

Autodesk® MotionBuilder® 2017

Features and benefits

Overview

Autodesk® MotionBuilder® 2017 software delivers new enhancements, based on top user requests, that help improve daily work for artists, developers, directors, and cinematographers. These enhancements also help studios more efficiently manipulate and refine motion-capture, as well as other animation data, used in game development, visualization, pre-visualization, virtual cinematography, and feature film production.

Top features and benefits

Animation Cycle Creation Toolkit V.1

Animation cycle creation toolkit v.1 allows users to analyze the animation curves to help identify the best possible frame numbers for the animation cycle, as well as an automated process for helping creating the animation cycle.

Story Tool Enhancement

A number of powerful usability enhancements for the Story tool help improve workflow efficiency. New Clip Grouping helps provides maximum flexibility in manipulating multiple clips together within the Story tool. Clip Ghost enhancement includes an ability to easily adjust the pivot of the animation clips in order to place them effectively in the world space or to control whether the ghosts are displayed for the clips in the track or just the adjacent clips. Additionally, users can select which character to import into the clip when the FBX file contains multiple characters to help provide the maximum efficiency in managing the growing number of product assets.

HumanIK 2016

MotionBuilder 2017 includes the new Autodesk® HumanIK® 2016 software solver to help provide users with maximum stability and flexibility. HumanIK 2016 addresses multiple stability issues associated with previous versions. Additionally, HumanIK 2016 offers an ability to have multiple roll-bones for the character, which can be placed freely within the character hierarchy.

New Spline IK

Easily control and animate chains of skeletons with the new Spline IK constraint.

Multiple Viewer Support

Multiple viewer support helps provide the ability to un-dock the Viewer from the main window to place it freely within the layout. Additionally, users can create multiple Viewer windows to create a customized working environment.

MotionBuilder 2016

Other key features and benefits

FCurve Enhancement

MotionBuilder 2017 provides a number of useful improvements for the FCurve, including Fall-Off control of the keys to effectively edit the dense keyframe data from the motion capture.

Character Extension Improvement

Key improvements for the Character Extension include mirroring and retargeting of the Character Extension, enabling Character Extension to truly function as an extension of the Character.

Retargeting Improvement

Retargeting animation between two different characters including Motion Reduction feature enables more control over how animation is transferred from one character to the other.

UI/UX Improvement

MotionBuilder 2017 offers various UI/UX improvements including search function improvement in the Schematic View, as well as search function integration within the Navigator, providing the ability to more easily manage complex scenes.