

Top Reasons to Buy Autodesk Softimage Software

The Power of Autodesk Softimage

Buy a license of Autodesk® Softimage® software today, and gain access to a high-performance toolset for creating sophisticated 3D character animation and visual effects. Intuitive, nondestructive workflows, together with the innovative Interactive Creative Environment (ICE) and Autodesk® Face Robot® facial animation toolsets, help extend an Autodesk® Maya® or Autodesk® 3ds Max® software pipeline.

Now Is the Time

For more information about Softimage, go to www.autodesk.com/softimage.

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

➤ Node-Based Interactive Creative Environment (ICE)

The ICE feature set in Autodesk® Softimage® 2013 software is a powerful platform for creating and sharing custom tools, dynamic effects, crowd simulation, advanced character rigs, and procedural models without the need to script a line of code. You can even take advantage of the open source Bullet physics engine—right within ICE. The flexible, intuitive, visual programming interface helps you work more efficiently and easily explore new creative ideas, while a high-performance multithreaded engine helps increase interactivity and boost productivity. ICE effects can be modified or extended using a standard editing workflow with the ICE FX Builder; if required, they can be exported to Autodesk® Maya® 2013 software or Autodesk® 3ds Max® 2013 software for integration into existing scenes.



Image courtesy of Motor VFX.

➤ GigaCore High-Performance 3D Engine and Interactive Display

Autodesk® Softimage® GigaCore is a next-generation 3D engine that powers the Softimage creative application. Capable of rendering objects with billions of subdivision surface polygons, GigaCore is highly multithreaded and optimized to take advantage of many of the latest 64-bit, multicore CPUs so you can more efficiently manipulate extremely complex characters and scenes involving millions of polygons and thousands of animated objects. In addition, a new High-Quality Viewport enables you to refine content more efficiently in a high-fidelity interactive environment, without the need to frequently preview using a software renderer.



Image courtesy of Kouhei Nakama.

➤ Complete Facial Animation Toolset

Softimage includes the Autodesk® Face Robot® toolset, a professional solution for quickly and easily rigging and animating large numbers of 3D facial expressions. Face Robot enables you to create lifelike facial animation faster, and features automatic lip-syncing, facilitating generation of facial animation from an audio file. Fully solved Face Robot heads can be exported to Maya 2013 for greater flexibility when creating believable characters. Using Face Robot, you are free to concentrate on emotion, expression, and delivering unforgettable performances.



Image courtesy of Janimation.

➤ Autodesk Entertainment Creation Suites Integrated Workflows

Available as part of the Autodesk® Entertainment Creation Suite Ultimate 2013* and Autodesk® Entertainment Creation Suites Premium 2013**, Softimage takes advantage of integrated workflows to help extend your pipeline capabilities. Export Softimage scene elements to Autodesk® Mudbox® 2013 software to add organic sculpted and painted details, and then update the scene in Softimage in one simple step. Import fully rigged Face Robot meshes and CrowdFX simulations into Maya. And, use the power of the Softimage ICE particle system in your Maya or 3ds Max scene with just a few clicks. 3D geometry, animation, and map data can also be exchanged between certain Suites products and certain third-party applications via the Autodesk® FBX® and Autodesk® Crosswalk technologies. Learn more about the Entertainment Creation Suites at autodesk.com/entertainmentcreationsuites.



Image courtesy of UVPFACTORY.



Image courtesy of Smoke & Mirrors NY.

> Nondestructive Workflows

Creativity is about experimentation: the ability to try things out, change them, and easily discard the things that do not work. Softimage offers you just that, with a nondestructive workflow that enables you to modify parts of an asset at any point in the process without destroying your work or forcing you to start from scratch. You can make modeling, texturing, and even rigging changes to rigged and animated characters without having to reconstruct bones, bone weights, or shape animation. You can easily retarget animations to other rigs and transfer complex surface attributes from one character to another. An integrated paint and compositing engine helps further extend the nondestructive workflow to texturing and final image composition.

> Nonlinear Animation and Mixing

Softimage offers extensive nonlinear animation capabilities: an interactive timeline for animation editing and playback, and a powerful animation mixer to help create complex animations more quickly and easily. You can mix and layer animation clips, constraints, expressions and shapes; and create libraries of animations. The mixer provides high-level control together with low-level precision for increased quality and productivity.

> Production-Proven Solution

Increased competition and tighter deadlines, combined with higher audience expectations for quality, mean that many jobs require you to produce more creative content in less time. Softimage helps increase productivity through advanced creative tools, efficient scene management tools, and support for collaborative, nondestructive workflows. Repetitive tasks can also be automated through Python® scripting language. As a result, Softimage is one of the entertainment industry's leading 3D production tools. It has been used extensively by award-winning game development, film, and broadcast production facilities.

> Extensibility

Softimage is a comprehensive 3D solution. For companies wishing to integrate it with their existing pipelines, or to gain competitive differentiation by extending it with new features, the software offers many avenues for customization: Python scripting; support for .NET compliant languages; the Tools Development Environment to help create and manage custom tools; an extensive, well-documented C++ application processing interface (API); and now, the ability to attach and run script code inside ICE Compound Property Pages.

> Autodesk Subscription and Support

For an affordable annual fee that helps you plan your budget ahead, Autodesk® Subscription with Gold Support for Softimage entitles you to all new releases and advantage packs offered during the Subscription period and provides access to knowledgeable support experts via telephone or web. In addition, Subscription members are entitled to use certain previous versions of Softimage. Learn more at autodesk.com/subscription.



Virtua Fighter5 Final Showdown. Image courtesy of © SEGA.



Image courtesy of FINAL FANTASY XIV.
© 2010-2012 SQUARE ENIX CO., LTD. All Rights Reserved.



Image courtesy of Che Revolution Post.

*Autodesk Entertainment Creation Suite Ultimate 2013 includes Maya 2013, 3ds Max 2013, Softimage 2013, Autodesk® MotionBuilder® 2013 software, Mudbox 2013 and Autodesk® SketchBook® Designer 2013 software.

**Autodesk Entertainment Creation Suites Premium 2013 include either Maya 2013 or 3ds Max 2013, together with Softimage 2013, MotionBuilder 2013, Mudbox 2013, and SketchBook Designer 2013 software.