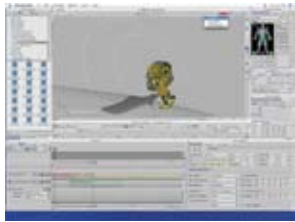


Killer Animation. Breakneck Speed.



Real-time tools for real-world production deadlines.

Autodesk MotionBuilder 7.5 delivers:



Real-Time, Professional 3D Animation Tools

The unique MotionBuilder animation layering tools and Story Timeline performance environment—all based on a real-time architecture—deliver a high-productivity, professional animation environment.



Enhanced Character Setups

With improved tools and workflows for keyframe animation, enhanced support of character extensions, and improved control rig solving for complex character interaction, MotionBuilder 7.5 addresses the needs of real-world production demands.



Workflow and Productivity Augmentations

For keyframe animation artists requiring quick and intuitive workflows, MotionBuilder 7.5 delivers a newly designed UNDO system and rapid interactions with keys within the timeline interface.

Autodesk MotionBuilder

Autodesk® MotionBuilder™ software is the world's leading real-time 3D character animation productivity suite for game, film, broadcast, and multimedia production. This latest release builds on the momentum of MotionBuilder 7.0, with enhancements in key frame animation workflows, augmented character rigging tools for complex character-to-character interaction, a newly architected UNDO system, and improvements in the OpenReality SDK and Python scripting. As always, MotionBuilder combines a unique real-time architecture, non-destructive function curve layering, and Story Timeline performance environment with an intuitive workflow, as well as tools that simplify working with motion capture and other dense datasets.

With its collection of real-time character-centric tools—for tasks ranging from traditional keyframing to motion capture editing—the software lets you:

- Quickly and easily rig and pose characters
- Achieve natural articulation of biped and quadruped characters
- Layer and edit animation on the fly
- Rapidly combine animation with audio, video, 3D elements, and more
- Instantly retarget animation data between characters
- Stream and record live data from popular motion capture devices
- Integrate MotionBuilder into any 3D pipeline via the software's native FBX® file format

MotionBuilder is available for Microsoft® Windows® and Apple® Mac OS® X operating systems and natively supports the platform-independent FBX 3D authoring and interchange format that enables MotionBuilder to integrate with any application in a production pipeline that supports the FBX format.

System Requirements

Software

Autodesk MotionBuilder 7.5 requires one of the following operating systems:

- Microsoft® Windows® XP Professional
 - Apple® Mac OS® X 10.3 or higher
- Autodesk MotionBuilder 7.5 requires one of the following browsers:
- Microsoft® Internet Explorer, Netscape®, Apple® Safari®, or Mozilla's FireFox®

Hardware

Autodesk MotionBuilder 7.5 hardware requirements:

- Intel® Pentium® 4 or higher, AMD Athlon® processor, Macintosh® G4 or G5
- 256 MB RAM
- CD-ROM Drive (DVD-ROM drive required for additional Clip Art)
- Qualified OpenGL® professional graphics card with a minimum of 32 MB RAM
- 600 MB of hard disk space

For more information about Autodesk MotionBuilder, visit www.autodesk.com/motionbuilder.