



Realise your vision in modelling, animation, lighting and VFX with comprehensive 3D software.

Use for:

- Character and environment creation
- Animation
- Complex simulations
- Motion graphics

Contains tools for:

- 3D modelling and UV tools
- 3D animation and rigging
- Rendering
- Look development
- Dynamic and effects (such as grooming for hair and fur, fluid simulations, cloth simulations and particle simulations)
- Pipeline and integration (such as MEL scripting, Python scripting and custom plug-ins)
- Camera sequencer
- Data and scene management (such as node editor, file referencing, Alembic support and scene assembly)

Licensing:

- Single-user
- Multi-user (networked) licenses available

Includes:

N/A



3D modelling and animation software built for indie game makers.

Use for:

- Character and environment creation
- Animation

Contains tools for:

- 3D modelling and UV tools
- 3D animation and rigging
- Simplified MEL scripting

Licensing:

- Single-user

Includes:

- Stingray game engine