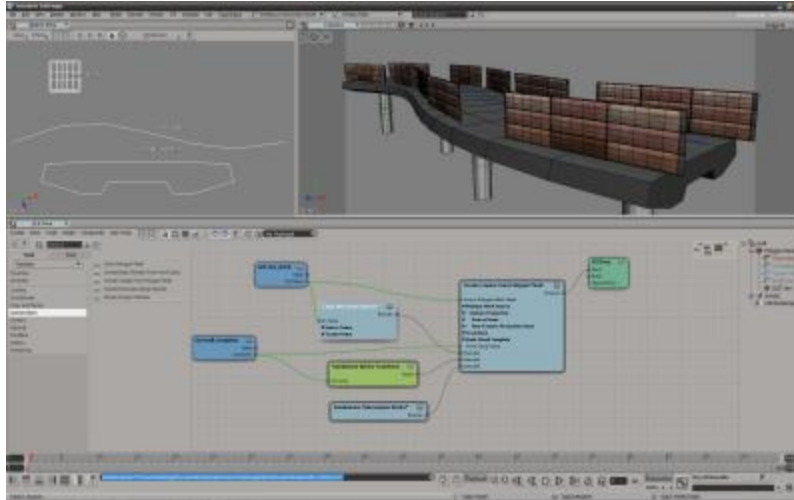


Autodesk Softimage 2012 – Screenshot Captions

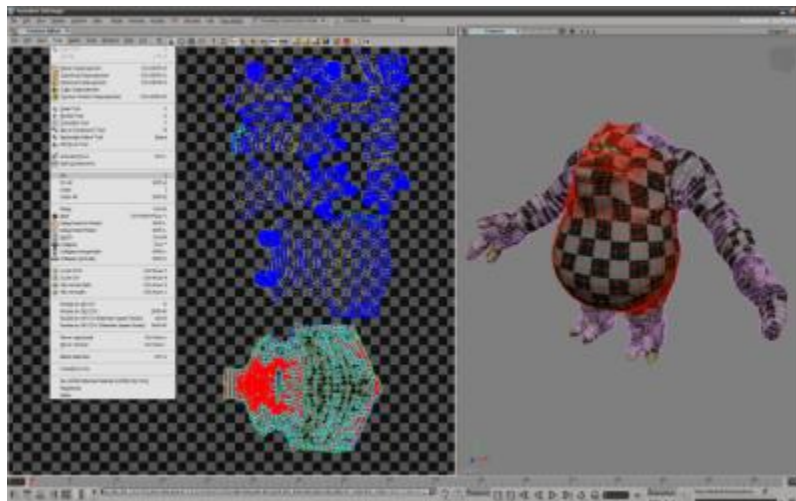
softimage_2012_ice_modeling_1920_1200.png



ICE Modeling

Softimage 2012 introduces a whole new way to model. Leveraging the power and flexibility of ICE, artists can create geometry based on a set of rules, conditions, and parameters. ICE procedural modeling facilitates topology operation creation, particle meshing, custom primitives, and geometry fracturing; its nondestructive nature means that UV attributes and certain other data are preserved during edits, helping eliminate the need for retexturing as changes are made. A single ICE graph can handle interactive edits to huge data sets such as forests and cities—so artists can more easily create and manage the extremely high levels of detail required by today's productions.

softimage_2012_uv_unfolding_1920_1200.png

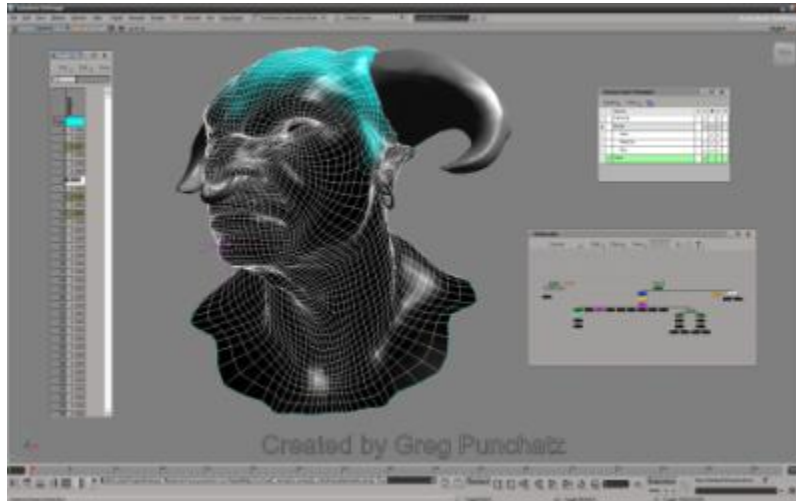


UV Unfolding

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.

Autodesk Softimage 2012 – Screenshot Captions

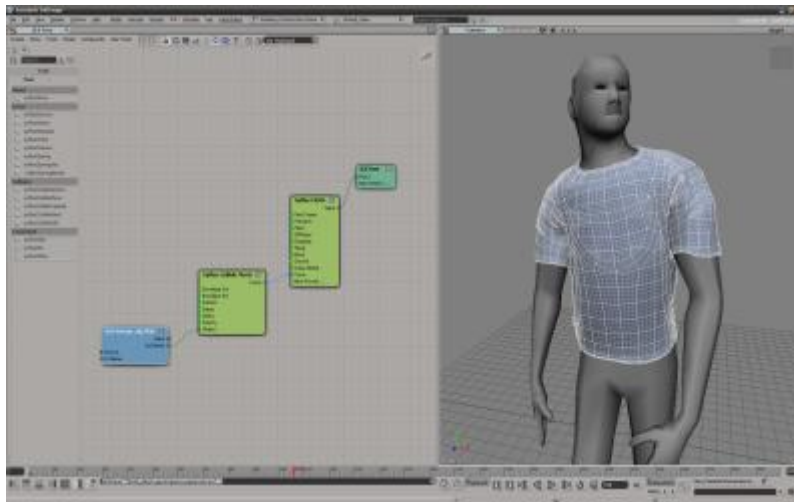
softimage_2012_enhanced_everyday_workflows_1920_1200.png



Enhanced Everyday Workflows

Overall productivity and ease of use are boosted in Softimage 2012, thanks to a wide range of small-scale enhancements to day-to-day workflows throughout the product. Adding up to a noticeably improved user experience, updates and improvements have been implemented across the board: the Explorer, Schematic View, Scene Layer Manager, Render Tree, Bone Primitive, Reference Models, and the Weight Editor have all received attention.

softimage_2012_syflex_on_ice_1920_1200.png



Syflex on ICE

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

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