# Autodesk Software Helps Remedy Entertainment Create Thrilling Mystery of "Alan Wake"

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*Autodesk 3ds Max, MotionBuilder and Mudbox Software Used for Previsualization, Modeling and Animation on Top-Rated Game Release*

SAN RAFAEL, Calif., Jun 23, 2010 (BUSINESS WIRE) --3D art creation and animation software from Autodesk, Inc. (NASDAQ:ADSK) played an integral role in Remedy Entertainment's production of their recently released video game, "Alan Wake." Compelling storytelling and atmosphere are the cornerstones of the "psychological action thriller" game. Autodesk 3ds Max, Autodesk MotionBuilder and Autodesk Mudbox software were used to help create environments, characters and in-game animations accentuating the eerily realistic mood and tone of the title.

The game takes a new approach to the traditional action-adventure game, introducing an unconventional hero -- suspense writer Alan Wake -- in the investigation of his wife's disappearance. It uniquely employs light as a gameplay element -- using it as a weapon against Alan's enemies, called "the Taken," as well as to denote whether or not he is in danger. As a character steps into the darkness, danger lurks, while light signals safety to the player.

"With 'Alan Wake' we were keen to build memorable characters, environments and cinematic sequences that would not only tell the story, but also establish the right mood and tone for the game," said Sami Vanhatalo, lead technical artist, Remedy Entertainment. "Autodesk tools helped us do just that. We devised a faster and more efficient workflow that allowed our artists to create multiple iterations and add more realism to scenes."

## Faster, More Interactive and More Artistic Character Development

Remedy artists first modeled the game's characters using 3ds Max software and then brought them into Mudbox software for detailing. "The characters are all primarily humanoid, so we wanted them to look and feel organic. Mudbox was the ideal tool to help accomplish this," commented Vanhatalo. "Had we built these characters solely in a more traditional polygonal modeling package, it would have felt like more of an engineering process. With Mudbox our workflow is much more interactive and artistic."

The characters were then animated using MotionBuilder software, with a blend of motion capture and keyframe animation. For the Taken, Remedy's artists used the software to help process motion capture data and then blended it with supernatural movements that were hand animated in the application.

"We were able to achieve much better results with MotionBuilder, in a much faster way," said Henrik Enqvist, animation programmer, Remedy Entertainment. "Building complicated character rigs is a huge time and resource drain on our animation team, but with MotionBuilder we get an out-of-the-box working IK rig that our artists love to use."

## Dynamic Environments Enrich Gameplay Experience

Dynamic environments are an essential part of the game, as interactions with Alan's surroundings often determine outcomes in "Alan Wake". Remedy built all of the environments, vehicles and physics-related simulations for the game using 3ds Max software.

Environments are also a key component to the moods created in the game. For example, as danger approaches, the forests darken and become more animated. The dynamic forest environments include tree branches, leaves and terrain that react to player interactions and wind effects, and were carefully constructed using complex shaders and simulations.

## Looking to the Future

"Alan Wake" is the first installment of a bigger story that aims to pave the way for future game sequels. Remedy Entertainment is currently integrating the 2011 releases of 3ds Max, Mudbox and MotionBuilder software into its pipeline.

"The only sure thing in the game industry is change. As a developer you've always got to be on your toes looking out for new workflows and ways to do things faster and better," added Vanhatalo. "We will probably always be heading toward creating even more interesting plot lines, characters and more complex animation. It's important to have the latest Autodesk technology available in 3ds Max, Mudbox and MotionBuilder to help us take our work to the next level."

## Autodesk 3ds Max Entertainment Creation Suite

The primary Autodesk software tools used by Remedy Entertainment on "Alan Wake" are available as part of the Autodesk 3ds Max Entertainment Creation Suite, which offers 3ds Max software with both MotionBuilder and Mudbox software. 3ds Max provides a comprehensive, integrated 3D modeling, animation, rendering and compositing solution. Mudbox helps artists sculpt highly detailed models more quickly and intuitively. MotionBuilder provides artists with a real-time animation engine for more interactive creative feedback and efficient handling of large amounts of animation data. The complementary toolsets enable artists to expand creative capacity while improving production quality and efficiency. The Autodesk suggested retail price for the Entertainment Creation Suite is US$4,995*. For more information, visit www.autodesk.com/entertainmentcreationsuites.

*International pricing may vary.*

## About Remedy Entertainment

Remedy Entertainment Ltd. is a privately held developer of state-of-the-art action games, game franchises and cutting edge 3D game technology. Remedy is based in Espoo, Finland. Remedy's highly acclaimed games include Death Rally, Max Payne and Max Payne 2: The Fall of Max Payne. Remedy's latest creation, Alan Wake, is a psychological action thriller for Xbox 360, published by Microsoft Game Studios and is now available in stores worldwide.

**About Autodesk**

Autodesk, Inc., is a world leader in 2D and 3D design, engineering and entertainment software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software to help customers experience their ideas digitally before they are built. Fortune 100 companies -- as well as the last 15 Academy Award winners for Best Visual Effects -- use Autodesk software tools to design, visualize and simulate their ideas to save time and money, enhance quality and foster innovation for competitive advantage. For additional information about Autodesk, visit www.autodesk.com.

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