Autodesk®

Media & Entertainment 3D

2013

Frequently Asked Questions

Autodesk digital entertainment creation software can help you raise the creative bar and improve production efficiency as you take ideas from concept to creation.

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All Releases

1. General Product Information

1.1 When will the Autodesk Media & Entertainment 2013 3D software be available?

The Media & Entertainment 2013 3D software are expected to ship simultaneously on all supported platforms on or after April 12, 2012. Media & Entertainment 2013 3D release downloads for Autodesk® Subscription customers are expected to be available on or after April 12, 2012.

1.2 What will be contained in the Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 (English) boxed software kits?

The Autodesk® Maya® 2013 boxed software kit will contain one (1) DVD with the following components:

- The Maya software for all supported platforms (Windows® 32-bit and Windows / Linux ®/ Mac OS® X 64-bit operating systems)
- Maya® Composite, Autodesk® MatchMover™ and Autodesk® Backburner™ functionality

The Autodesk® 3ds Max® 2013 boxed software kit will contain one (1) DVD with the following components:

- The 3ds Max software for all supported platforms (Windows 32-bit and 64-bit operating systems)
- Additional language support for French, German, Japanese, Korean, and Simplified Chinese
- 3ds Max® Composite and Autodesk Backburner functionality

The Autodesk® Softimage® 2013 boxed software kit will contain one (1) DVD with the following components:

- The Softimage software for all supported platforms (Windows 32-bit and Windows / Linux 64-bit operating systems)
- Softimage® Composite and Autodesk MatchMover functionality

The Autodesk® MotionBuilder® 2013 boxed software kit will contain one (1) DVD with the following component:

- The MotionBuilder software for all supported platforms (Windows 32-bit and 64-bit operating systems)

The Autodesk® Mudbox® 2013 boxed software kit will contain one (1) DVD with the following component:

- The Mudbox software for all supported platforms (Windows 32-bit and Windows / Linux / Mac OS X 64-bit operating systems)

1.3 Will there be electronic software downloads for Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 commercial software purchases? If so, when will they be available?

There will be electronic software downloads of the Autodesk® Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, and Mudbox 2013 available for sale online at the Autodesk Store (where available) on or after April 12, 2012. MotionBuilder 2013 (boxed shipment or electronic software download) will not be available on the Autodesk Store.

1.4 How long will version upgrades to the Entertainment Creation Suites 2012, Maya 2012, 3ds Max 2012, Softimage 2012, MotionBuilder 2012, and Mudbox 2012 be available for purchase?

Version upgrades to the Entertainment Creation Suites 2012, Maya 2012, 3ds Max 2012, Softimage 2012, MotionBuilder 2012, and Mudbox 2012 will be available until April 30, 2012. After this date, upgrades to the Entertainment Creation Suites 2012, Maya 2012, 3ds Max 2012, Softimage 2012, MotionBuilder 2012, and Mudbox 2012 will no longer be available.

1.5 What will be the price for each Media & Entertainment 2013 3D software product (standalone license)?

- Maya Entertainment Creation Suite Standard 2013: The price is US $5,495.00 MSRP*
- Maya Entertainment Creation Suite Premium 2013: The price is US $6,495.00 MSRP*
- 3ds Max Entertainment Creation Suite Standard 2013: The price is US $5,495.00 MSRP*
- 3ds Max Entertainment Creation Suite Premium 2013: The price is US $6,495.00 MSRP*
- Entertainment Creation Suite Ultimate 2013: The price is US $7,995.00 MSRP*
- Maya 2013: The price is US $3,495.00 MSRP*
- 3ds Max 2013: The price is US $3,495.00 MSRP*
- Softimage 2013: The price is US $2,995.00 MSRP*
- MotionBuilder 2013: The price is US $3,995.00 MSRP*
- Mudbox 2013: The price is US $745.00 MSRP*

* International pricing may vary.

1.6 Will printed documentation be included in the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 packaging?

No. With the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013, web based documentation will be provided as the default delivery method.

1.7 Will Maya 2013, 3ds Max 2013, Softimage 2013, or MotionBuilder 2013 customers be able to cross-grade to the Entertainment Creation Suites Standard 2013, the Entertainment Creation Suites Premium 2013, or the Entertainment Creation Suite Ultimate 2013?

Yes. Customers with a license of Maya 2013, 3ds Max 2013, Softimage 2013, or MotionBuilder 2013, or customers with licenses of any of the three versions prior to Maya 2013, 3ds Max 2013, Softimage 2013, or MotionBuilder 2013, will be able to purchase a cross-grade license to any of the Entertainment Creation Suites 2013. Mudbox 2013 customers will not be able to purchase a cross-grade to any of the Entertainment Creation Suites 2013. Please consult your local reseller or Autodesk sales representative for details.

2. Technology

2.1 Will there be any changes to rendering in the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, and Softimage 2013 releases?

Yes. The Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, and Softimage 2013 will use mental ray 3.10 renderer core library.

2.2 What version of mental ray Standalone software will be compatible with the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, and Softimage 2013?

Only mental ray Standalone 2013 will be compatible with the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, and Softimage 2013. Please refer to the online compatibility table or contact your local Autodesk representative for more information.

3. Installation, Configuration, and Licensing

3.1 Will the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 have hardware dongle support?

No, the Autodesk Online License Transfer system replaces the need for dongles.

3.2 What is the Online License Transfer system and how does it work?

Online License Transfer provides a flexible and convenient web-based mechanism for customers with Standalone licenses to transfer their licenses to different machines without using a dongle. This basic functionality is available without additional charge and there is no limit on the number of transfers. Access the Online License Transfer system log-on using a web interface where you can then de-activate your software license on your current computer before re-activating it on a different one.

Note: The license transfer utility (LTU) can only be used with Standalone and Multi-seat Standalone licenses and requires an Internet connection, and an Autodesk user ID and password, available from https://registeronce.autodesk.com.

3.3 What will be the licensing method for the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013?

The Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 licenses will use the Autodesk License Manager (AdLM).

Note: Only one license will be required and used for the:

- *Entertainment Creation Suites 2013 components: the Maya 2013 or 3ds Max 2013 3D animation software and their components (or Maya 2013 and 3ds Max 2013 together as part of the Entertainment Creation Suite Ultimate 2013), the Softimage 2013 3D animation software and its components (as part of the Maya Entertainment Creation Suite Premium 2013 and 3ds Max Entertainment Creation Suite Premium 2013 only), the Mudbox 2013, MotionBuilder 2013, and Sketchbook Designer 2013 software.*

- *Maya 2013 components: the Maya 2013 3D animation software, Maya Composite, Autodesk® MatchMover™ functionality, and mental ray Batch for Maya. Backburner does not require a license.*

- *3ds Max 2013 components: the 3ds Max 2013 3D animation software and 3ds Max Composite functionality. Backburner does not require a license.*

- *Softimage 2013 components: the Softimage 2013 3D animation software, Softimage Composite, Autodesk® MatchMover™ functionality, and Softimage Batch.*

3.4 Can I choose not to install additional software components with my license of the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, or Softimage 2013?

Yes. When installing the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, or Softimage 2013, customers will be able to select which components they wish to install.

Note: Components that were not originally installed or have been uninstalled will be able to be installed at a later date.

3.5 Can I choose to install the mental ray Batch for Maya or Softimage Batch components on a different workstation?

Yes. Customers will be able to install the mental ray Batch nodes for Maya on any supported Maya configuration and operating system or for Softimage on any supported Softimage configuration and operating system.

Note: mental ray Batch will only be available with a Network license.

3.6 Will the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 be available for purchase as Network licenses?

Yes. Please note that while Network licenses can be used on any supported workstation configuration on the network, components of the Entertainment Creations Suites 2013 which share the same license will not be able to be used concurrently on different workstations.

3.7 Will Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, or Mudbox 2013 Network licenses be able to float across any of their supported platforms?

Yes. The Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, or Mudbox 2013 Network licenses will be able to float across each of their supported platforms.

4. Compatibility and Interoperability

4.1 How will Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, or Mudbox 2013 integrate with other Autodesk products?

The Autodesk® FBX® 2013 software file interchange format allows you to more easily transfer assets to and from Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 as well as other content creation packages that support FBX.

4.2 Will Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, and Mudbox 2013 support file data from previous versions of Maya, 3ds Max, Softimage, MotionBuilder, and Mudbox?

Yes.

- Maya 2013 is expected to be able to access .ma and .mb data from Maya 3 through Maya 2013.

- To facilitate the transition to 3ds Max 2013, it is expected that files/scenes saved in 3ds Max 2012 (and previous versions) are forward compatible with 3ds Max 2013. However, if a scene has been saved with plug-ins using a prior version of 3ds Max, it may not load properly if the plug-ins have not been installed for 3ds Max 2013.

- Softimage 2013 is expected to be able to access .scn and .emdl data from Softimage 5.11 through Softimage 2013.

- MotionBuilder 2013 is expected to be able to access .fbx data from MotionBuilder 2009 through MotionBuilder 2013

- Mudbox 2013 is expected to be able to access .mud data from Mudbox 2009 through Mudbox 2013.

5. Consulting, Training, and Support

5.1 What will be my options for training?

There will be a number of helpful training resources available for download on our product learning paths, available for:

- Maya: http://www.autodesk.com/maya-learningpath
- 3ds Max: http://www.autodesk.com/3dsmax-learningpath
- Softimage: http://www.autodesk.com/softimage-learningpath
- MotionBuilder: http://www.autodesk.com/motionbuilder-learningpath
- Mudbox: http://www.autodesk.com/mudbox-learningpath

5.2 How will Entertainment Creation Suites, Maya, 3ds Max, Softimage, MotionBuilder, or Mudbox technical support be provided?

All license purchases of the Entertainment Creation Suites 2013, Maya 2013, 3ds Max 2013, Softimage 2013, MotionBuilder 2013, or Mudbox 2013 software will receive 30 days complimentary Up & Ready Support from the date of registration, which will cover installation and licensing issues only.

To obtain information pertaining to the Subscription offerings for the Media & Entertainment 3D products, please visit www.autodesk.com/subscription.

Note: Support in languages other than English may be provided where available but is not guaranteed.

5.3 What is Autodesk Authorized Training, and how do I get it?

Autodesk Authorized Training is designed to accelerate your knowledge of Autodesk software. Get trained at an Autodesk Authorized Training Center (ATC®), with hands-on, instructor-led classes to help you enhance your productivity and heighten return on investment. You can make Autodesk Official Training Courseware (AOTC) a key part of your product training, and learn from the best with content developed by Autodesk subject-matter experts. Earn Autodesk certification to prove your experience, reliably validate your skills and knowledge, enhance credibility in your field and maximize your value.

Note: ATC Training is not available for all products.

For more information about these learning solutions, visit:

- http://www.autodesk.com/authorizedtraining
- http://www.autodesk.com/aotc
- www.autodesk.com/certification

6. Subscription

6.1 Where can I go to learn more about the Subscription offerings for the Media & Entertainment 3D products?

To obtain information pertaining to the Subscription offerings for the Media & Entertainment 3D products, please visit www.autodesk.com/subscription.

Entertainment Creation Suites 2013

1. General Product Information

1.1 What are the Entertainment Creation Suites 2013 and which Autodesk solutions are included?

The Autodesk® Entertainment Creation Suites 2013 provide an affordable end-to-end creation and production solution, with tools used by leading artists working in visual effects, game development, and other 3D animation production. The Standard edition offers a choice of either Autodesk Maya 2013 or Autodesk 3ds Max 2013 animation software, together with Autodesk Mudbox 2013 3D sculpting and painting software, Autodesk MotionBuilder 2013 real-time virtual production and motion capture editing software, and Autodesk SketchBook Designer concept art software. The Premium edition additionally offers Autodesk Softimage 2013 3D animation and visual effects software. The Ultimate edition, includes the products provided in the Premium edition together with both Maya 2013 and 3ds Max 2013. Integrated through single-step interoperability workflows and more consistent user interfaces, the Suites help increase productivity and provide enhanced creative opportunities.

1.2 What are the advantages of the Entertainment Creation Suites 2013?

- The Entertainment Creation Suites 2013 help increase productivity by using specialized tools purpose-built to accelerate 3D modeling and sculpting, texture painting, advanced character animation, visual effects, and concept art creation tasks.

- Access to a broader range of creative tools to help you meet client expectations while remaining on-time and on-budget.

1.3 I currently own a license of the Entertainment Creation Suites 2012 software. What is new in the Entertainment Creation Suites 2013?

The Entertainment Creation Suites 2013 include Maya 2013, 3ds Max 2013, Softimage 2013 (Premium and Ultimate Suites only), MotionBuilder 2013, and Mudbox 2013 containing new features and enhancements. New for all Entertainment Creation Suites 2013 is the addition of the Autodesk SketchBook Designer 2013 concept art software. Please consult the following web pages for specific product-related updates:

Entertainment Creation Suites 2013: www.autodesk.com/entertainmentcreationsuites

Maya 2013: www.autodesk.com/maya

3ds Max 2013: www.autodesk.com/3dsmax

Softimage 2013: www.autodesk.com/softimage

Sketchbook Designer 2013: www.autodesk.com/sketchbookdesigner

For more information on enhancements to interoperability, please see section three on Compatibility and Interoperability.

1.4 How can Sketchbook Designer 2013 add value to my existing pipeline?

Autodesk SketchBook Designer 2013 enables you to explore and present new ideas for characters, props, and environments using an intuitive hybrid paint and vector toolset. SketchBook Designer 2013 features sketching, painting, and image compositing workflows; easy color manipulation; mixed media workflows; and an industry-unique transformation tool. The dynamic, scalable user interface is optimized for both pen and mouse interaction, and is designed to offer maximum creative freedom.

1.5 How can Turtle add value to my existing pipeline?

Currently available as part of the Autodesk Maya Entertainment Creation Suites 2013 and the Entertainment Creation Suite Ultimate 2013, Turtle is a sophisticated global illumination rendering and baking plug-in for Maya, designed for higher-quality game development. With Turtle, you can create stunning global illumination for their game levels and then bake the illumination into texture maps, vertex maps, or point clouds. In addition, occlusion and normal maps can be baked from highly detailed models to low polygon models. Baked results can be visualized in the Maya viewport.

1.6 Will there be cross-grades available to purchase the Entertainment Creation Suite Premium 2013 and the Entertainment Creation Suite Ultimate 2013?

Customers who own a license of the Autodesk Entertainment Creation Suite Standard 2013 will be able to cross-grade to the Autodesk Entertainment Creation Suite Premium 2013 or the Autodesk Entertainment Creation Suite Ultimate 2013. Customers who own a license of the Entertainment Creation Suite Premium 2013 will be able to cross-grade to the Entertainment Creation Suite Ultimate 2013. Please contact your Autodesk Authorized Reseller for more information: www.autodesk.com/reseller

1.7 Do all products within the Entertainment Creation Suites 2013 (Standard, Premium, and Ultimate) need to be used on the same workstation?

For the Standalone version of the Entertainment Creation Suites 2013 (Standard, Premium, and Ultimate), all products must be used on the same workstation. In the case of a Network license, while a user on the network can access one of the products of the Suite, as soon as s/he does so, all products will be checked out to that workstation until the user exits the software. There is only one license for all products in the Suite and the products cannot be run on different workstations concurrently.

2. Technology

2.1 Which operating systems will support the Entertainment Creation Suites 2013?

The **32-bit** version of Autodesk Entertainment Creation Suites 2013 software is supported by the following operating system:

- Microsoft® Windows® 7 Professional operating system (SP1)
- Microsoft® Windows® XP Professional operating system (SP3)

The **64-bit** version of Autodesk Entertainment Creation Suites 2013 software is supported by the following operating system:

- Microsoft Windows 7 Professional operating system (SP1)
- Microsoft Windows XP Professional x64 Edition (SP2)

Note: Microsoft currently provides support in English only for Microsoft Windows XP Professional operating system (SP3) and for Microsoft Windows XP Professional x64 Edition (SP2). Microsoft currently provides support for Microsoft Windows 7 operating system in English and certain other languages.

3. Compatibility and Interoperability

3.1 How do the products within the Suites integrate with one another?

Artists can transfer assets quickly, collaborate efficiently, and work productively using Autodesk® FBX® data exchange technology. FBX provides an open platform for rich 3D data exchange between applications.

Specific interoperability enhancements of the 2013 Suites include:

- Live character streaming between MotionBuilder and Maya
- Consistent Maya hotkeys in all 3D suite applications
- New 3ds Max interaction mode in Softimage
- Enhanced, consistent F-Curve Editor within 3ds Max, Maya, Softimage, and MotionBuilder
- Autodesk HumanIK interoperability with 3ds Max CAT
- Single-step interoperability between Maya and 3ds Max

Other interoperability features of the Suites include:

- Single-step interoperability between 3ds Max and Mudbox, MotionBuilder and the Softimage Interactive Creative Environment (ICE)
- Single-step interoperability between Maya and Mudbox, MotionBuilder and Softimage ICE
- Vector Displacement Map support for high-resolution details created in Mudbox can be transferred to Maya, 3ds Max or Softimage for rendering on low-resolution geometry
- Ptex map transfers from Mudbox to Maya
- Ability to use either Maya or 3ds Max shortcut keys from both Mudbox and MotionBuilder
- Common animation layers between Maya and MotionBuilder
- Exchange of Maya Full Body Inverse Kinematics (FBIK) character rigs with MotionBuilder
- Exchange of 3ds Max Biped character rigs with MotionBuilder
- Exchange fully solved Face Robot heads from Softimage to Maya (Maya Premium and Ultimate Suites)
- Turtle - a sophisticated baking plugin for Maya used for lighting and content creation in next-gen game development (Maya Entertainment Creation Suite Standard and Premium and Ultimate Suite).

Maya 2013

1. General Product Information

1.1 What is Maya 2013?

Autodesk® Maya® 2013 software delivers practical toolsets to help facilities create and maintain the modern, open pipelines they need to address today's challenging productions. Powerful new toolsets for dynamic simulation, animation, and rendering help artists realize new levels of creativity while offering the enhanced productivity that will help keep them on schedule and within budget. In addition, the Open Data initiative introduced in Maya 2013 helps facilitate data-centric, nonlinear workflows. With it, content creators can work in parallel to finish faster and more easily handle the massive complexity requirements they face.

1.2 Will Maya 2013 be available in languages other than English?

Yes. Maya 2013 will be available in English, Japanese, and simplified Chinese.

2. Technology

2.1 Which operating systems will support Maya 2013?

The **32-bit** version of Maya 2013 software will be supported by the following operating systems:

- Microsoft® Windows® 7 Professional operating system (SP1)
- Microsoft® Windows® XP Professional operating system (SP3)

The **64-bit** version of Maya 2013 software will be supported by the following operating systems:

- Microsoft® Windows® 7 Professional operating system (SP1)
- Microsoft® Windows® XP Professional x64 Edition (SP2)
- Apple® Mac OS® X 10.7.x operating system
- Red Hat® Enterprise Linux® 6.0 WS operating system
- Fedora™ 14 operating system

2.2 Will the four (4) mental ray Satellite network rendering licenses included as part of the Maya 2013 software be able to be installed on all Maya 2013 supported operating systems?

Yes. The four (4) mental ray Satellite network rendering licenses will be able to be installed on Windows 32 and 64-bit, and Mac OS X and Linux 64-bit platforms.

2.3 Will the five (5) mental ray Batch network rendering licenses included as part of the Maya 2013 software be able to be installed on all Maya 2013 supported operating systems?

Yes. The five (5) mental ray Batch network rendering licenses will be able to be installed on Windows 32 and 64-bit, and Mac OS X and Linux 64-bit platforms.

Note: mental ray Batch will only be available with a Network license.

3ds Max 2013

1. General Product Information

1.1 What is 3ds Max 2013?

3ds Max 2013 delivers a powerful interactive rendering experience with ActiveShade support in the NVIDIA® iray® renderer; offers a new render pass system with integrated node-based compositing; and provides industry-leading interoperability with Adobe® After Effects® and Adobe® Photoshop® software. In addition, new , 3D animation, and simulation tools empower artists to focus more of their energy on creative, rather than technical challenges, while flexible new customization options enable them to easily configure and switch between interfaces that are optimized for the way they work. Finally, enhanced interoperability with Maya 2013 and MotionBuilder 2013 animation software helps facilitate pipeline integration.

1.2 Why are there two versions of 3ds Max?

3ds Max and 3ds Max Design share core technology, but offer specialized toolsets for game developers, visual effects artists, and motion graphics artists along with other creative professionals working in the media design industry on one hand; and architects, designers, engineers, and visualization specialists on the other.

For a more thorough comparison of 3ds Max 2013 and 3ds Max Design 2013, visit:

http://www.autodesk.com/3dsmaxcompare

1.3 Will 3ds Max 2013 be available in languages other than English?

Yes. 3ds Max 2013 will be available in English, Korean, Japanese, German, French, and simplified Chinese.

Note: Microsoft currently provides support in English only for Microsoft Windows XP Professional operating system (SP3) and for Microsoft Windows XP Professional x64 Edition (SP3). Microsoft currently provides support for Microsoft Windows 7 operating system in English and certain other languages.

2. Technology

2.1 Which operating systems will support 3ds Max 2013?

The **32-bit** version of 3ds Max 2013 software will be supported by the following operating systems:

- Microsoft Windows 7 Professional operating system
- Microsoft Windows XP Professional operating system (SP3 or higher)

Note: The 3ds Max® Composite feature requires one of the following 32-bit or 64-bit operating systems:

- *Microsoft Windows XP Professional operating system (SP3 or higher)*
- *Microsoft Windows XP Professional x64 operating system (SP3 or higher)*
- *Microsoft Windows 7 Professional x64 operating system*

The **64-bit** version of 3ds Max 2013 software will support the following operating systems:

- Microsoft Windows 7 Professional x64 operating system
- Microsoft Windows XP Professional x64 Edition (SP3 or higher)

Note: Microsoft currently provides support in English only for Microsoft Windows XP Professional operating system (SP3) and for Microsoft Windows XP Professional x64 Edition (SP3). Microsoft currently provides support for Microsoft Windows 7 operating system in English and certain other languages.

2.2 Will the 3ds Max scanline renderer be able to be installed on all supported 3ds Max 2013 operating systems?

Yes. The 3ds Max 2013 scanline renderer is included as part of the 3ds Max 2013 software and will be able to be installed on supported Windows 32 and 64-bit platforms

2.3 Will the unlimited mental ray network rendering licenses included as part of the 3ds Max 2013 software be able to be installed on all 3ds Max 2013 supported operating systems?

Yes. The unlimited mental ray network renderer is included as part of the 3ds Max 2013 software and will be able to be installed on supported Windows 32 and 64-bit platforms.

3. Compatibility and Interoperability

3.1 Can I choose not to install 3ds Max Composite functionality?

Yes. When installing 3ds Max 2013, customers can choose to install or forgo installation of 3ds Max Composite. 3ds Max Composite can be installed at a later date.

3.2 Can I use both 3ds Max and 3ds Max Design in a production environment?

Yes. Since 3ds Max is based on the same binary, data moves seamlessly between them and both can be used together in an Autodesk Backburner software rendering network.

3.3 Will a Maxscript work in both products?

Unless you have written a script that requires the Exposure™ lighting analysis feature to be present, there will be no known differences between running a script created in 3ds Max on 3ds Max Design.

3.4 Will plug-ins from the previous version of 3ds Max work with 3ds Max 2013?

No. Autodesk 3ds Max 2012 and earlier versions of plug-ins will need to be recompiled, in order to be compatible with 3ds Max 2013.

3.5 Will plug-ins from 3ds Max 2013 work with 3ds Max Design 2013?
Yes, 3ds Max 2013 is plug-in compatible with 3ds Max Design 2013. No recompile is required.

3.6 Can I save my 3ds Max 2013 files in a format 3ds Max 2012 can read?

Yes, you can save your 3ds Max 2013 files in a format 3ds Max 2012, 2011, and 2010 can read; however, not all features are backwards compatible given that there will be a number of new features introduced in 3ds Max 2013.

Softimage 2013

1. General Product Information

1.1 What is Softimage 2013?

Softimage 2013 animation software delivers powerful new creative toolsets, a new high-fidelity interactive environment, and extended customizability, helping artists and Technical Directors get more from the product. Artists will enjoy greater creative freedom across the board: from the completely new CrowdFX simulation feature set; to a new High-Quality viewport; to enhanced modeling, 3D animation, physics, and selection tools, Softimage 2013 helps artists create compelling content in less time. In addition, better interoperability with Maya 2013 software and 3ds Max 2013 software; and extensions to the SDK (software development kit) help facilitate integration into existing pipelines.

1.2 How can Softimage 2013 add value to my existing pipeline?

Autodesk Softimage features can extend a Maya or 3ds Max software pipeline. With its multithreaded GigaCore architecture and innovative tools like ICE (Interactive Creative Environment) and the Autodesk® Face Robot® toolset, you can quickly and easily create sophisticated effects, advanced character rigs, and high-quality facial animation.

1.3 Will Softimage 2013 be available in languages other than English?

Yes. Softimage 2013 will be available in Japanese.

2. Technology

2.1 Which operating systems will support Softimage 2013?

The **32-bit** version of Softimage 2013 software will be supported by the following operating systems:

- Microsoft® Windows 7 Professional operating system (SP1)
- Microsoft® Windows XP Professional operating system (SP3)

The **64-bit** version of Softimage 2013 software will be supported by the following operating systems:

- Microsoft Windows 7 Professional operating system (SP1)
- Microsoft Windows XP Professional x64 Edition (SP2)
- Fedora 14 operating system

2.2 Will the 5 Batch tokens, that are included as part of a Softimage 2013 network license, be able to be installed on all Softimage 2013 supported operating systems?

Yes. They can be installed on Linux 64 and Windows 32 and 64-bit platforms.

Note: *mental ray Batch will only be available with a Network license.*

MotionBuilder 2013

1. General Product Information

1.1 What is MotionBuilder 2013?

MotionBuilder 2013 animation software delivers robust new tools that help production teams more reliably acquire, aggregate, and refine data, and offers a new nonlinear editing paradigm for Virtual Production. With the option to record live motion capture data directly to disk, support for broadcast WAVE files, and the ability to output SDI (serial digital interface) video, MotionBuilder 2013 better supports a modern production pipeline. In addition, extended nonlinear editing tools, z-depth selection tools, and targeted performance enhancements accelerate everyday workflows. Also, with a flexible new HUD (heads-up display) and a floating viewer, animators and directors can benefit from views optimized for their individual requirements.

1.2 How can MotionBuilder 2013 help increase my productivity?

With its real-time 3D engine, robust interoperability with Maya and 3ds Max, and productivity-geared workflows, MotionBuilder helps make animation pipelines more efficient. As one of the industry's fastest animation tools, MotionBuilder is ideal for high-volume animation, virtual cinematography, pre-visualization, performance animation, and real-time simulations, while dedicated toolsets enable you to effectively handle and manipulate motion-capture data.

2. Technology

2.1 Which operating systems will support MotionBuilder 2013?

The **32-bit** version of MotionBuilder 2013 software will be supported by the following operating systems:

- Microsoft® Windows XP Professional operating system (SP3)

The **64-bit** version of MotionBuilder 2013 software will be supported by the following operating systems:

- Microsoft® Windows 7 Professional operating system (SP1)
- Microsoft Windows XP Professional x64 Edition (SP2)

Mudbox 2013
1. General Product Information

1.1 What is Mudbox 2013?

Mudbox 2013 software helps artists working on visual effects, game design, and certain other 3D animation projects create complex production-ready scenes with greater ease, with the new Gigatexel engine for creating massive amounts of detail. Meanwhile, the creative painting and sculpting toolset is extended with new multipurpose curves; the ability to combine bump and normal map information; and easier methods for creating and extracting tiled detail. In addition, with enhanced interoperability with Adobe® Photoshop® software and support for edge sharpness data, Mudbox 2013 offers better pipeline integration.

1.2 How can Mudbox 2013 help improve my workflow?

Designed by professional artists, Mudbox gives 3D modelers and texture artists the freedom to realize their creative vision. A premier 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 features 2D and 3D layers to easily manage sculpting and painting iterations on multiple meshes and maps. You can also evaluate or present your work in an on-target environment, ensuring accurate, realistic results.

2. Technology

2.1 Which operating systems will support Mudbox 2013?

The **32-bit** version of Mudbox 2013 software will be supported by the following operating systems:

- Microsoft Windows 7 Professional operating system (SP1)
- Microsoft Windows XP Professional operating system (SP3)

The **64-bit** version of Mudbox 2013 software will be supported by the following operating systems:

- Microsoft Windows 7 Professional operating system (SP1)
- Microsoft Windows XP Professional x64 Edition (SP2)
- Apple Mac OS X 10.7.x operating system
- Red Hat Enterprise Linux 6.0 WS operating system
- Fedora 14 operating system

3. Compatibility and Interoperability

3.1 How does Mudbox 2013 integrate with Adobe Photoshop?

Mudbox will allow you to send your texture maps to Photoshop, work on them and then bring them back into Mudbox. In addition, the Mudbox 2013 release will offer multi-layer PSD exchange with Photoshop and a more fully integrated workflow, with new support for importing and exporting 16-bit PSD files.