Autodesk Media & Entertainment 3D 2015
Questions and answers

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All releases

1. General product information

1.1 When will the Autodesk Media & Entertainment 2015 3D software be available?
This software is expected to ship simultaneously on all supported platforms on or after April 14, 2014. Downloads for Autodesk® Subscription customers are expected to be available on or after April 14, 2014.

1.2 What will be the contents in Entertainment Creation Suites 2015, Maya 2015, 3ds Max 2015, Softimage 2015, MotionBuilder 2015, and Mudbox 2015 (English) boxed software kits?
The Autodesk® Maya® Entertainment Creation Suite Standard 2015 boxed software kit will contain one (1) USB with the following components:

- The Autodesk® Maya® 2015 software for all supported platforms (Windows® / Linux® / Mac OS® X 64-bit operating systems)
- The Autodesk® MotionBuilder® 2015 software for all supported platforms (Windows / Linux 64-bit operating systems)
- The Autodesk® Mudbox® 2015 software for all supported platforms (Windows / Linux / Mac OS X 64-bit operating systems)

The Autodesk® 3ds Max® Entertainment Creation Suite Standard 2015 boxed software kit will contain one (1) USB with the following components:

- The Autodesk® 3ds Max® 2015 software for the following supported platform: Windows 64-bit operating system
- The MotionBuilder 2015 software for all supported platforms (Windows / Linux 64-bit operating systems)
- The Mudbox 2015 software for all supported platforms (Windows / Linux / Mac OS X 64-bit operating systems)
- Autodesk® Backburner™ functionality

The Autodesk® Entertainment Creation Suite Ultimate 2015 boxed software kit will contain one (1) USB with the following components:

- The Maya 2015 software for all supported platforms (Windows / Linux / Mac OS X 64-bit operating systems)
- The 3ds Max 2015 software for the following supported platform: Windows 64-bit operating system
- The Autodesk® Softimage® 2015 software for all supported platforms (Windows / Linux 64-bit operating systems)
- The MotionBuilder 2015 software for all supported platforms (Windows / Linux 64-bit operating systems)
- The Mudbox 2015 software for all supported platforms (Windows / Linux / Mac OS X 64-bit operating systems)
- Autodesk Backburner functionality

The Autodesk Maya 2015 boxed software kit will contain one (1) DVD with the following component:

- The Maya software for all supported platforms (Windows / Linux / Mac OSX 64-bit operating systems)

The Autodesk 3ds Max 2015 boxed software kit will contain one (1) DVD with the following components:

- The 3ds Max software for the following supported platform: Windows 64-bit operating system
- Autodesk Backburner functionality

The Autodesk Softimage 2015 boxed software kit will contain one (1) DVD with the following component:

- The Softimage software for all supported platforms (Windows / Linux 64-bit operating systems)

The Autodesk MotionBuilder 2015 boxed software kit will contain one (1) DVD with the following component:

- The MotionBuilder software for all supported platforms (Windows / Linux 64-bit operating systems)

The Autodesk Mudbox 2015 boxed software kit will contain one (1) DVD with the following component:

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

1.3 How long will version license upgrades to Entertainment Creation Suites 2014, Maya 2014, 3ds Max 2014, Softimage 2014, MotionBuilder 2014, and Mudbox 2014 be available for purchase?
Version license upgrades will be available until April 30, 2014.

1.4 What will be the price for the Media & Entertainment 2015 3D software (Standalone license)?

- Entertainment Creation Suite Ultimate 2015: US $6,825.00 SRP*
- Maya Entertainment Creation Suite Standard 2015: US $5,775.00 SRP*
- 3ds Max Entertainment Creation Suite Standard 2015: US $5,775.00 SRP*
- Maya 2015: US $3,675.00 SRP*
- 3ds Max 2015: US $3,675.00 SRP*
- MotionBuilder 2015: US $4,195.00 SRP*
- Mudbox 2015: US $795.00 SRP*

* International pricing may vary.

1.5 Will Maya 2015, 3ds Max 2015, Softimage 2015, MotionBuilder 2015 or Mudbox 2015 customers be able to cross-grade to Entertainment Creation Suites Standard 2015 or the Entertainment Creation Suite Ultimate 2015?
Customers with a license of Maya 2015, 3ds Max 2015, Softimage 2015, or MotionBuilder 2015, or customers with licenses of any of the three versions prior to Maya 2015, 3ds Max 2015, Softimage 2015, or MotionBuilder 2015, will be able to purchase a cross-grade license to any of the Entertainment Creation Suites 2015. Mudbox 2015 customers will not be able to purchase a cross-grade license to any of Entertainment Creation Suites 2015. Please consult your local reseller or Autodesk sales representative for details.

2. Technology

2.1 What version of mental ray Standalone software will be compatible with Entertainment Creation Suites 2015, Maya 2015, 3ds Max 2015, and Softimage 2015?
Only mental ray® Standalone 2015 will be compatible.

2.2 Will there be a 32-bit executable available for Entertainment Creation Suites 2015, Maya 2015, 3ds Max 2015, Softimage 2015, MotionBuilder 2015, and Mudbox 2015?
No. To help provide a better user experience, there will only be a 64-bit executable for these releases.

2.3 Will Entertainment Creation Suites 2015, Maya 2015, 3ds Max 2015, Softimage 2015, MotionBuilder 2015, and Mudbox 2015 support the Microsoft Windows Vista operating system?
No. Our research and customer engagement on this topic have shown that an overwhelming majority of our installed base has already moved off of this operating system. Customers looking to upgrade their hardware and operating system have indicated that the Microsoft® Windows Vista® operating system is not a viable option given the availability of Microsoft® Windows® 7 and Windows® 8 operating systems.

3. Installation, configuration, and licensing

3.1 Can I choose not to install additional software components with my license of Entertainment Creation Suites 2015 or 3ds Max 2015?
Yes. When installing, customers will be able to select which components they wish to install.

Note: Components that were not originally installed or have been uninstalled cannot be installed or reinstalled at a later date.

3.2 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.

3.3 Will Entertainment Creation Suites 2015, Maya 2015, Softimage 2015, MotionBuilder 2015, or Mudbox 2015 Network licenses be able to float across any of their supported platforms?
Yes, Network licenses will be able to float across each of their supported platforms.

4. Compatibility and interoperability

4.1 Will Maya 2015, 3ds Max 2015, Softimage 2015, MotionBuilder 2015, and Mudbox 2015 support file data from previous versions of Maya, 3ds Max, Softimage, MotionBuilder, and Mudbox?

- Maya 2015 is expected to be able to access .ma and .mb data from Maya 2012 through Maya 2015. However, if a scene has been saved with plug-ins using a prior version of Maya, it may not load properly if the plug-ins have not been installed for Maya 2015.
- 3ds Max 2015 is expected to be able to access .max data from 3ds Max 2012 through 3ds Max 2015. 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 2015.
- Softimage 2015 is expected to be able to access .scn and .emdl data from Softimage 2012 through Softimage 2015. However, if a scene has been saved with plug-ins using a prior version of Softimage, it may not load properly if the plug-ins have not been installed for Softimage 2015.
- MotionBuilder 2015 is expected to be able to access .fbx data from MotionBuilder 2012 through MotionBuilder 2015. However, if a scene has been saved with plug-ins using a prior version of MotionBuilder, it may not load properly if the plug-ins have not been installed for MotionBuilder 2015.
- Mudbox 2015 is expected to be able to access .mud data from Mudbox 2012 through Mudbox 2015. However, if a scene has been saved with plug-ins using a prior version of Mudbox, it may not load properly if the plug-ins have not been installed for Mudbox 2015.

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 2015: http://www.autodesk.com/maya-learningpath
- 3ds Max 2015: http://www.autodesk.com/3dsmax-learningpath
- MotionBuilder 2015: http://www.autodesk.com/motionbuilder-learningpath
- Mudbox 2015: http://www.autodesk.com/mudbox-learningpath

5.2 How will Entertainment Creation Suites 2015, Maya 2015, 3ds Max 2015, Softimage 2015, MotionBuilder 2015, or Mudbox 2015 technical support be provided?
All license purchases will receive 90 days complimentary Up & Ready Support from the date of registration, which will cover installation and licensing issues only.

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

6. Subscription

6.1 Where can I go to learn more about the Subscription offerings for the Media & Entertainment 3D products?
Please visit www.autodesk.com/subscription.

Entertainment Creation Suites 2015

1. General product information

1.1 What are Entertainment Creation Suites and which Autodesk solutions are included in them?
Entertainment Creation Suites provide an affordable end-to-end creation solution, packed with tools used by leading artists working in visual effects, 3D game development, and other 3D animation production. The Standard edition offers a choice of either Maya or 3ds Max 3D modeling and 3D animation software, together with Mudbox digital sculpting and painting software and MotionBuilder real-time character animation software. With the Ultimate edition, you get everything in the Standard edition together with both Maya AND 3ds Max, and Softimage visual effects and 3D game development software. Integrated through single-step interoperability workflows and common look and feel elements, Suites help increase productivity and provide enhanced creative opportunities.

1.2 Do all products within Entertainment Creation Suites 2015 (Standard and Ultimate) need to be used on the same workstation?
Yes. 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.

1.3 What are the details of Entertainment Creation Suite 2015 product line changes?
Please refer to the Softimage transition plan FAQ located on the Softimage product center for information pertaining to the changes to the Entertainment Creation Suite 2015 product line.

Maya 2015

1. General product information

1.1 What is Maya 2015?
Maya 2015 adds new capabilities to its high-end character and effects toolsets with the Bifrost Procedural Effects Platform for simulating and rendering photorealistic liquids; the XGen Arbitrary Primitive Generator for creating hair, fur, feathers, grass, foliage, and certain other instanced data; and an innovative new Geodesic Voxel Binding method for skinning. In addition, support for Pixar's OpenSubdiv libraries, enhanced polygon modeling tools, and new UV options help accelerate performance and increase artist productivity, while a new node-based visual shader editor offers an artist-friendly way to create and preview complex real-time shaders directly in the viewport.

1.2 In what languages will Maya 2015 be available?
Maya 2015 will be available in English, Japanese, and simplified Chinese.

1.3 I can't find the Maya Composite, Autodesk MatchMover, and Autodesk Backburner functionality in the Maya 2015 (English) boxed software kit. How do I access this functionality?
The Maya® Composite, Autodesk® MatchMover™, and Autodesk Backburner functionality can be downloaded from Autodesk® Exchange application store.

Note: Applications on the Autodesk Exchange application store may be subject to the Autodesk Exchange Apps End User License Agreement.

3ds Max 2015

1. General product information

1.1 What is 3ds Max 2015?

3ds Max 2015 helps increase overall productivity for artists and designers working with the high-resolution assets required by today's demanding entertainment and design visualization projects. With support for point cloud datasets, enhanced viewport performance, and new scene management workflows, 3ds Max 2015 helps artists and designers handle greater complexity without slowing down. In addition, a more responsive ActiveShade that now supports the NVIDIA® mental ray® renderer and a new artist-friendly node-based visual shader editor help increase efficiency for lighting, shading, and rendering tasks. Meanwhile, with support for Python scripting, 3ds Max 2015 is more easily extended and customized.

1.2 In what languages will 3ds Max 2015 be available?

3ds Max 2015 will be available in English, Korean, Japanese, German, French, and simplified Chinese.

1.3 I can't find the 3ds Max Composite or Autodesk MatchMover functionality in the 3ds Max 2015 (English) boxed software kit. How do I access this functionality?

The 3ds Max® Composite and Autodesk MatchMover functionality can be downloaded from Autodesk Exchange application store.

Note: Applications on the Autodesk Exchange application store may be subject to the Autodesk Exchange Apps End User License Agreement.

2. Installation, configuration, and licensing

2.1 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.

2.2 Will a Maxscript work in both products?

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

Softimage 2015

1. General product information

1.1 What is Softimage 2015?

Softimage 2015 will be the final release of the software. Softimage 2015, available to existing Softimage and Entertainment Creation Suite Premium and Ultimate customers, helps studios more efficiently create and manage the highly detailed assets required by today's demanding entertainment productions. Enhancements to the ICE platform, access to previously unexposed functionality in the NVIDIA® mental ray® renderer, and animatable weight maps in Syflex cloth help bring new creative possibilities to artists and technical directors, while support for Alembic caching and progressive rendering in mental ray help them elegantly handle the increasingly complex data sets they face. In addition, single-step interoperability between Softimage 2015, MotionBuilder 2015, and Maya 2015 helps artists harness the power of CrowdFX in an integrated cross-product crowd simulation workflow.

1.2 Where can I learn more about the Softimage transition plan?

Please refer to the Softimage transition plan FAQ located on the Softimage product center.

1.3 In what languages will Softimage 2015 be available?

Softimage 2015 will be available in English and Japanese.

1.4 I can't find the Softimage Composite or Autodesk MatchMover functionality in the Softimage 2015 (English) boxed software kit. How do I access this functionality?

The Softimage® Composite and Autodesk MatchMover functionality can be downloaded from Autodesk Exchange application store.

Note: Applications on the Autodesk Exchange application store may be subject to the Autodesk Exchange Apps End User License Agreement.

MotionBuilder 2015

1. General product information

1.1 What is MotionBuilder 2015?

MotionBuilder 2015 helps extend the world of high-quality animated production to new audiences, with support for affordable, consumer-level motion capture devices and a library of pre-built moves to cover a number of commonly required animations. In addition, new advanced camera options—animatable Depth of Field and Follow Focus—help artists more readily mimic real-world cinematography, to better preserve directors' creative intent. Meanwhile, the ability to adjust a character's position within a marker cloud offers greater flexibility in how captured data is mapped to a CG target that may have different proportions from the original actor.

1.2 In what languages will MotionBuilder 2015 be available?

MotionBuilder 2015 will be available in English and Japanese (documentation only).

Mudbox 2015

1. General product information

1.1 What is Mudbox 2015?

Mudbox 2015 offers enhanced support for real-world production workflows, with streamlined mesh refinement, new Sculpt Layer and Paint Layer groups, and better interoperability with certain other content creation solutions, especially Maya 2015. Artists can now make meshes topologically symmetrical while retopologizing them or as a separate process; meanwhile, the ability to group Sculpt Layers and Paint Layers makes it easier for artists to organize and isolate aspects of their work. In addition, artists can now exchange Ptex textures and multi-tile UV textures with Maya as part of the single-step interoperability feature, while exchange of Blend Shapes and Image Planes is also improved.

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