



Autodesk Solutions Help Epic Games Create Conclusion to 'Gears of War' Trilogy

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Epic Integrates Autodesk Scaleform Middleware With Unreal Engine 3 to Create New User Experience for 'Gears of War 3'

SAN RAFAEL, Calif., Oct 11, 2011 (BUSINESS WIRE) -- To create a spectacular conclusion for the "Gears of War" trilogy, Epic Games extended its creative pipeline with a range of [middleware and creative tools](#) from [Autodesk, Inc.](#) (NASDAQ:ADSK). The "Gears of War 3" tour de force user interface (UI) features a highly polished gameplay experience with new and expanded multiplayer modes and the longest story campaign of Epic's games to date. To create the UI, Epic integrated [Autodesk Scaleform](#) middleware with Unreal Engine 3 and shared the complex data using [Autodesk FBX](#) asset exchange technology.

"Scaleform is just a great and simple way to bring awesome interfaces into games," said Maury Mountain, senior artist at Epic Games. "The middleware allows us to bring in animated 2D, 2.5D or even pseudo-3D content and integrate it while preserving things like animation, tweenings, frame-by-frame timings, as well as many of the standard game interface practices such as button press design, menu navigation and content display," explained Wyeth Johnson, lead artist at Epic Games. "With Scaleform software's support for Flash content, assets created in Adobe Flash come through Scaleform directly, and then into Unreal Engine 3, with no problem."

"'Gears of War' is one of the most memorable and celebrated sagas in videogame history and we're proud to be a part of it," said Marc Stevens, Autodesk vice president, Games. "Epic brings the 'Gears of War' UI to a whole new level and does an outstanding job demonstrating what's possible when designing UI with Scaleform. With Scaleform being bundled with the Unreal Engine at no additional cost to licensees, the integration is near seamless."

Beyond UI, Autodesk Digital Entertainment Creation tools were at the foundation of Epic's art creation pipeline for "Gears of War 3." The concluding title presented formidable new challenges for the Epic Games team, with twice as many cinematics as "Gears of War 2," and required the studio to rig 27 faces. Artists created and textured models in [Autodesk 3ds Max](#) software, and animated in [Autodesk MotionBuilder](#) and [Autodesk Maya](#) software. The Maya scripting tools enabled Epic to write a custom auto-rig to help boost efficiency.

"At first it was tricky to convince our producers to give us the time we needed to create this toolset, but once we convinced them this would save us literally years down the road, they were all for it," said Jeremy Ernst, technical animator and character rigger. "I use the Maya script editor a lot. The syntax highlighting in 2012 is pretty powerful, and the addition of Python has been huge."

[Autodesk FBX](#) was used to import assets into Unreal Engine 3, as well as to share files between MotionBuilder, 3ds Max and Maya software. "We used to use a proprietary format to import content into the engine, but with FBX we have a centralized format to get all skeleton meshes, animations, targets -- the whole works -- easily into the editor," said Ernst. "It's a great bridge that enables artists to use whichever program they're most comfortable using."

About Autodesk

Autodesk, Inc., is a leader in [3D design](#), engineering and entertainment software. Customers across the manufacturing, architecture, building, construction, and media and entertainment industries -- including the last 16 Academy Award winners for Best Visual Effects -- use Autodesk software to design, visualize and simulate their ideas. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software for global markets. For additional information about Autodesk, visit <http://www.autodesk.com/pr-autodesk>.

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