

# Autodesk Entertainment Creation Suite 2016

## Questions and answers

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## 1. General product information

### 1.1 When will the Entertainment Creation Suite 2016 software be available?

This software is expected to ship simultaneously on all supported platforms on or after April 16, 2015. Downloads for Autodesk® Subscription customers are expected to be available on or after April 16, 2015.

### 1.2 What will be the contents in Entertainment Creation Suites 2016, Maya 2016, 3ds Max 2016, MotionBuilder 2016, and Mudbox 2016 (English) boxed software kits?

The Autodesk® Maya® Entertainment Creation Suite Standard 2016 boxed software kit will contain one (1) USB with the following components:

- The Autodesk® Maya® 2016 software for all supported platforms (Windows® / Linux® / Mac OS® X 64-bit operating systems)
- The Autodesk® MotionBuilder® 2016 software for all supported platforms (Windows / Linux 64-bit operating systems)
- The Autodesk® Mudbox® 2016 software for all supported platforms (Windows / Linux / Mac OS X 64-bit operating systems)

The Autodesk® 3ds Max® Entertainment Creation Suite Standard 2016 boxed software kit will contain one (1) USB with the following components:

- The Autodesk® 3ds Max® 2016 software for the following supported platform: Windows 64-bit operating system
- The MotionBuilder 2016 software for the following supported platform: Windows 64-bit operating system
- The Mudbox 2016 software for the following supported platform: Windows 64-bit operating system
- Autodesk® Backburner™ functionality

The Autodesk® Entertainment Creation Suite Ultimate 2016 boxed software kit will contain one (1) USB with the following components:

- The Maya 2016 software for the following supported platform: Windows 64-bit operating system
- The 3ds Max 2016 software for the following supported platform: Windows 64-bit operating system
- The Autodesk® Softimage® 2015 software for the following supported platform: Windows 64-bit operating system
- The MotionBuilder 2016 software for the following supported platform: Windows 64-bit operating system
- The Mudbox 2016 software for the following supported platform: Windows 64-bit operating system
- Autodesk Backburner functionality

**Note:** Maya, MotionBuilder, and Mudbox software for other platforms such as Mac OS X and Linux can be downloaded via [accounts.autodesk.com](http://accounts.autodesk.com)

The Autodesk Maya 2016 boxed software kit will contain one (1) DVD with the following component:

- The Maya software for all supported platforms (Windows / Linux / Mac OS X 64-bit operating systems)

The Autodesk 3ds Max 2016 boxed software kit will contain one (1) DVD with the following components:

- The 3ds Max software for the following supported platform: Windows 64-bit operating system
- Autodesk Backburner functionality

The Autodesk MotionBuilder 2016 boxed software kit will contain one (1) DVD with the following component:

- The MotionBuilder software for all supported platforms (Windows / Linux 64-bit operating systems)

The Autodesk Mudbox 2016 boxed software kit will contain one (1) DVD with the following component:

- The Mudbox software for all supported platforms (Windows / Linux / Mac OS X 64-bit operating systems)

**1.3 What will be the price for the Entertainment Creation Suite 2016 software (Standalone license)?**

- Entertainment Creation Suite Ultimate 2016: US \$6,825.00 SRP\*
- Maya Entertainment Creation Suite Standard 2016: US \$5,775.00 SRP\*
- 3ds Max Entertainment Creation Suite Standard 2016: US \$5,775.00 SRP\*

\* International pricing may vary.

**1.4 Can I upgrade to Maya 2016 if I own a perpetual license to a previous version?**

Autodesk no longer offers the option to purchase an upgrade version of the latest software release if you own a perpetual license to a previous version. New versions will be available through purchase of a new perpetual license for the current version or as a Maintenance Subscription or Desktop Subscription benefit.

**1.5 Will Maya 2016, 3ds Max 2016, MotionBuilder 2016 or Mudbox 2016 customers be able to cross-grade to Entertainment Creation Suites Standard 2016 or the Entertainment Creation Suite Ultimate 2016?**

Customers with a license of Maya 2016, 3ds Max 2016, or MotionBuilder 2016 will be able to purchase a cross-grade license to any of the Entertainment Creation Suites 2016. Mudbox 2016 customers will not be able to purchase a cross-grade license to any of Entertainment Creation Suites 2016. Please consult your local reseller or Autodesk sales representative for details.

**2. Technology****2.1 What version of mental ray Standalone software will be compatible with Entertainment Creation Suites 2016, Maya 2016, and 3ds Max 2016?**

Only mental ray® Standalone 2016 will be compatible.

**2.2 Will there be a 32-bit executable available for Entertainment Creation Suites 2016, Maya 2016, 3ds Max 2016, MotionBuilder 2016, and Mudbox 2016?**

No. To help provide a better user experience, there will only be a 64-bit executable for these releases.

**2.3 Will Entertainment Creation Suites 2016, Maya 2016, 3ds Max 2016, MotionBuilder 2016, and Mudbox 2016 support the Microsoft Windows Vista operating system?**

No. Our research and customer engagement on this topic have shown that an overwhelming majority of our installed base has already moved off of this operating system. Customers looking to upgrade their hardware and operating system have indicated that the Microsoft® Windows Vista® operating system is not a viable option given the availability of Microsoft® Windows® 7 and Windows® 8.1 operating systems.

**3. Installation, configuration, and licensing****3.1 Can I choose to install the mental ray Batch for Maya components on a different workstation?**

Yes. Customers will be able to install the mental ray Batch nodes for Maya on any supported Maya configuration and operating system or for Softimage on any supported Softimage configuration and operating system.

**Note:** mental ray Batch will only be available with a Network license.

**3.2 Will Entertainment Creation Suites 2016, Maya 2016, MotionBuilder 2016, or Mudbox 2016 Network licenses be able to float across any of their supported platforms?**

Yes, Network licenses will be able to float across each of their supported platforms.

## 4. Compatibility and interoperability

### 4.1 Will Maya 2016, 3ds Max 2016, MotionBuilder 2016, and Mudbox 2016 support file data from previous versions of Maya, 3ds Max, MotionBuilder, and Mudbox?

- Maya 2016 is expected to be able to access .ma and .mb data from Maya 2012 through Maya 2015. However, if a scene has been saved with plug-ins using a prior version of Maya, it may not load properly if the plug-ins have not been installed for Maya 2016
- 3ds Max 2016 is expected to be able to access .max data from 3ds Max 2012 through 3ds Max 2015. However, if a scene has been saved with plug-ins using a prior version of 3ds Max, it may not load properly if the plug-ins have not been installed for 3ds Max 2016
- MotionBuilder 2016 is expected to be able to access .fbx data from MotionBuilder 2012 through MotionBuilder 2015. However, if a scene has been saved with plug-ins using a prior version of MotionBuilder, it may not load properly if the plug-ins have not been installed for MotionBuilder 2016
- Mudbox 2016 is expected to be able to access .mud data from Mudbox 2012 through Mudbox 2015. However, if a scene has been saved with plug-ins using a prior version of Mudbox, it may not load properly if the plug-ins have not been installed for Mudbox 2016

## 5. Consulting, training, and support

### 5.1 What will be my options for training?

There will be a number of helpful training resources available for download on our product learning paths, available for:

- Maya 2016: <http://www.autodesk.com/maya-learningpath>
- 3ds Max 2016: <http://www.autodesk.com/3dsmax-learningpath>
- MotionBuilder 2016: <http://www.autodesk.com/motionbuilder-learningpath>
- Mudbox 2016: <http://www.autodesk.com/mudbox-learningpath>

### 5.2 How will Entertainment Creation Suites 2016, Maya 2016, 3ds Max 2016, MotionBuilder 2016, or Mudbox 2016 technical support be provided?

All license purchases will receive 90 days complimentary Up & Ready Support from the date of registration, which will cover installation and licensing issues only.

**Note:** Support in languages other than English may be provided where available but is not guaranteed.

## 6. Subscription

### 6.1 Where can I go to learn more about the Subscription offerings for the Media & Entertainment 3D products?

Please visit [www.autodesk.com/subscription](http://www.autodesk.com/subscription).

# Entertainment Creation Suites 2016

## 1. General product information

### 1.1 What are Entertainment Creation Suites and which Autodesk solutions are included in them?

Entertainment Creation Suites provide an affordable end-to-end creation solution, packed with tools used by leading artists working in visual effects, 3D game development, and other 3D animation production. The Standard edition offers a choice of either Maya or 3ds Max 3D modeling and 3D animation software, together with Mudbox digital sculpting and painting software and MotionBuilder real-time character animation software. With the Ultimate edition, you get everything in the Standard edition together with both Maya AND 3ds Max, and Softimage 2015 visual effects and 3D game development software. Integrated through single-step interoperability workflows and common look and feel elements, Suites help increase productivity and provide enhanced creative opportunities.

### 1.2 Do all products within Entertainment Creation Suites 2016 (Standard and Ultimate) need to be used on the same workstation?

Yes. In the case of a Network license, while a user on the network can access one of the products of the Suite, as soon as s/he does so, all products will be checked out to that workstation until the user exits the software. There is only one license for all products in the Suite and the products cannot be run on different workstations concurrently.

## Maya 2016

### 1. General product information

#### 1.1 What is Maya 2016?

Maya 2016 delivers new features, performance improvements, and artist-friendly tools that greatly enhance the entire Maya experience. In addition to an all-new look and feel that includes reorganized menus that better match artist workflows, Maya is now leveraging more resources (cores) in the computer to accelerate animation performance, increasing the speed of both playback and manipulation of character rigs. A new native sculpting toolset brings improved brush based modeling tools to Maya, allowing modelers to quickly modify forms and shapes. Additionally, artists can achieve even more realistic VFX results using Bifrost with the addition of foam, surface tension, viscosity, and adaptive aerodynamics.

#### 1.2 In what languages will Maya 2016 be available?

Maya 2016 will be available in English, Japanese, and Simplified Chinese.

#### 1.3 I can't find the Maya Composite, Autodesk MatchMover, and Autodesk Backburner functionality in the Maya 2016 (English) boxed software kit. How do I access this functionality?

The Maya® Composite, Autodesk® MatchMover, and Autodesk Backburner functionality can be downloaded from the [Autodesk® Exchange application store](#).

**Note:** Applications on the Autodesk Exchange application store may be subject to the Autodesk Exchange Apps End User License Agreement.

#### 1.4 I don't see the mental ray plugin, is it still included?

The mental ray plugin is still available, but no longer included as part of the Maya installer. It is now a separate installer on the DVD/USB, and available via download. This applies to both Maya 2016 and Entertainment Creation Suites that include Maya 2016.

## 3ds Max 2016

### 1. General product information

#### 1.1 What is 3ds Max 2016?

Autodesk® 3ds Max® 2016 software offers new features for customization, better collaboration and ease of use. Users can extend 3ds Max with Max Creation Graph, a new node-based programming system. Non-destructive animation workflows in XRef make collaboration throughout the production pipeline easier. With new OpenSubdiv support and Dual Quaternion Skinning artists can model with greater efficiency, and the new Camera Sequencer offers more directorial control over the presentation of their story. Creating photorealistic images is made easier with Autodesk

A360 rendering support and a new Physical Camera. A new Design Workspace helps users discover the main features more easily, and a new template system helps get projects started quickly.

### 1.2 In what languages will 3ds Max 2016 be available?

3ds Max 2016 will be available in English, Korean, Japanese, German, French, Simplified Chinese, as well as **Brazilian Portuguese**.

### 1.3 I can't find the Autodesk Composite or Autodesk MatchMover functionality in the 3ds Max 2016 (English) boxed software kit. How do I access this functionality?

The Autodesk Composite and Autodesk MatchMover functionality can be downloaded from [Autodesk Exchange application store](#).

**Note:** Applications on the Autodesk Exchange application store may be subject to the Autodesk Exchange Apps End User License Agreement

### 1.4 If I am a 3ds Max Design Subscriber do any of the benefits or details of my product change?

The only change you will see is being asked to select the "design" default set up when running 3ds Max 2016 for the first time. Everything else is exactly the same as with any other release. You will be fulfilled 3ds Max 2016 when it is available and all of the features from 3ds Max Design are in this release along with all the new features. You will also receive all the updates and extensions as you normally would, so as a Subscription customer you're ensured to always have the latest and greatest version and features.

## MotionBuilder 2016

### 1. General product information

#### 1.1 What is MotionBuilder 2016?

MotionBuilder 2016 delivers new enhancements, based on top user requests, which help improve daily work for artists, developers, directors, and cinematographers. Enhancements to the Story Tool, FCurve, and other features 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.

#### 1.2 In what languages will MotionBuilder 2016 be available?

MotionBuilder 2016 will be available in English, and documentation will also be available in Japanese.

## Mudbox 2016

### 1. General product information

#### 1.1 What is Mudbox 2016?

Mudbox 2016 introduces a series of new sculpting tools, including new Volume and Surface Falloff options, the Relax Brush for smoothing surfaces while trying to preserve the shape of a mesh, and a Twist feature in the Grab Brush for creating swirl-like effects on a mesh.

The Suggested Retail Price (SRP) shown is Autodesk's suggested retail price for the specified product and services in the United States. The SRP does not include any allowance or provision for installation or taxes. The SRP is displayed for reference purposes only, as the actual retail price is determined by your reseller. Other terms and conditions may apply.

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