Autodesk Entertainment Creation Suites 2013 Release Notes

This document describes new features, known limitations, issues, and fixes in Autodesk Entertainment Creation Suites 2013. It is strongly recommended that you read this document before you install this release. For reference, save these release notes to your hard drive or print a copy.

These release notes address all 2013 versions of the Autodesk Entertainment Creation Suites, including the Standard, Premium, Ultimate, and educational versions. Some information in this document may show products not included with your suite.

Autodesk Entertainment Creation Suites 2013 *Included products*			
Standard	**Premium**	**Ultimate**	**Education**
3ds Max or Maya or Softimage	3ds Max or Maya	Maya	Maya
		3ds Max	3ds Max
	Softimage	Softimage	Softimage
MotionBuilder	MotionBuilder	MotionBuilder	MotionBuilder
Mudbox	Mudbox	Mudbox	Mudbox
Sketchbook Designer	Sketchbook Designer	Sketchbook Designer	Sketchbook Designer

Contents

Click the following links to view the Release Notes for each product:
- [Maya 2013 Release Notes](#)
- [3ds Max 2013 Release Notes](#)
- [Softimage 2013 Release Notes](#)
- [MotionBuilder 2013 Release Notes](#)
- [Mudbox 2013 Release Notes](#)

Additional Resources

For complete instructions about uninstalling and installing Autodesk Entertainment Creation Suites 2013, see: www.autodesk.com/me-install-2013-enu

For licensing information, see: www.autodesk.com/me-licensing-2013-enu

For system requirements, see: www.autodesk.com/systemrequirements-suites-2013

For a network administration guide, see: www.autodesk.com/me-administrator-2013-enu

For further resources, see: http://www.autodesk.com/entertainmentcreationsuites-documentation

What's New

The following section describes the new features and enhancements in the Autodesk® Entertainment Creation Suites 2013.

Maya to 3ds Max Interoperability Workflows

Iterative workflows between Maya and 3ds Max can now be handled by clicking new items found in the application main menus.

CAT to HIK / HIK to Existing CAT

Using "File > Send to…" or FBX export, you can convert CAT bipedal characters into an HIK definition compatible with Maya and MotionBuilder. Animation is converted into an FK representation on the HumanIK defined skeleton.

Remote Live Character Stream

You can now drive your HumanIK defined character (skeleton or custom rig) in Maya with a remote source such as motion capture data coming from MotionBuilder.

Unified Character Context

This feature addresses HumanIK usability issues by consolidating all HumanIK tools into a single dynamic context and removes user complexity by simplifying and automating basic workflows.

Custom Rig Mapping

The new Custom Rig mapping tool lets you create a custom rig mapping definition and retarget animation using a UI similar to the Character Controls.

Align Control Rig

This improvement visually merges the IK and FK solutions together, showing only the final solving of the character's skeleton.

Editable Character UI

You can now customize the Character Controls UI (Full Body, Hands and Feet views), as well as the Custom Rig UI view by modifying an external XML file.

Consistent F-Curve Editor

Animation editors in Autodesk Entertainment Creation Suites packages are now more consistent with the way in which function curves (F-Curves) are manipulated by the user.

Retime Tool

This feature lets you adjust the timing of your animation quickly using new retime markers directly in the Graph Editor.

Suite Interaction Mode

Interaction mode provides a set of hotkey/keyboard shortcuts that are consistent across all products within the Suite.

Suite Specific Functionality

Some features are now exclusive to suites. These features require that you have a suite installation and a suite license to use them. (That is, the feature is not available in a stand-alone product, such as MotionBuilder, only the version of MotionBuilder that comes included with a suite.)

Documentation Legend

The following symbols appear in some of the Entertainment Creation Suites product documentation to indicate new and updated information, as well as conditions in which some of the features appear.
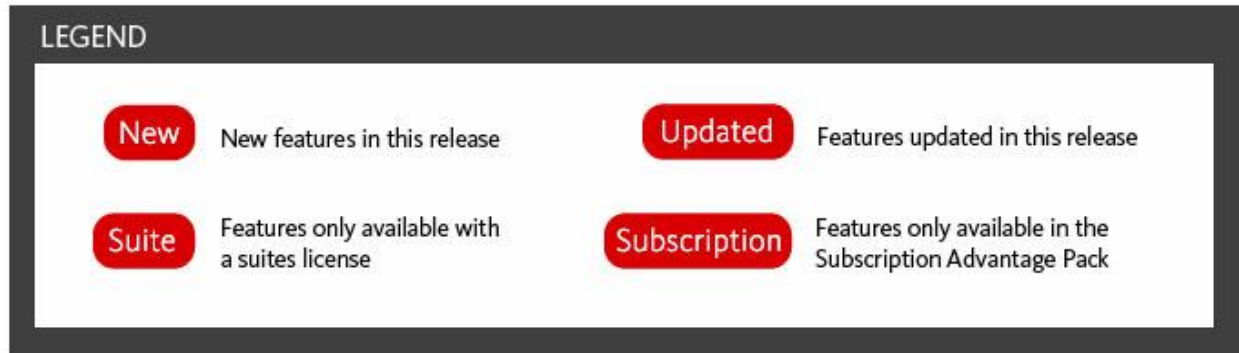
New

The New symbol introduces a feature that is in the product for the first time.

Updated

The Updated symbol indicates a noteworthy change in an existing feature.

Suite

The Suite symbol appears next to features that only appear or function with an Entertainment Creation Suite license. You must license for the suite to use these features.

Subscription

The Subscription symbol appears next to features that appear only if you have the Entertainment Creation Suite Subscription Advantage Pack (SAP). To learn more about the Subscription Advantage Packs, visit: Autodesk M&E Subscription Advantage Packs.

Maya to 3ds Max Interoperability Workflows

Iterative workflows between Maya and 3ds Max can now be handled with new items found in the application main menus. In Maya, a Send to 3ds Max menu item that expands to let you do the following:
- Send as New [3ds Max] Scene
- Update Current [3ds Max] Scene
- Add to Current [3ds Max] Scene.

In 3ds Max, similar options exist for sending data to and updating Maya. These workflows are facilitated by FBX technology, and allows for the exchange of 3D data (meshes, UVs, Animation, etc.)

CAT to HIK / HIK to Existing CAT

Now, you can convert a 3ds Max CAT Biped character into a Maya (or MotionBuilder,) compatible HumanIK character. This compatibility allows you to transfer your character structure/definition and animation from 3ds Max to an FK representation on a HumanIK skeleton in Maya (or MotionBuilder).

Any changes or new animation that you create in Maya (or MotionBuilder) can be updated back to your original CAT character in 3ds Max. You can then continue to animate in the context of your 3ds Max scene.

Note: You must have matching versions of Maya 2013 (or MotionBuilder 2013), 3ds Max 2013, and FBX 2013 installed to use this workflow.

For information, see **Convert CAT to HumanIK** in the:

Maya 2013 Documentation
MotionBuilder 2013 Documentation
3ds Max 2013 Documentation

Remote Live Character Stream

You can now drive your HumanIK define character (skeleton or custom rig) in Maya with a remote source such as motion capture data coming from MotionBuilder. Using the **Live Connection** window**,** the live remote source can drive your character's skeleton in Maya directly.

The new **Custom Rig** mapping and **Live Connection** window, lets you define your custom rig in Maya and use this mapping to stream motion capture data onto your custom Maya rig directly.

Note: You must have matching versions of Maya 2013, MotionBuilder 2013, and FBX 2013 installed to use this workflow.

For information, see **Live Character Streaming** in the:

Maya 2013 Documentation
MotionBuilder 2013 Documentation

Unified Character Context

The previously independent **Skeleton Generator**, **Characterization Tool**, and **Character Controls** have been paired with the new **Custom Rig** tool in a single interface. The resulting UI streamlines your character setup workflows with the addition of a new **Start Here** pane, and a unified menu button:

.

Separate windows have been replaced by the **Skeleton**, **Definition**, **Controls**, and **Custom Rig** tabs in the updated **Character Controls** window (**Skeleton > HumanIK**). Each UI and its unique toolbar change dynamically based upon user input entered in the **Start Here** pane, **Character Controls** menu button, or **Source** menu.

For information, see **Character Controls** in the:

Maya 2013 Documentation
MotionBuilder 2013 Documentation

Custom Rig Mapping

The new **Custom Rig** mapping tool lets you create a custom rig mapping definition and retarget your animation using a UI that is similar to the **Character Controls**. You can create a mapping for your custom Maya rig using a similar click-and-assign workflow to the one that exists for skeleton definition in the **Definition** tab.

For information, see **Create Custom Rig Mapping** in the:

Maya 2013 Documentation
MotionBuilder 2013 Documentation

Align Control Rig

Now, when you manipulate your character in **Full Body** or **Body Part** mode, the IK and FK effectors of your character's Control rig appear synchronized by default. This improvement visually merges the IK and FK solutions together to only show the final solving of the character's skeleton. This gives you a preview of your final animation solved on both the IK and FK rig controllers and effectors.

You can turn Align Control Rig on and off by selecting or deselecting > **Edit > Control Rig > Align Control Rig** in the **Character Controls**.

Note: Align Control Rig is not available in **Selection** mode.

For information, see **Align Control Rig** in the:

Maya 2013 Documentation
MotionBuilder 2013 Documentation

Editable Character UI

You can customize the Character Control UI (Full Body, Hands and Feet views), as well the Custom Rig UI view.

You can edit these UIs by modifying an externalized xml file directly. On windows, these XML files can be found here:
C:\Program Files\Autodesk\Maya2013\resources\CharacterControls\CharacterControlsConfig.xml
C:\Program Files\Autodesk\Maya2013\resources\CharacterControls\CustomRigControlsConfig.xml

Here is what you can edit:
- Background image (image resolution will define UI width)
- Source image path
- IK & FK cell positions
- Extra effectors positions & directions

- In/back arrow positions

Note: FK cell orientation and length are auto-calculated based on anchor positions.

For information, see Customize the Character Layout in the:

Maya 2013 Documentation
MotionBuilder 2013 Documentation

Consistent F-Curve Editor

Animation editors in Autodesk Entertainment Creation Suites packages are now more consistent in the way in which function curves (F-Curves) are manipulated by the user.

Retime Tool

In the F-Curves toolbar, the Retime Tool lets you directly adjust the timing of key movements in your animations to make them occur faster or slower. For animators working in a pipeline with multiple Autodesk applications, similar animation retiming tools are available in some applications including Maya, 3ds Max, Softimage and MotionBuilder.

A common task in all stages of animation is changing the timing of a motion. Performing tiny refinements to the timing of an animation is a repetitive and time consuming task for an animator.

This provides animators with a much-needed predictable method to manipulate key moments (slower or faster) in an animation, as well as high-quality curves that do not require additional cleanup tasks.

For information, see **Retime Tool** in the:

Maya 2013 Documentation
3ds Max 2013 Documentation
Softimage 2013 Documentation
MotionBuilder 2013 Documentation

Suite Interaction Mode

You can set an Interaction Mode in the 2013 Entertainment Creation Suites. Interaction mode is a set of hotkey/keyboard shortcuts that are consistent across all products within the Suite. This way, if you are familiar with one suite product, you can set a shortcut Interaction Mode that lets you use your preferred keyboard shortcuts for common tasks in most suite products.

Interaction Mode appears as part of the Welcome screen the first time you launch any suite product. You can apply Interaction Mode to the current product only or to all products across the suite.

Interaction Mode is an ongoing project for the Autodesk Entertainment Creation Suites. For the 2013 Entertainment Creation Suites, the common shortcuts are limited to Viewport navigation and F-Curve hotkeys for Maya, 3ds Max, Softimage, MotionBuilder, and Mudbox.

Note: Interaction Mode applies to only keyboard shortcuts that apply to all suite products. Keyboard shortcuts unique to one product are not shared across the suite.

Setting the Interaction Mode

1. When you first launch a suite product, select Interaction Mode from the product's welcome screen:

Product	Interaction Mode location
Maya	The Interaction Mode dialog appears after the splash screen.
3ds Max	The Interaction Mode dialog appears after the splash screen.
Mudbox	The Interaction Mode appears within the Mudbox Setup dialog.
Softimage	The Interaction Mode appears in the Netview dialog.
MotionBuilder	The Interaction Mode appears in the Choose your keyboard shortcuts dialog.

2. From the Interaction Mode dialog box, choose from the list of supported keyboard shortcuts. (The list of available keyboard shortcuts depends on the product.)
3. Choose to apply the shortcuts to:
    • The entire Entertainment Creation Suite family of products
    • The current product only

   If you choose Suite-wide Interaction Mode:

    • The selected keyboard shortcut mode applies to every applicable product in the Suite.
    • When you choose this setting, the Interaction Mode dialog no longer appears during the startup sequence of subsequently launched Suite products.

   If you choose product-specific Interaction Mode:

    • The selected keyboard shortcut mode is applied to the currently launched product only.
    • If no keyboard shortcut mode has been specified for the product, the selected keyboard shortcut mode dialog appears each time you launch a Suite product.

For information on how to restore or change the default Interaction Mode, see Resetting the Interaction Mode.

Resetting the Interaction Mode

If you set an Interaction mode for a product and want to change the setting, you can restore the Interaction Mode for a product in the product User Interface.

- Maya, 3ds Max, and Mudbox users access the Interaction Mode tab through the Preferences dialog.
- MotionBuilder and Softimage users access the Interaction Mode setting through a standalone dialog accessed through a menu.

Autodesk product	Interaction Mode UI Location
Maya	Window > Settings/Preferences > Preferences > Interaction Mode tab.
3ds Max	Customize > Preferences > Interaction Mode tab.
Softimage	File > Interaction Mode.
MotionBuilder	Settings > Interaction Mode.
Mudbox	Customize > Preferences > Interaction Mode.

Suite Specific Functionality

Suite-specific functionality requires a Suite installation and a Suite License to use them. Maya must be installed with the Suite to have access to Live Connection or to load the Turtle plug-in. (The Live Connection feature is unavailable if you installed a Maya standalone (non-Suite) version.)

If there are no Suite Licenses available, you will get a licensing error even if you installed Maya with the Suite Installer.

Uninstalling the Autodesk Entertainment Creation Suite Software

Windows XP

1. Open the Add/Remove Programs dialog in Start > Settings > Control Panel.
2. Select the program to remove.
3. Click on the Remove button.
4. Click Yes to confirm the Uninstall.

Windows 7

1. Open Start > Control Panel > Programs > Programs and Features.
2. Select the program to remove.
3. Click Uninstall.

Known Issues and Limitations

The following are known issues and limitations of the Autodesk® Entertainment Creation Suites 2013.

Maya 32-bit FBX Plug-in issues

If you use the *setup.exe* file to install the Maya **Standard**, **Premium** or **Ultimate** Entertainment Creation Suite 2013 on a 32-bit operating system, you are not able to load the Maya FBX plug-in. This is because the 64-bit version of the Maya FBX plug-in is installed instead of the 32-bit version.

To work around this problem, select *setup32.exe* when installing the suite or, if you have already installed the suite, uninstall the FBX plug-in for Maya and reinstall the version included on your USB key.

Bug Number	Description
ENCS-1703	Wrong FBX Plugin Installed on 32 bit OS with Setup.Exe in Suites
FBXX-391	Custom attributes from 3ds Max to MotionBuilder corrupt the node and causes a crash
ENCS-267	Mini curve editor may not have room to display the 'move" portion of warp handles
ENCS-313	Merging a retime-all file into the current scene does not retain retime-all values from incoming file
ENCS-396	When live streaming character animation from MotionBuilder to Maya, using the vertex animation cache in Viewport 2.0 will cause the playback to get out of sync
ENCS-582	Tangent handles do not move with keys when warped
ENCS-638	Baking live character is not working when the motion is added in the Story tool
ENCS-1011	No warning message or source menu change when overwriting a control rig with a custom rig
ENCS-1029	CAT/HIK Update from Maya to 3ds Max is adding Dummies in the 3ds Max scene
ENCS-1431	Retimers are not re-numbered when merged into a file with existing retimers
ENCS-1507	HIK rig added to animLayer not working well in Quaternion rotation interpolation
ENCS-1512	On first start of Maya, defining a custom rig from the menu will return a warning about the characterization not being valid
ENCS-1577	Live streaming stops when switching character in the Character list
ENCS-1591	Live bake connection breaks retargeting in Maya, if the Live character is used to retarget another character
ENCS-1680	There is an issue with Mac OSX 10.7 (Lion) that prevents you installing from the USB key
MAYA-1336	Single-Step workflow from Softimage to Maya: Nothing is received inside Maya when Maya is not already running
MAYA-10869	Custom Rig mapping offsets cannot be modified when controller is added to animLayer
SOFT-2131	ICEFlow – Send an envelope from 3ds Max to Softimage and the envelope will be invisible