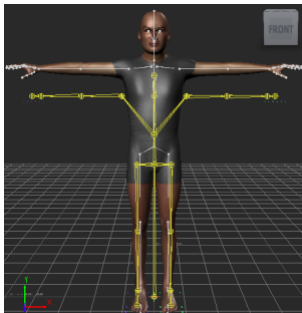# Contents

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What's New in Autodesk MotionBuilder 2015

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This document provides a brief summary of the following new features and enhancements available in Autodesk MotionBuilder 2015:

Capturing Character Performance using the new Kinect Plug-in

MotionBuilder now provides the Kinect 1.0 plug-in. This plug-in enables you to use the Microsoft® Kinect® 1.0 device for Windows to capture a body performance of a single actor within the capture volume. You can use the captured performances to drive your Motion-Builder characters.

NOTE Kinect is currently available only for the Windows operating system.

Sending MotionBuilder Objects to Softimage

The new Send To functionality in MotionBuilder allows you to transfer animations, skeletons, and envelopes to Softimage. This interoperability helps you to easily use animations created in MotionBuilder for CrowdFX in Softimage.

The new options in the **File** > **Send To** menu are:

- **Send as New Scene** — Opens a new scene in Softimage, and sends the selected objects from MotionBuilder.
- **Update Current Scene** — Updates the Softimage scene by sending the current MotionBuilder selection.
- **Add to Current Scene** — Sends the current selection to Softimage.
- **Select Previously Sent Objects** — Selects all the objects that were sent to Softimage by the last use of the Send as New Scene, Update Current Scene, or Add to Current Scene command.
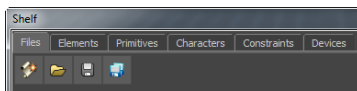
Availability of Previs Moves
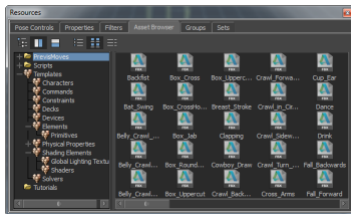
The new **Asset Browser** > **PrevisMoves** folder includes a 100 useful animation files in the FBX format.

Using these animations, you can combine, blend, and layer to block out or pre-visualize your scenes in less time, or use as a starting point for further refinement.

New Shelf Tool to Quickly Access key Asset Browser Objects

MotionBuilder provides the new Shelf tool, which includes all the key functionality that you often use from the Asset Browser. This helps you to access most of the Asset Browser objects from a central location.

New Dynamic Lighting and Shadow Shader
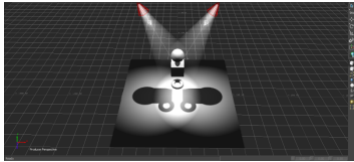
The new **Dynamic Lighting & Shadows** shader provides controls for various properties of the lighting and shadowing process.

Ability to Adjust Character Skeleton After Assigning Markers

MotionBuilder now provides a new manipulator that enables you to adjust the character skeleton after assigning markers. This allows you to further adjust the solving precision of Flexible Mocap at any frame of the animation.

For example, when you rotate the shoulder joint, the arm is translated to a new position. The rotation of the shoulder is aimed at the elbow. The elbow and the hand maintain their current global location (Gcl). The goal is snapped to the new position of the arm, elbow, and the hand. The new manipulator works on other joints as well.

Support for PyOpenGL

MotionBuilder is now integrated with PyOpenGL, which is the most common cross platform Python binding to OpenGL and related APIs.

You can access PyOpenGL from the Python Editor using the standard PyOpenGL commands. For more information, see the *PyOpenGL website*.

Support for FBX SDK version 2015

MotionBuilder now supports the Autodesk® FBX® SDK version 2015.

For more information, refer to the MotionBuilder 2015 SDK Help.

Transforming Objects Slowly

You can now make minute changes to the transformation values of an object by right-clicking and dragging the Global/Local/Layer fields or the transformation handles.

When you transform objects using right-click, the transformation speed decreases approximately to one-tenth of the normal transformation (using left-click) speed.

Setting Keyframes for Camera Properties

The Keyframe (

) icon is now available for the **Use Depth of Field**, **Specific distance**, and the **Focus angle** camera properties.

Click the Keyframe icon to set keyframes or modify the Keyframe attribute for these properties in the FCurve editor.