

Key Features and Benefits

Autodesk® MotionBuilder® 2012 software delivers new tools to better facilitate virtual movie-making and performance animation, together with more efficient multi-application workflows with other products in the Autodesk® Entertainment Creation Suites 2012.

With stereoscopic toolsets and new ways to handle valuable supporting video and audio material from motion capture sessions, MotionBuilder 2012 helps studios capitalize on current entertainment trends. Moreover, artists using MotionBuilder alongside Autodesk® Maya® 2012 software or Autodesk® 3ds Max® 2012 software will benefit from single-step interoperability and more consistent user interfaces that help increase productivity when switching between packages.

Top Features and Benefits

Stereo Support

Author and view stereoscopic content in MotionBuilder, with the new in-viewport stereoscopic display and camera rig. Camera data can be exchanged with Maya, Autodesk® Flame® 2012 software, and Autodesk® Smoke® 2012 software via Autodesk® FBX® 2012 asset exchange technology.

Single-Step Interoperability

Enjoy a more seamless workflow that leverages multiple Autodesk® Entertainment Creation Suite products, with new single-step interoperability between MotionBuilder and Maya or 3ds Max. Import Maya or 3ds Max scenes into MotionBuilder in one simple step, and then take the changes back to the content creation package with equal ease, without having to think about file format details. With single-step interoperability, artists can enjoy easier access to the best Autodesk tools for the task at hand.

Enhanced UI Scheme

An enhanced, dark-colored UI scheme brings a modern look to MotionBuilder, consumes less screen real-estate, and provides greater consistency with other products in the Autodesk Entertainment Creation Suites, making it easier for artists to switch between applications while working.

F-Curve Editor Enhancements

An enhanced user interface for editing animation curves takes popular features from the f-curve editors within each of the products in the Autodesk® Entertainment Creation Suites 2012, and combines them into a more unified toolset with consistent terminology—enabling animators to switch more easily between products. MotionBuilder users gain Isolate Selection, enabling animators to view only the curves they are working on, and a Region Tool for easier scaling of animation keys in time and value.

HumanIK Unification

Working with characters in both MotionBuilder 2012 and Maya 2012 is now easier, with a unified interface and solver for HumanIK® that offers more consistent workflows and improved

interoperability between the products, and updated Character Controls and Characterization tools. In addition, customers who use the Autodesk® HumanIK® 4.5 or 2012 middleware solution will benefit from enhanced consistency between MotionBuilder and their games engine.

Live Video In

Valuable reference video from a motion capture session can now be streamed directly into MotionBuilder and recorded simultaneously with the motion capture data on a per-take basis. Formerly handled as a separate process, this helps directors and their creative teams to better visualize the end results and to troubleshoot errors, reducing the need for downstream changes and rework.

Audio Per Take

Dealing with multiple animation variations that each have associated audio is now easier, with the new ability to handle separate audio files per take. This enables animators to switch between multiple takes and automatically change the audio file to match—previously a time-consuming manual process.

Other New Features

Performance

MotionBuilder 2012 delivers a range of performance enhancements: multi-threading of certain evaluation tasks; frustum culling to limit deformation and rendering to visible objects; updated profiling tools to help artists more easily identify bottlenecks; and an optimization window to enable artists to determine which settings will most effectively optimize their scene.

Real-Time Curve Filtering

Create more compelling real-time character performances, with the new ability to remove distracting noise or jitter from input device signals before on-screen rendering.

Motion Path Up Vector

Cameras and other objects attached to a motion path can now be assigned an up vector. This prevents accidental flipping, and more closely matches the behavior in Maya.

Point Cache Recording and Playback

Record and play back point caches for both animated geometry and for NVIDIA® PhysX® dynamic simulations, reducing evaluation time and thereby increasing performance. In addition, point caches enable baked data to be exchanged with Maya and with certain other applications.

For a complete review of the new features and enhancements in Autodesk MotionBuilder 2012, view the “What’s New” documentation on the MotionBuilder product center at www.autodesk.com/motionbuilder-documentation.

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