

Think outside the box: Custom Development with Autodesk Entertainment Creation Suite

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DG2176-P

During this class, you will learn the best practices and typical approaches involved when developing custom tools for Autodesk® 3ds Max®, Autodesk® Maya®, Autodesk® Softimage®, and Autodesk® MotionBuilder® software. We will cover scripting and programming languages and discuss the numerous APIs and SDKs available from Autodesk. This class will help you grasp what you can do beyond what is available out of the box in Autodesk entertainment creation suites.

Learning Objectives

At the end of this class, you will be able to:

- Identify the programming languages that can be used to extend Autodesk products
- How to maximize customization capabilities in Autodesk 3D products
- Rapidly start a customization project for Autodesk software that is available in the creation suites
- Identify the programming area to focus on, based on needs and the production platform

About the Speaker

Laurent M. Abecassis is an Emmy Award-winning visual effects supervisor and CG character specialist. He is known for his work as a VFX sequence supervisor on the acclaimed TV series *Lost*, contributing to its breathtaking plane crash sequences. Having worked in the computer graphic field for more than 15 years, Abecassis has tackled many aspects of CG production and software development. He led CG character research efforts at Di-O-Matic, supervised visual effects, and designed production pipelines. For more than a decade, Abecassis has pushed Autodesk software to the extreme in countless productions in a wide range of media games, television, visual effects, CG feature films, commercials, and innovative interactive kiosks. For the past ten years, Abecassis has been designing and actively developing CG character animations plug-ins for 3ds Max, Maya and Softimage since 2000. His technologies are in use today at leading production houses such as Activision, Blur Studio and Rockstar.

Useful online resources for developing custom tools with Autodesk Entertainment Creation Suite

Autodesk

<http://usa.autodesk.com/adsk/servlet/index?id=472012&siteID=123112>

<http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=16707768>

Autodesk 3ds max

<http://www.maxunderground.com/>

<http://www.maxplugins.de/>

<http://www.scriptsport.com/>

<http://wiki.cgsociety.org/index.php/MAXScript>

<http://code.google.com/p/blur-dev/wiki/Py3dsMax>

Autodesk Maya

<http://www.creativecrash.com/>

<http://www.python.org/>

<http://qt.digia.com/>

http://en.wikipedia.org/wiki/Maya_Embedded_Language

Autodesk Softimage

http://download.autodesk.com/global/docs/softimage2013/en_us/sdkguide/index.html

<http://qt.digia.com/>

Autodesk MotionBuilder

<http://download.autodesk.com/us/motionbuilder/sdk-documentation/index.html>

<http://qt.digia.com/>

<http://www.jason-parks.com/artoftech/?p=390>

Autodesk Mudbox

http://download.autodesk.com/global/docs/mudboxsdk2012/en_us/index.html

<http://qt.digia.com/>

Autodesk FBX

<http://usa.autodesk.com/fbx/>

<http://usa.autodesk.com/adsk/servlet/pc/item?siteID=123112&id=11854562>