

# Creativity Decoded.

Autodesk Softimage 2012 software delivers innovative new creative toolsets, enhanced interoperability, and tools that embrace emerging technology trends.



Softimage ICE gave us the bandwidth to include a lot of effects and magic, allowing us to deliver a level of quality that exceeded initial expectations. After building our ICE trees and toolsets we were able to easily customize and add effects to shots in an extremely labor-efficient way.

— Scott Stewart  
Executive Director  
SpeakeasyFX



Image courtesy of Lo Coloco Films.

Autodesk® Softimage® software is a high-performance 3D application that enables you to use intuitive, non-destructive workflows to help create stunning character animation and effects. With differentiated tools for facial animation, the powerful Interactive Creative Environment (ICE), enhanced interoperability with Autodesk® Entertainment Creation Suite Premium products; and new tools that embrace the latest technology trends, Softimage 2012 helps bring an innovative edge to your TV, game, or film pipeline.

#### The Power of ICE – Now Extended

Building on the power and flexibility of ICE, Softimage 2012 introduces a new procedural modeling paradigm. You can now create geometry based on a set of rules, conditions, and parameters; a single ICE graph can handle interactive edits to huge data sets: forests and cities—so you can more easily create and manage the extremely high levels of detail required by today's productions. Also, Softimage 2012 adds integrated support for Syflex cloth and Lagoa Multiphysics simulations, so you can use the intuitive ICE interface to create and edit highly realistic cloth, plastic, liquid, soft-body, and foam-like effects. A new ICE FX builder, compounds, preset FX, shaders, and model library provide easier access to a wide range of effects and rendered looks.

#### Enhanced Interoperability, Easier Integration

Taking advantage of the focused toolsets in the Autodesk® Entertainment Creation Suites Premium is now easier, thanks to new single-step interoperability workflows between Softimage 2012 and Autodesk® Maya® 2012, Autodesk® 3ds Max® 2012, and Autodesk® Mudbox™ 2012 software, together with a consistent f-curve editor. With an extended software development kit (SDK), and added support for the Maya 2012 nCache format and Autodesk® FBX® 2012 asset exchange format, Softimage 2012 is more easily integrated into production pipelines.

#### New Technology Embraced, Everyday Workflows Accelerated

Softimage 2012 embraces emerging technology to help you meet evolving challenges of modern productions, and revisits existing tools to help make everyday workflows more productive. For example, new tools for the creation of stereoscopic renderings help you take advantage of the current trend for 3D films; moreover, added support for vector displacement maps means you can render complex high-resolution details with appendages, folds, undercuts, and bulges on low-resolution geometry. At the same time, new relaxing and pinning options help you save time and effort when creating and editing UVs, while overall productivity and ease of use are boosted thanks to a wide range of enhancements across the board.



French Roast. © Pumpkin Factory, Bibio Films.

## Key New Features in Autodesk Softimage 2012

### ICE Modeling

Leverage the power and flexibility of ICE to help create highly detailed geometry based on a set of rules, conditions, and parameters. New ICE procedural modeling facilitates topology operation creation, particle meshing, custom primitives, and geometry fracturing.

### Enhanced Everyday Workflows

Overall productivity and ease of use are boosted in Softimage 2012. Adding up to a noticeably improved user experience, the Texture Editor, Explorer, Schematic View, Scene Layer Manager, Render Tree, Bone Primitive, Reference Models, and Weight Editor have all received attention.

### UV Unfolding

Save time and effort with new UV relaxing and pinning options, making it easier to conform to an existing image or to create a regular sized set of UVs.

### Syflex on ICE

Now you can use the power of ICE to achieve greater control and flexibility over Syflex cloth simulations. Taking advantage of the flexible node-based workflow of ICE, you can create and edit highly-realistic cloth effects faster and more easily.

### Lagoa Multiphysics

Plastic, liquid, soft-body, cloth, and foam-like effects are achievable, with new compounds that use the Lagoa Multiphysics framework developed by Lagoa Technologies. With Lagoa, you can more easily create incompressible fluids, as well as inelastic, elastic, and plastic deformations.

### ICE FX Builder

Create and modify sophisticated effects more quickly and easily, with the help of the new ICE FX Builder. A module menu toolbar provides a springboard into ICE for common workflows: for example, particle emission type can be set from a menu option, and the effect modified as required with just a few mouse-clicks.



Image courtesy of The Third Letter.

### Stereoscopic Support

Take advantage of the current trend for 3D films, with new tools for the creation of stereoscopic renderings. The tools feature an in-viewport stereoscopic viewer offering a range of display modes, and a stereoscopic camera rig.

### ICE Subframe Sampling

Calculate collisions more accurately in ICE simulations, especially for fast moving and deforming objects, with new support for subframe sampling on a per-object or per-point cloud basis.

### Vector Displacement Map Support

With new support for Vector Displacement Maps in Softimage, you can use mental ray® rendering technology to render complex high-resolution details created in Autodesk® Mudbox™ 2012 software or certain other applications on low-resolution geometry.

### High-Performance Compositing

The Softimage® Composite high-performance, high-dynamic range (HDR) compositing toolsets offers keying, tracking, color correction, raster and vector paint, rotoscoping, warping, advanced filters, a full 3D compositing environment, and tools that help support stereoscopic productions.

### Autodesk Entertainment Creation Suites Premium 2012

The Autodesk® Entertainment Creation Suite Premium 2012 offers a range of powerful, creative toolsets at a significant cost saving\*. Starting with a choice of either Maya or 3ds Max, the Premium Suite includes Autodesk® MotionBuilder® real-time character animation software, Mudbox digital sculpting and 3D painting software, and Softimage software. Learn more at [www.autodesk.com/entertainment-creation-suites](http://www.autodesk.com/entertainment-creation-suites).

\* Savings based on USD SRP. International savings may vary.

Autodesk, FBX, Maya, MotionBuilder, Mudbox, Softimage and 3ds Max are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. mental ray is a registered trademark of mental images GmbH licensed for use by Autodesk, Inc. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document. © 2011 Autodesk, Inc. All rights reserved. BRoC1-000000-MZ70