

Autodesk® Education Suite for Entertainment Creation

The Autodesk Education Suite for Entertainment Creation provides aspiring games, film, and visual effects artists with access to industry tools used by professionals around the world.

Help inspire students to pursue careers in games, film, television, and visual effects with the Autodesk Education Suite for Entertainment Creation, a comprehensive technology suite that provides powerful computer graphics tools and access to a variety of online curriculum and self-paced resources.



The Kinematograph, image courtesy of Platige Image

Future game developers and aspiring film, television, and visual effects artists depend on your ability to provide them with top-notch industry expertise, solid skill sets, and fluency with industry-leading tools. The new Autodesk Education Suite for Entertainment Creation provides support in these areas and more. Autodesk® Maya®, Autodesk 3ds Max®, Autodesk® Softimage®, Autodesk® MotionBuilder®, and Autodesk® Mudbox™ software are the top choices by games, film, and visual effects professionals who rely on these tools to create award-winning and engaging projects. In addition to an innovative software toolset, Autodesk offers access to a variety of online, self-paced curriculum and learning resources.

Key Benefits

- **Comprehensive creative toolsets**—The Autodesk Education Suite for Entertainment Creation offers a wide range of artist-driven tools designed to handle tough production challenges.
- **Value advantage and purchase flexibility**—The Autodesk Education Suite for Entertainment Creation provides schools and students with access to a powerful range of creative toolsets at a significant cost savings, compared with purchasing a license of each product individually.
- **Real-time performance with Autodesk MotionBuilder**—The addition of MotionBuilder to a Maya, 3ds Max, or Softimage curriculum provides students with a powerful yet user-friendly interface for helping create, control, and change animation dynamics, character behavior, story structure, cameras, lighting, and other crucial aspects of film and games production.
- **Digital sculpting and texture painting with Autodesk Mudbox**—Designed by professional artists in the film, games, and design industries, Mudbox software gives 3D modelers and texture artists the freedom to create without worrying about technical details.
- **Online community support**—Offers students and educators free* learning and curriculum materials, software for personal use, and discussion forums—all accessible through the Autodesk Education Community at www.autodesk.com/edcommunity with additional interaction with industry leaders at the AREA (www.autodesk.com/area).

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Autodesk®

The Autodesk Education Suite for Entertainment Creation includes the following 2D and 3D design software products:

- Autodesk® 3ds Max® 2010
- Autodesk® Maya® 2010
- Autodesk® Softimage® 2010
- Autodesk® MotionBuilder® 2010
- Autodesk® Mudbox™ 2010
- Autodesk® SketchBook® Pro 2010

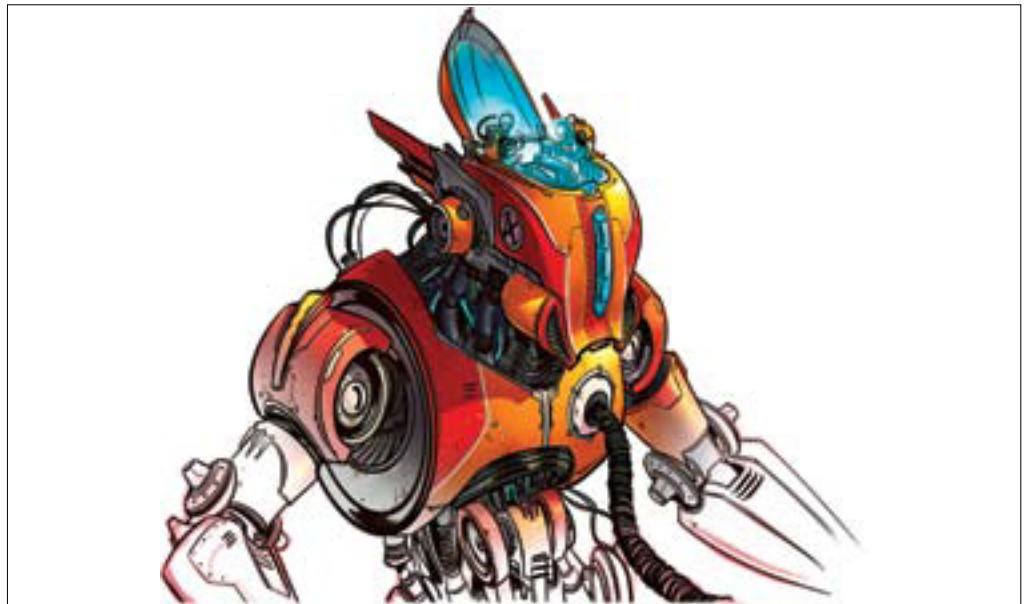
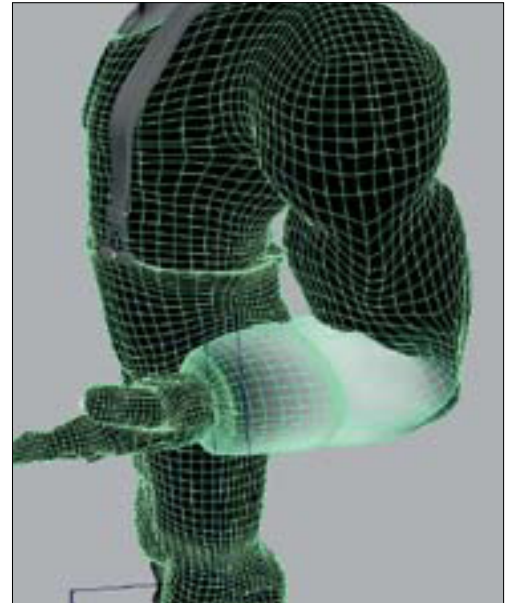
Autodesk Learning Resources for Educators

The demand for complex and high-quality 3D modeling, animation, and rendering is growing rapidly, and students using the Autodesk toolset can make a smooth transition into the workplace. The Industry Careers Framework curriculum, available online through the Autodesk Education Community and AREA community sites, approaches learning 3D through the core subjects taught in traditional creative studies, including modules on animation and interactive 3D space. The framework is designed to be constantly evolving and is being created by leading industry professionals and influential academics in the global arts and animation community. The framework—which can be customized to meet the unique and individual pedagogical needs of entertainment and games faculties—aims to connect creativity, technical expertise, and productivity to a workflow that helps students explore the fields of film, games, and visual communications.

Learn More or Purchase

Academic institutions can purchase in a variety of configurations with flexible licensing terms designed to meet the needs of the smallest classroom to the largest multisite university system. Autodesk offers institutions and schools affordable pricing on Autodesk software, curricula, and training, including significant discounts for volume purchases. Autodesk Education Suites are generally available in both one-year term and perpetual license forms.[†] Autodesk Education Suites can be installed using either stand-alone or network licensing.

To purchase the Autodesk Education Suite for Entertainment Creation, contact an account manager at sales@visucate.com.



Autodesk Subscription

Education suites are offered with the option of purchasing Autodesk® Subscription to gain access to web-based technical support, updates, product extensions, other software entitlements, and additional training and learning content. Visit www.autodesk.com/subscription to learn more.

* Free products are subject to the terms and conditions of the end-user license agreement that accompanies download of the software. The software is for personal use for education purposes and is not intended for classroom or lab use.

[†] Some suites may not be offered in both term and perpetual licenses in certain regions.

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