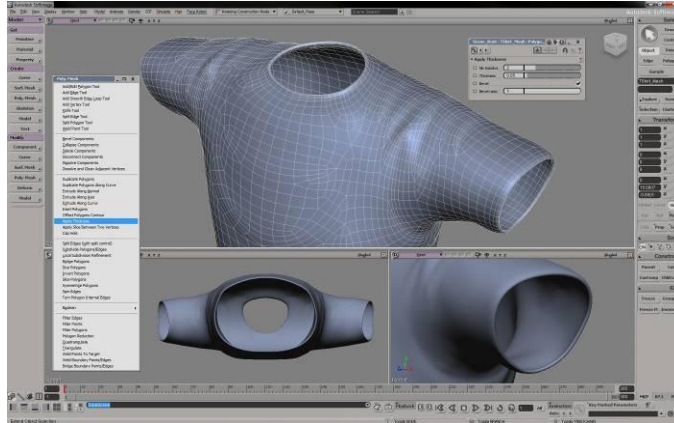


Autodesk Softimage Subscription Advantage Pack 2012 – Screenshot Captions

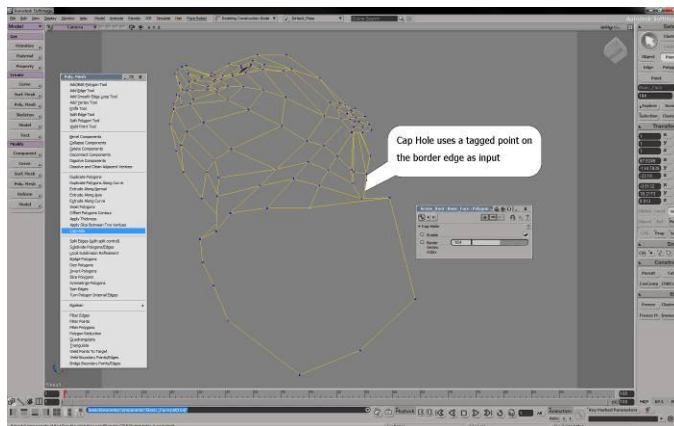
softimage_2012_sap_thickness_1920_1200.jpg



New Modeling Tools

Autodesk Softimage extends its renowned polygon modeling toolset with a number of new inclusions in the main modeling menu. There are additions covering thickness (pictured above), hole-capping, edge cutting as well as new extrusion options all built on the ICE Modeling framework introduced in Softimage 2012.

softimage_2012_sap_cap_hole_1920_1200.jpg

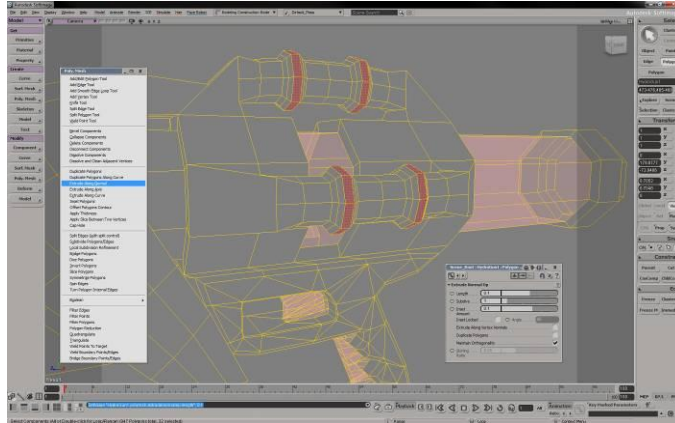


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Autodesk Softimage Subscription Advantage Pack 2012 – Screenshot Captions

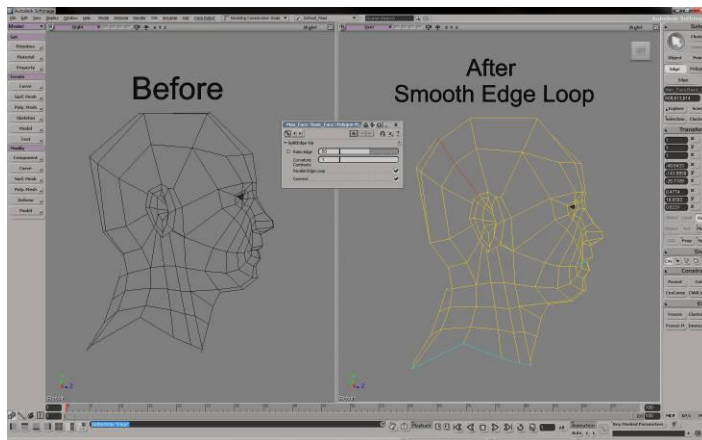
softimage2012_sap_extrude_along_normal_1920_1200.jpg



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softimage_2012_sap_add_smooth_edge_loop_tool_1920_1200.jpg

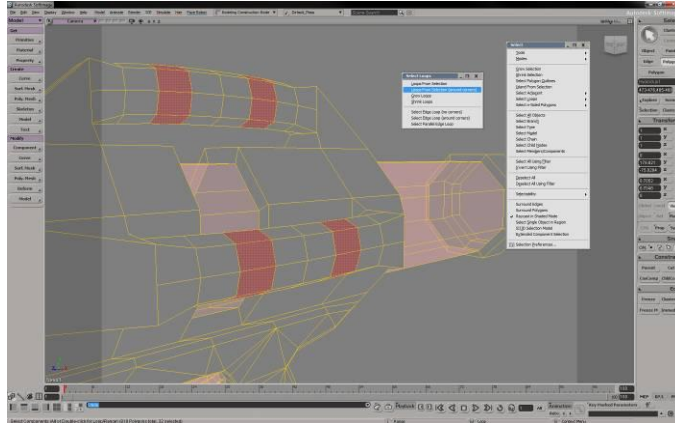


New Modeling Tools

Autodesk Softimage extends its renowned polygon modeling toolset with a major new addition to the interactive toolset. Built on the new Softimage 2012 Tool SDK, comes the intuitive Add Smooth Edge Loop Tool. It maintains the contoured shape of the object when adding edge loops, meaning no extra work is required to make the mesh smooth or to keep the object's continuity.

Autodesk Softimage Subscription Advantage Pack 2012 – Screenshot Captions

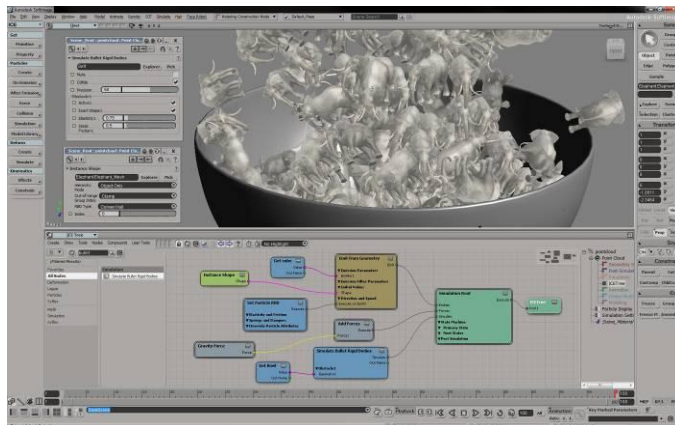
softimage_2012_sap_selection_tools_1920_1200.jpg



New Selection Tools

Creating and defining different component selections is a lot easier, and a whole lot faster with a wide range of new selection tools and workflows in Autodesk Softimage Subscription Advantage Pack. For example “Quick Loop” simply requires the user to double click on an edge, point or polygon to define a loop, and shift+double-click to define a range. This new loop/range option reduces the number of clicks for a very common and repetitive workflow. Other practical selection options include: Polygon Selection to Outline, Select Border and Loops from Selection.

softimage 2012 sap bullet physics 1920 1200.jpg

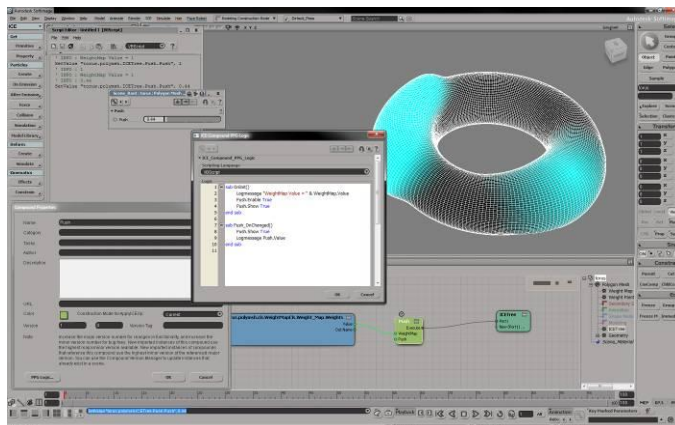


Bullet Physics

The popular open source Bullet physics engine has been integrated into ICE, enhancing the obstacle collision detection options—a key part of any ICE rigid body simulation. The new Actual Shape Collision option enables particle-based rigid body dynamics to calculate fast collisions with complex non-convex meshes, and collide with deforming meshes for more accurate simulations.

Autodesk Softimage Subscription Advantage Pack 2012 – Screenshot Captions

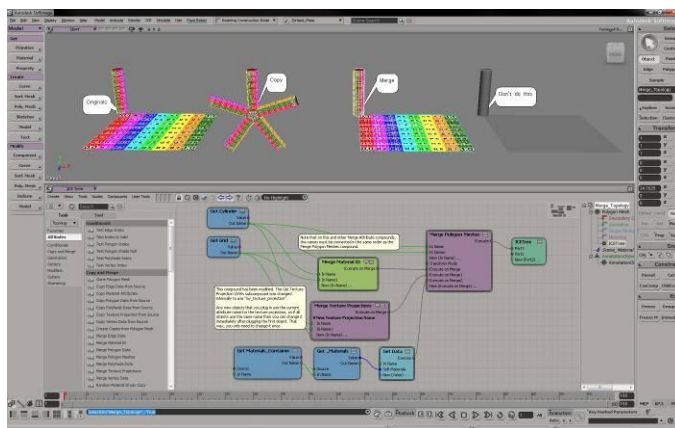
softimage_2012_sap_ice_ppg_logic_1920_1200.jpg



Ice Enhancements

With Autodesk Softimage, Technical Directors can now attach and run script code inside ICE Compound Property Pages (PPG). Using VBScript, Python or Jscript - callbacks, commands and queries, such as “if conditions” can be run to modify the ICE Tree’s content or change any scene item or value: This allows users to customize their productions and pipelines more simply and with more control than ever before

softimage_2012_sap_sample_scenes_1920_1200.jpg

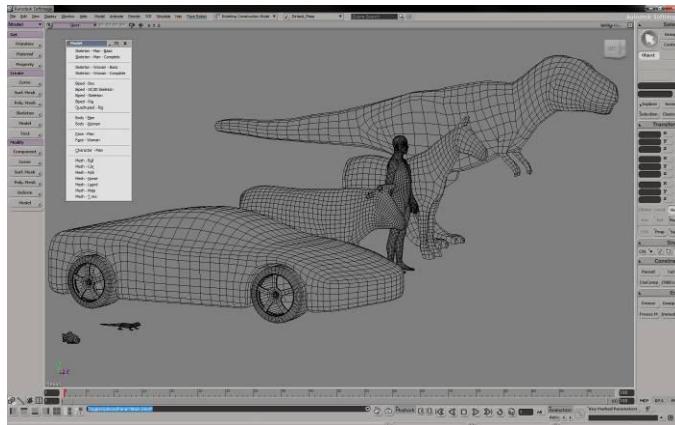


Sample Scenes

Autodesk Softimage ships with a number of new sample scenes to help users better deconstruct ICE modeling techniques.

Autodesk Softimage Subscription Advantage Pack 2012 – Screenshot Captions

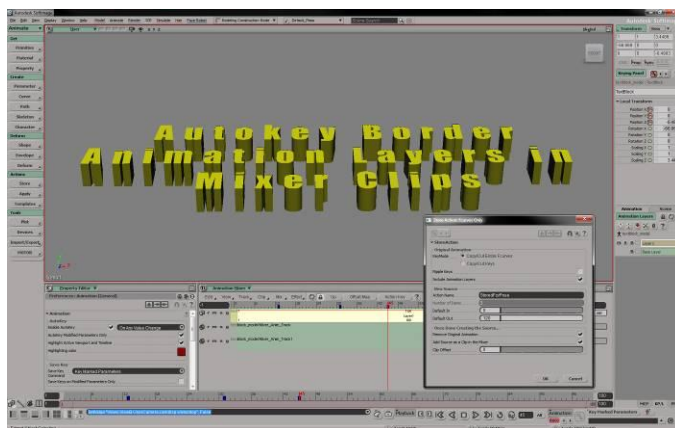
softimage_2012_sap_sample_meshes_1920_1200.jpg



Sample Meshes

Autodesk Softimage ships with a number of new mesh models. With pre-existing UVs, these sample meshes include a human male, a car, a T.rex, a Bull, a fish, a lizard and a horse - giving users a quick starting point for creating common characters.

softimage_2012_sap_autokeyborder_layerclips_1920_1200.jpg

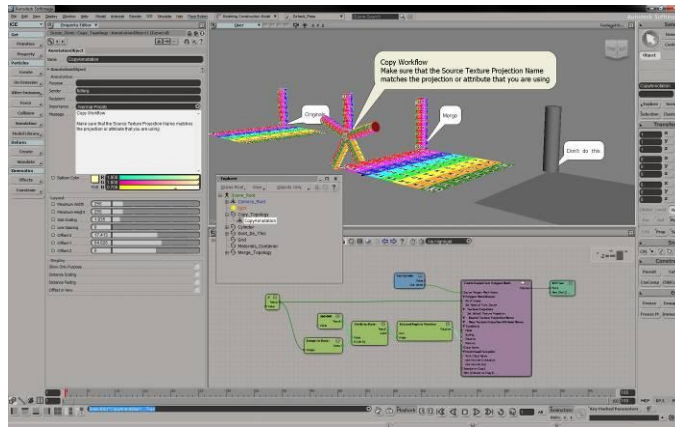


Animation Improvements

A few additions have been made to enhance the animation toolset in Autodesk Softimage. There is a new option to add non-normalized weights when painting, a new Autokey Border preference to make it more visible in the viewport when Autokey is turned on; also an extension to include Animation Layers when creating clips, removing the need to bake the layers first.

Autodesk Softimage Subscription Advantage Pack 2012 – Screenshot Captions

softimage_2012_sap_annotation_object_1920_1200.jpg



Scene Management Updates

In Autodesk Softimage, multiple users working on the same project or scenes can now choose to add easily identifiable information to their scene. Annotation objects (Speech Bubble) is an easy way to pass important information onto others. There is also now SDK access to Get and Set the viewport Memo cams, enabling greater camera control during any part of the production pipeline.

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