




GDC 2006 Weapons of Mass Creation

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## Sessions & Speakers

Expand your ideas and learn more about how to use our Autodesk® 3ds Max®, Autodesk® Maya®, and Autodesk® MotionBuilder™ animation products. All sessions listed below are included as part of your GDC conference registration pass—there are no additional costs to attend. See you there!

### Autodesk MotionBuilder Pro: 5 Things You Need to Know

Learn from the experts on what 'You Need to Know' about maximizing your productivity with MotionBuilder Pro software. Perfect for intermediate to advanced users who want to learn tricks from the people who know the ins and outs of MotionBuilder Pro.

**Speaker:** Curtis Garton,  
Autodesk MotionBuilder  
Product Manager  
**Date:** Wednesday, March 22  
**Time:** 12:00pm - 1:00pm  
**Location:** Room C4

### Autodesk 3ds Max - Complex Data Mapping Production Techniques

The use of complex data maps (normal maps, ambient occlusion maps, etc.) has quickly become a powerful production technique for squeezing performance out of the current generation of games. This session will focus on "best practices" for the creation of complex data maps using the robust Autodesk 3ds Max 8 toolset. Presenters will demonstrate in-depth examples of reducing extremely high-poly geometry and textures to low-poly models with clean and efficient normal maps. They will demonstrate the best way to generate usable ambient occlusion and other complex maps. Many real-world tips, techniques, and shortcuts will be shown. Focus will be placed on important take-away messages that all attendees will be able to incorporate into their own pipeline.

**Speaker:** Vincent Brisebois,  
Applications Specialist,  
Autodesk  
**Date:** Wednesday, March 22  
**Time:** 12:00pm - 1:00pm  
**Location:** B2/3, Convention  
C

### Modeling with Math in Autodesk Maya

In this session, basic concepts of geometry, trigonometry, and linear algebra will be clearly explained through examples that will then be put into practice by creating simple tools in the Maya software application. These tools will be demonstrated with real-world cases to show how the knowledge presented in this session can cut down on production time and, as a result, increase overall product quality.

**Speaker:** David Lightbown,  
Artistic Technical Director,  
A2M  
**Date:** Wednesday, March 22  
**Time:** 2:30pm - 3:30pm  
**Location:** Room C4

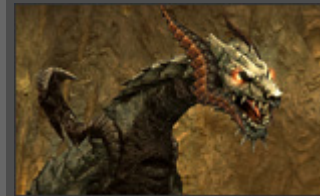
### Interchange for the Masses: The FBX® SDK - A Technical Introduction

This session is a technical introduction for developers interested in supporting the FBX file format via the FBX SDK. Learn vital best practices to get your application reading and writing the FBX format as fast as possible. Perfect for developers of content creation tools,

**Speaker:** Gordon Bradley,  
Autodesk  
**Date:** Wednesday, March 22  
**Time:** 4:00pm - 5:00pm  
**Location:** Room C4



FlatOut  
Image courtesy of BugBear  
Entertainment



LineAge II  
Image courtesy of NCsoft

game engines or any other application seeking to support one of the most widely used 3D formats in the industry, FBX.

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**Autodesk 3ds Max 8 - Animation Techniques**

Whether it's custom rigs, Biped or combinations of the two, 3ds Max software has a number of ways to animate. Discover the advantages and workflow differences between these two systems. Learn the keyframing techniques that allow game artists to create beautiful animations while still meeting their milestones.

**Speaker:** Jonathan Abenheim, Ubisoft

**Date:** Thursday, March 23

**Time:** 12:00pm - 1:00pm

**Location:** Room C1

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**Autodesk 3ds Max 8 Tips and Tricks**

The difference between a great artist and a power user is often just in the tips and tricks. Learn to harness more of the power of 3ds Max software in game development. No matter how much you think you know, this class will teach you something new.

**Speaker:** Kevin Booth, Autodesk

**Date:** Thursday, March 23

**Time:** 2:30pm - 3:30pm

**Location:** Room C3

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**Advanced Tool Writing for Character Technical Directors (TD)**

This presentation teaches and explains not only how the API is used, but also how to write stable, clean tools that can easily be extended later.

**Speaker:** Judd Simantov, Lead Character Technical Director, Naughty Dog Inc.

**Date:** Thursday, March 23

**Time:** 2:30pm - 4:30pm

**Location:** Ballroom I/II

By the end of the presentation, character TDs will have extended both their technical knowledge and Autodesk Maya rigging capabilities. More advanced areas of MEL (Maya scripting language) will also be covered, such as script jobs and calling external windows programs from within Maya.

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**Autodesk 3ds Max and ZBrush® Workflow**

Speed up your workflow to create high-quality next-generation game content with Pixilogic's ZBrush 2 and Autodesk 3ds Max 8 software. This class will focus on how to plan ahead for the best results, the pros and cons of different options, saving effort when redos are required, and explaining how little known tools can make your life easier.

**Speaker:** Shane Caudle, Technical Art Director, Epic Games

**Date:** Thursday, March 23

**Time:** 4:00pm - 5:00pm

**Location:** Room C3

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**Autodesk 3ds Max Data Exchange Interface (previously known as IGame) and COLLADA**

This session is a technical overview of 3DXI high level API V2.0 for 3ds Max 8. We will walk through the COLLADA exporter and learn the easier way to extract data from a 3ds Max scene. We will also outline the preprocessing done on API level, data conversion, and customization.

**Speaker:** Bernard Lefebvre, Autodesk

**Date:** Friday, March 24

**Time:** 2:30pm - 3:30pm

**Location:** Room C4

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**Autodesk 3ds Max - Strategies and Techniques for Real-Time Shaders**

This session will focus on best work practices when building and editing real-time shaders using Autodesk 3ds Max 8. Shaders will be tackled from the perspective of the artist as well as the programmer. Techniques will be shown that empower the artist to develop and modify shader materials without the assistance of programmers. A technical overview of pipelines will be covered to assist programmers in

**Speaker:** Neil Hazzard, Software Engineer, Autodesk

**Date:** Friday, March 24

**Time:** 2:30pm - 3:30pm

**Location:** A2, Convention C

developing the best integration of their own shaders into 3ds Max 8. In-depth examples of real-world pipelines will be presented by a variety of developers who are relying heavily on shaders for their games. The session is appropriate for both programmers and artists.



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