

Top Reasons to Buy Autodesk MotionBuilder

Buy a licence for Autodesk® MotionBuilder® 2012 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.

For more information about MotionBuilder, visit www.autodesk.co.uk/motionbuilder.

To locate the reseller nearest you, visit www.autodesk.co.uk/reseller.

1 Increased Productivity Through Real-Time Performance

Whenever 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 help create, edit and play back complex character animation.



Medal of Honor. Image courtesy of EA Danger Close Games.

2 Motion Capture Editing and Data Clean-up

When the motion capture studio session stops, animators know their job is just beginning. With MotionBuilder, you can import or capture live files from many industry-standard motion capture systems and use the powerful clean-up, 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 non-destructively, all in real-time.



El Duelo. Image courtesy of Amorpheus C.A.

3 Previsualisation

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



Alan Wake. Image courtesy of Remedy Entertainment Ltd.

4 Virtual Cinematography

Blockbuster directors are setting a new trend for virtual cinematography, a process that enables 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 well suited to this task, with its real-time engine, elegant handling of motion capture data and high-quality interactive display.



Dance Central. Image courtesy of Harmonix Music Systems Inc.

5 Real-Time Character Simulation

With MotionBuilder, 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 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.



Assassin's Creed Brotherhood. Image courtesy of Ubisoft.

6 Non-linear 3D Editorial

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

7 Single-Step Interoperability

Enjoy a more seamless workflow that uses multiple Autodesk® Entertainment Creation Suite products, with single-step interoperability between MotionBuilder 2012 and Autodesk® Maya® 2012 or Autodesk® 3ds Max® 2012 software. 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, you can enjoy easier access to the best Autodesk tools for the task at hand.

8 Pipeline Integration and Customisation

Support for the popular Python® scripting language enables you to integrate MotionBuilder into production pipelines, automate repetitive tasks and extend features more easily. Use the intelligent, fully integrated Python editor to help to develop, test and refine your scripts without leaving the MotionBuilder environment. Take advantage of the Open Reality® software development kit (SDK) to help create custom tools and features that plug directly into MotionBuilder and extend its functionality. You can use many industry standard UI toolkits 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 the latest releases made available during the term of your contract; this includes major releases and Autodesk Subscription Advantage Packs (previously known as product extensions), telephone support, learning resources and the right to use certain previous versions of MotionBuilder.

10 Autodesk Entertainment Creation Suites 2012

The Entertainment Creation Suites 2012 deliver powerful 3D modelling and animation technology in a choice of software suites at a significant cost saving*. The Autodesk Entertainment Creation Suite 2012 Standard includes 3ds Max 2012 or Maya 2012 together with MotionBuilder 2012 real-time character animation software and Autodesk® Mudbox™ 2012 digital sculpting and 3D painting software. With the Autodesk Entertainment Creation Suite 2012 Premium, get additional access to the innovative creative toolsets in Autodesk® Softimage® 2012 software. To learn more, visit www.autodesk.com/entertainment-creation-suites.



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Deus Ex: Human Revolution™. Image courtesy of Eidos-Montreal.



Dragon Age Origins. Image courtesy of BioWare.

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