


Image courtesy of Lagoa Technologies.

Rendering & Compositing



Image developed by Autodesk.

MotionBuilder

Previsualize scenes, experiment with camera angles and framing, and effectively plan visual effects and stunts.

Maya

Lay out and manage multiple camera shots.

3ds Max

Efficient polygonal modeling toolset.

Maya

Subdivision surface, polygonal, and NURBS modeling.

Mudbox

Organic sculpting and texture painting toolset.

Softimage

Procedural modeling with ICE.

Maya & 3ds Max

Rig, create, edit, reuse animations.

MotionBuilder

Clean up and edit mocap data. Retarget animations.

Blend and layer animations nondestructively.

Softimage

Quickly create lip-synced facial animation.

Softimage

Create, package and share stunning effects faster with ICE.

Maya & 3ds Max

Sophisticated toolsets for dynamic simulation.

3ds Max, Maya & Softimage

Quickly and easily create realistic images with physically accurate lighting.

Enhance rendered passes and incorporate them into live action footage.

The Autodesk® Entertainment Creation Suite is available in two editions. The Standard edition offers a choice of either Autodesk® Maya® or Autodesk® 3ds Max® software, and includes Autodesk® MotionBuilder® real-time character animation software, and Autodesk® Mudbox™ digital sculpting and texture painting software. With the Premium edition, you additionally have access to Autodesk® Softimage® software to create sophisticated effects, procedural models, and high-quality facial animation.

Explore Your Creative Options

Use the sophisticated real-time engine in MotionBuilder to effectively previsualize and plan your shots, experiment with camera angles, and explore creative options.

Create Stunning Detail

Extend the modeling and texturing toolsets in 3ds Max and Maya with the intuitive, artist-friendly sculpting and painting capabilities of Mudbox, and add powerful procedural modeling with the Softimage Interactive Creation Environment (ICE).

Bring Your Characters to Life

Take advantage of extensive tools for character rigging and animation in Maya and 3ds Max. Clean-up, blend, layer, and retarget motion-capture and other animation data in MotionBuilder. And easily create lip-synced facial animation in the Autodesk® Face Robot® toolset.

Dare to be Dynamic

Harness the power of the innovative Softimage ICE toolset and the simulation capabilities within Maya and 3ds Max to create highly realistic dynamic effects with particles, rigid-bodies, soft-bodies, hair, fur, cloth, fluids, liquids, and crowds.

Prepare for Pixel Perfection

Select from a range of rendering options in 3ds Max, Maya, and Softimage that take advantage of today's GPU-accelerated workstations so you can work in a high-fidelity interactive environment, and create realistic images with physically accurate lighting. And combine rendered passes with live-action footage using the included high-quality compositing solutions.



Image courtesy of Justin Harris.

Build Flexible Pipelines That Meet Modern Production Demands.



Image courtesy of Digital Kitchen.

Facing these challenges?

- Customers expect increasingly realistic content.
- Production timelines and budgets are shrinking.
- Clients frequently request last-minute changes.
- You need to offer more services to stay competitive.
- More projects require complex, custom effects.
- More projects require sophisticated facial and character animation.
- Customers want more detailed models and scenes.
- Motion-capture data is difficult to edit and integrate.
- More and more data needs to be shared between applications.
- Data is lost or needs to be recreated between different applications.
- Managing software costs for a complete 3D pipeline is a high priority.

Use the power and advanced capabilities of the Autodesk Entertainment Creation Suites to help you create modern, flexible pipelines that support today's projects and scale for tomorrow's opportunities.

Is your pipeline ready for tomorrow's production challenges? Autodesk Entertainment Creation Suites can help you power through your projects from start to finish. Complementary toolsets are designed to work together to help you optimize your productivity and maximize your creativity. With single-step interoperability between the products, and more consistent user interfaces, you can use the tool you need for the task at hand without slowing down.

Autodesk Maya

Create compelling digital entertainment with Autodesk® Maya® software, a powerful solution for modeling, animation, visual effects, rendering, and compositing on a highly extensible production platform. Maya is a leading 3D content creation solution in film, games, television, advertising, publishing, and graphic design productions. Choose between Windows®, Mac OS® X, and Linux® operating systems.

Autodesk 3ds Max

Whether you're looking to create differentiated 3D assets or visual effects for games, television, or film, Autodesk® 3ds Max® software provides an extensive set of 3D modeling, animation, effects, rendering, and compositing tools. Known for its robust polygon modeling toolset and extensive rendering options, 3ds Max is supported by a strong, vibrant community, and a large base of trained professional users worldwide.

Autodesk MotionBuilder

Increase overall animation output and explore real-time animation for previsualization and virtual movie-making, with Autodesk® MotionBuilder® software. 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.

Autodesk Mudbox

Easily create highly detailed organic models, using artist-friendly 3D sculpting, texturing, and painting toolsets. Autodesk® Mudbox™ software combines an intuitive user interface with powerful stencils and brush tools to help you create realistic 3D characters, environments, and props. Round-trip workflows with Maya, 3ds Max, or Softimage, let you refine the topology of your model as you work.

Autodesk Softimage

Specialized toolsets within Autodesk® Softimage® software extend a Maya or 3ds Max pipeline. With the innovative node-based Interactive Creative Environment (ICE), you can create advanced simulations, character rigs, and procedural geometry within your Maya or 3ds Max scene. And, with the included Autodesk® Face Robot® toolset, you can quickly and easily create high-quality facial animation.

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



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