

Top reasons to buy/upgrade

Work the way you want

Sculpt and paint intuitively. Animate in real-time.
Share data in a single step.

> Creative Toolsets

The Autodesk® Entertainment Creation Suites 2015 provide cost-effective access to the creative toolsets used by leading facilities in the 3D entertainment content creation industry. The Standard Suite offers a choice of either Autodesk® Maya® 2015 or Autodesk® 3ds Max® 2015 3D modeling and animation software, and includes Autodesk® MotionBuilder® 2015 real-time virtual production and motion capture editing software, and Autodesk® Mudbox® 2015 digital sculpting and 3D painting software. With the Ultimate edition, you get everything in the Standard edition together with both Maya and 3ds Max, and—for a limited time—Autodesk® Softimage® 2015 3D animation software. Use the power of the Suites to create modern, flexible pipelines that support today's projects and scale for tomorrow's opportunities.

> Value

The Autodesk Entertainment Creation Suites offer access to a range of powerful creative toolsets at an exceptional value compared to purchasing a license of each product individually.

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

> Focused Toolsets That Help Increase Productivity

With specialized toolsets designed to help optimize end-to-end production workflows, the Autodesk Entertainment Creation Suites help you accelerate 3D modeling and sculpting, texture painting, character animation and tasks. With Mudbox, you can use the intuitive, real-world interface to help create highly detailed production-ready models. MotionBuilder offers a new nonlinear editing paradigm for Virtual Production that moves beyond video and audio. The complementary toolsets of the Suites help you achieve high-quality results while staying on schedule and within budget.

> Cohesive Solution

Autodesk Entertainment Creation Suites tools are tightly integrated through Autodesk® FBX® 2015 asset exchange technology to form a cohesive, efficient pipeline solution. Single-step data exchange between Maya, 3ds Max, MotionBuilder, Mudbox, and Softimage enable you to quickly and easily transfer assets and take advantage of collaborative, iterative, cross-product workflows. Meanwhile, user interfaces that feature common look-and-feel elements help you transition between products more easily.



The Crew, image courtesy of Unit Image



Mr Hublot - © ZEILT productions, Arte, Watt Frame



Image courtesy of Important Looking Pirates VFX

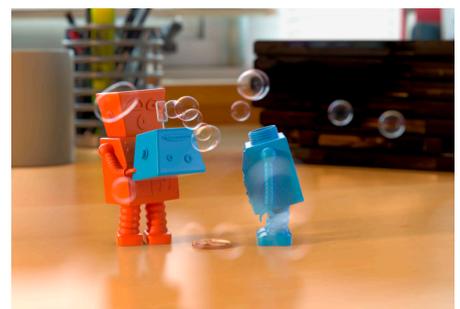


Image courtesy of Straightface Studios

> Production Flexibility

The choice of either Maya or 3ds Max, or even both together, combined with Mudbox and MotionBuilder provides a broad palette of tools to draw from, giving you greater flexibility to use the right tool for the job, and enabling you to take on more challenging projects.

> Real-Time Performance with Autodesk MotionBuilder

The addition of MotionBuilder to a Maya or 3ds Max pipeline opens up the world of real-time character animation and director-driven production. With its real-time 3D engine and dedicated toolsets for character rigging, nonlinear animation editing, on-set acquisition, motion capture data manipulation, and interactive dynamics, MotionBuilder increases the range of projects you can tackle to include Virtual Production, previsualization, and performance animation.

> Digital Sculpting and 3D Painting with Autodesk Mudbox

Designed by professional 3D modelers and texture artists, Mudbox gives you the freedom to realize your vision without worrying about technical details. A leading digital sculpting and 3D painting solution, Mudbox combines a highly intuitive user interface with a powerful creative toolset for creating ultra-realistic production-ready 3D models. Going beyond traditional 3D modeling applications, Mudbox delivers an artist-friendly brush-based 3D modeling experience that includes 2D and 3D layers to more easily manage sculpting and painting iterations on multiple meshes and maps. You can evaluate or present your work in a high-performance, on-target environment that helps provide accurate, realistic results.



Image courtesy of Milk



Image courtesy of VELVET MEDIENDESIGN GMBH



BATMAN: ARKHAM ORIGINS software © 2013 Warner Bros. Entertainment Inc. image courtesy of WB Games Montréal

Now is the time

For more information about, or to try Entertainment Creation Suites, go to autodesk.com/entertainmentcreationsuites.

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

Discover why so many artists worldwide are choosing Entertainment Creation Suites software.