

Autodesk Games Insight

The latest scoop from Autodesk Media & Entertainment

Welcome to this issue of Autodesk® Games Insight, our monthly column on what's new with Autodesk in the games industry. In this issue, I'll cover Digital Entertainment Creation, the launch of our suites, and the new 2010 versions of our software.

Digital Entertainment Creation

This recession is putting the spotlight on the rising costs of entertainment production. At Autodesk, we believe that the key to improved efficiency and effectiveness in production is to empower artists with better and faster tools that communicate well together. That's our vision for Digital Entertainment Creation.

The way games are created – from complex environments to believable characters – is improved by using new real-time, immersive, interactive technologies. We are focusing our tools on creative exploration and collaboration. Our products now feature higher-quality interactive rendering in viewports to make better creative judgments on assets. Our real-time animation tools can be integrated more tightly with games engines, for a better understanding of how animation impacts game play.

Our solutions bring together game design, art creation and game programming. With faster turnarounds and more iterations, Digital Entertainment Creation helps you improve both quality and efficiency.

New Autodesk Entertainment Creation and Real-Time Animation Suites with 2010 software

Implementing this vision involves multiple Autodesk products, and we want to offer you more value. We're introducing two new Suites – offering more than 35%* savings. The Autodesk® Entertainment Creation Suite combines the choice of Autodesk® Maya® or Autodesk® 3ds Max® software, plus Autodesk® Mudbox™ and Autodesk® MotionBuilder® software, in one package. The Autodesk® Real-Time Animation Suite includes Maya or 3ds Max, plus MotionBuilder. These suites include the new 2010 software versions, and are available for commercial and educational facilities.

New 2010 Versions and One Maya

We've just announced new versions of our software, including Maya 2010, Autodesk® Softimage® 2010 software, Mudbox 2010 and MotionBuilder 2010. I invite you to check out all the exciting new features on our website.

I'd like to highlight what we've done with Maya. In Maya 2010, we have combined Maya Unlimited and Maya Complete into one single product. We have also integrated compositing and match moving functionality, making Maya 2010 an ideal solution for the creation of games assets, and also for end-to-end movie-quality cinematic production.

*International savings may vary.

New Releases:

- Autodesk Entertainment Creation Suite
- Autodesk Real-Time Animation Suite
- Autodesk Maya 2010
- Autodesk Softimage 2010
- Autodesk Mudbox 2010
- Autodesk MotionBuilder 2010
- Autodesk 3ds Max 2010 Connection Extension

To learn more, visit:

www.autodesk.com/me2010 or area.autodesk.com.

Area v3

We love to hear from you and see your work. Over a quarter million artists have joined the AREA, our Digital Entertainment and Visualization Community, and it keeps on growing. We've just revamped the site and new content is posted regularly. Join us online for dialogue, downloads, learning and fun.

Enjoy the ride,



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Gears of War 2, image courtesy of Epic Games, Inc.

"Time was our biggest challenge with Gears of War 2. 3ds Max, Maya, and MotionBuilder allowed us to iterate quickly and create content in record time. It also enabled us to go beyond anything we've done before. Without Autodesk's software, combined with our own proprietary Unreal® Engine 3 toolset, we would have been hard-pressed to finish the game in such a short development cycle."

— Chris Perna, Art Director
Epic Games

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