

Top Reasons to Buy Autodesk Entertainment Creation Suites

Build the most modern, cutting-edge pipeline with the Autodesk® Entertainment Creation Suites, a cost-effective solution that enables you to maximize your creativity and efficiency. Purchasing a suite saves you more than 35 percent* on the cost of buying all three products separately.

For more information about the Autodesk Entertainment Creation Suites, go to autodesk.com/entertainmentcreationsuites.

To locate the reseller nearest you, visit autodesk.com/reseller.

1 State-of-the-Art Creative Toolsets

The Autodesk® Entertainment Creation Suites offer an expansive range of innovative artist-driven tools designed to handle today's tough production challenges, and prepare your pipeline for tomorrow's. With a choice of either Autodesk® Maya® 2011 software or Autodesk® 3ds Max® 2011 software, artists have access to award-winning, comprehensive 3D software for modeling, animation, rendering, compositing, and effects. The Suite also includes Autodesk® Mudbox™ 2011 software, enabling artists to more quickly and intuitively sculpt and paint highly detailed models; and Autodesk® MotionBuilder® 2011 software, for artists to more quickly and efficiently create, manipulate, and process massive amounts of animation data.



9. Image courtesy of Universal Studios Licensing LLLP.

2 Incredible Value

The Autodesk Entertainment Creation Suites give artists and production facilities access to a range of powerful creative toolsets at a significant cost advantage—more than 35 percent* savings compared to purchasing each product individually.



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3 Focused Toolsets That Help to Increase Productivity

With specialized toolsets designed to help optimize end-to-end production workflows, the Autodesk Entertainment Creation Suites enable artists to accelerate 3D model sculpting and painting, as well as increase overall creativity and productivity through advanced animation tools. In particular, MotionBuilder and Mudbox are well known for their interactivity and fast performance, enabling artists to work more quickly with large amounts of animation data (MotionBuilder) and work more interactively with highly detailed, complex models (Mudbox).



Image courtesy of Johan Vikström.

4 Cohesive Solution

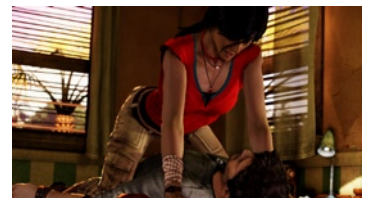
Autodesk Entertainment Creation Suite tools are tightly integrated through Autodesk® FBX® 2011 data exchange technology to form a cohesive, efficient pipeline solution. Artists can more quickly and easily transfer assets and take advantage of collaborative, iterative, cross-product workflows.



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5 Production Flexibility

The choice of either Maya or 3ds Max, combined with Mudbox and MotionBuilder, provides artists with a broader palette of tools to draw from, giving them greater flexibility to use the best tool for the job. The complementary toolsets of the Suite help artists to achieve higher-quality results more efficiently and more cost-effectively.



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

6 Real-Time Performance with Autodesk MotionBuilder

The addition of MotionBuilder to a Maya or 3ds Max pipeline helps increase production efficiency and produce higher-quality results when developing projects requiring high-volume character animation. With its real-time 3D engine and dedicated toolsets for character rigging, nonlinear animation editing, motion-capture data manipulation, and interactive dynamics, MotionBuilder is a complementary toolset to Maya or 3ds Max, helping form a unified end-to-end animation solution.

7 Digital Sculpting and Texture Painting with Autodesk Mudbox

Designed by professional artists, Mudbox software gives 3D modelers and texture artists the freedom to realize their vision without worrying about technical details. A leading digital sculpting and texture painting solution, Mudbox combines a highly intuitive user interface with a powerful creative toolset for creating ultra-realistic 3D models. Breaking the mold of traditional 3D modeling applications, Mudbox delivers an organic brush-based 3D modeling experience that includes 2D and 3D layers to more easily manage sculpting and painting iterations on multiple meshes and maps. Artists and modelers can also evaluate or present their work in an on-target environment, helping provide accurate, realistic results.



Planet 51, the movie & the characters of *Planet 51*
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Assassin's Creed II. Image courtesy of Ubisoft.

* Savings based on USD SRP. International pricing may vary.

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