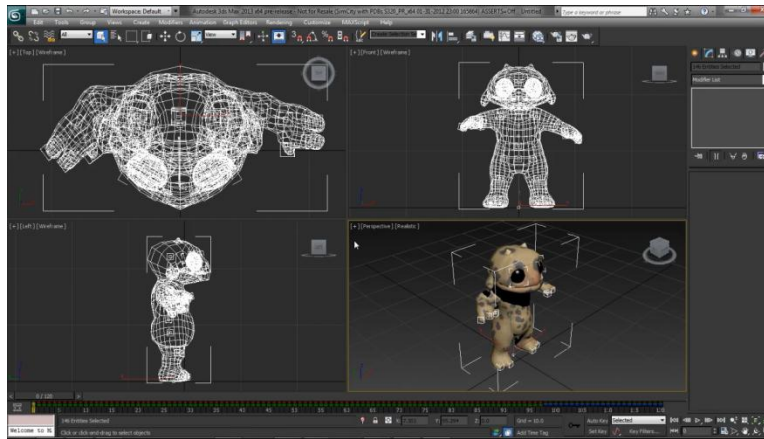


Autodesk Entertainment Creation Suites 2013 – Image Captions

Autodesk 3ds Max 2013 software — Autodesk HumanIK Interoperability with CAT



File Name: 3dsMax2013_CAT_HIK.png

Caption: Animators can now convert 3ds Max CAT (Character Animation Toolkit) bipedal characters into characters that are compatible with the Autodesk HumanIK solver used in Maya 2013 software and MotionBuilder 2013 software in a single step. These portable characters enable animators to transfer existing character structure, definition, and animation between the software packages in order to take advantage of particular feature sets. Animation changes created in Maya or MotionBuilder can be updated back onto the original CAT character in 3ds Max, facilitating a round-trip workflow.

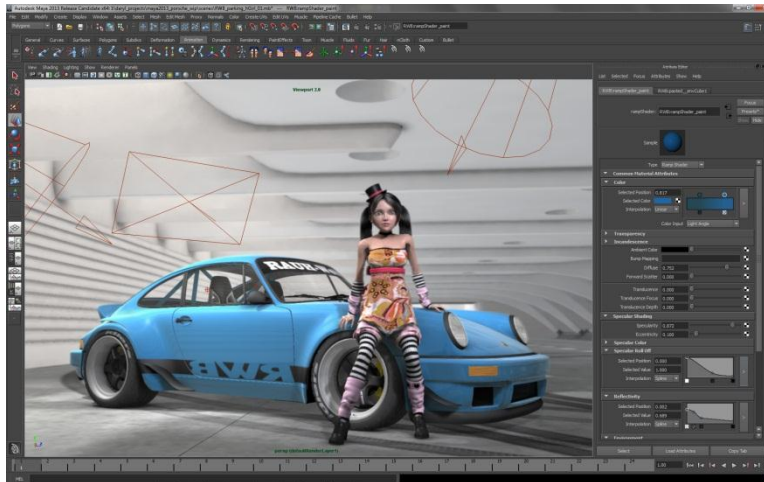
Autodesk Maya 2013 software — Alembic Caching



File Name: Maya2013_Alembic_Caching.png

Caption: Supporting the new Open Data initiative, Maya artists can now read and write the Alembic open computer graphics interchange framework format. Codeveloped by Sony Pictures Imageworks Inc. and Lucasfilm Ltd., Alembic distills complex animated and simulated data into application-independent baked geometry. As a result, massive datasets can be more easily passed between disciplines—as an example, animation and lighting—helping reduce the overhead and loss of interactivity associated with transferring fully editable scene data.

Autodesk Maya 2013 software — Viewport 2.0 Enhancements



File Name: Maya2013_Viewport_2_0_Enhancements_1920_1280.png

Caption: With the addition of high-quality depth sorting, together with support for image planes and animation ghosting, Viewport 2.0 now offers a more functionally complete high-performance, high-quality viewport. With Viewport 2.0, artists can evaluate their work in a higher fidelity interactive environment in order to make better creative decisions. In addition, the same hardware rendering technology can be used to batch render larger-than-screen-size frames, producing high-quality animatics and previsualizations in less time.

Autodesk MotionBuilder 2013 software — Floating Viewer



File Name: Motionbuilder2013_Video_Out_and_Floating_Viewer.png

Caption: Artists and directors can now each view the scene information that is important to them in an appropriate context, thanks to a new Floating Viewer. This enables one camera view to be displayed on a separate monitor from the main viewports; as an example, the artist might be viewing their working cameras on a computer monitor, while the director is viewing the final output on an additional display.

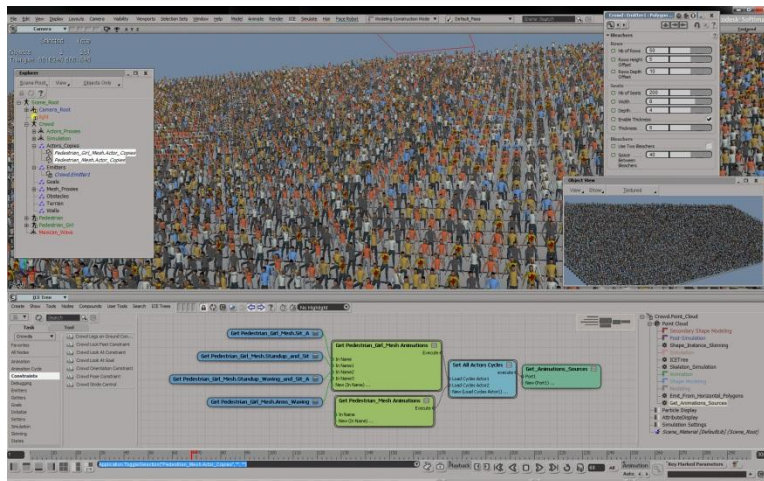
Autodesk Mudbox 2013 software — Combine Bump and Normal Map Detail



File Name: Mudbox2013_Combine_Bump_and_Normal_Map_Detail.png

Caption: Combine painted bump map detail with extracted normal map detail to produce a single normal map—even in tangent space. Artists can now create relief detail both by sculpting and painting, and combine the results into a single map suitable for use in games engines.

Autodesk Softimage 2013 software — CrowdFX



File Name: Softimage_2013_CrowdFX_1920_x_1200.jpg

Caption: Artists can now create sophisticated crowd simulations in a dedicated environment within Softimage. Using the power of the ICE (Interactive Creative Environment) multi-threaded particle system, artists can create massively complex effects with huge numbers of characters that react intelligently to their environment and each other. CrowdFX simulations can be easily exported to Maya 2013 for integration into existing Maya scenes.

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