

## Autodesk MotionBuilder 2012 – Images

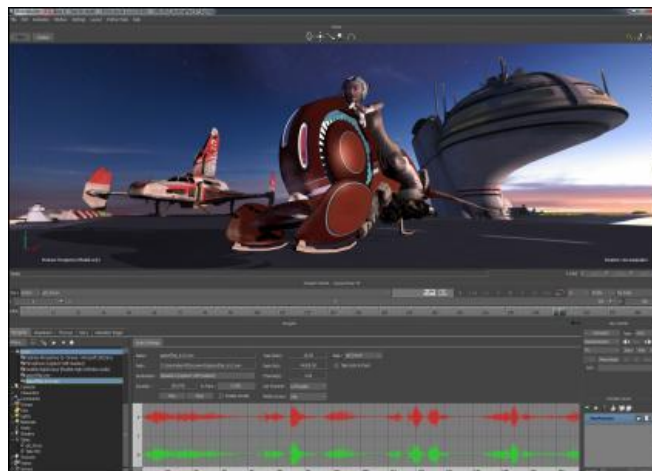
**motionbuilder\_2012\_live\_video\_in\_1920\_1200.png**



### **Live Video In**

Valuable reference video from a motion capture session can now be streamed directly into MotionBuilder and recorded simultaneously with the motion capture data on a per-take basis. Formerly handled as a separate process, this helps directors and their creative teams to better visualize the end results and to troubleshoot errors, reducing the need for downstream changes and rework.

**motionbuilder\_2012\_audio\_per\_take\_1920\_1200.png**



### **Audio Per Take**

Dealing with multiple animation variations that each have associated audio is now easier, with the new ability to handle separate audio files per take. This enables animators to switch between multiple takes and automatically change the audio file to match—previously a time-consuming manual process.

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**motionbuilder\_2012\_humanik\_unification\_1920\_1200.png**



### HumanIK Unification

Working with characters in both MotionBuilder 2012 and Maya 2012 is now easier with a unified interface and solver for HumanIK that offers more consistent workflows and improved interoperability between the products, and updated Character Controls and Characterization tools. In addition, customers who use the Autodesk HumanIK 4.5 or 2012 middleware solution will benefit from enhanced consistency between MotionBuilder and their games engine.

**motionbuilder\_2012\_enhanced\_ui\_scheme\_1920\_1200.png**



### Enhanced UI Scheme

An enhanced, dark-colored UI scheme brings a modern look to MotionBuilder, consumes less screen real-estate, and provides greater consistency with other products in the Autodesk Entertainment Creation Suites, making it easier for artists to switch between applications while working.

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