Autodesk Media & Entertainment Collection

The M & E Collection includes all the tools you need to build a powerful and scalable 3D animation pipeline for complex simulations, effects, and rendering. Top animation, VFX, and games studios use the Media & Entertainment Collection to create many of today's hottest games, TV shows, and blockbusters.

• From detailed battle sequences to hyper realistic creatures, render your toughest projects with Arnold
• Create complex effects including explosions, fire, sand, and snow with Bifrost for Maya
• Empower artists with a choice of tools to produce beautiful, film-quality work every time.

Please find the below product details.

Autodesk M&E Collection - A subscription to the Media & Entertainment Collection is the fastest, most cost-effective way to scale your Maya or 3ds Max pipeline.

Our software

F/TV Used in Film/TV workflows
G Used in Games workflows
DV Used in Design Viz workflows

M&E COLLECTION
Everything to model, rig, animate, create FX, light, and render projects.

MAYA
Create expansive worlds, complex characters, and dazzling effects.

3DS MAX
Shape 3D objects and environments with rich modeling tools.

ARNOLD
Advanced renderer built for the most complex characters, scenery, and lighting challenges.

SHOTGRID
Powerful production management and review tools that connect entire teams.

FLAME
Professional tools for 3D compositing, visual effects, and editorial finishing.

MOTIONBUILDER
Capture, edit, and play back complex character animation.

MUDBOX
Sculpt and paint highly detailed 3D geometry and textures.

Image courtesy

Redington

AUTODESK
Value Added Distributor