

golaem crowd

crowd simulation for Autodesk Maya



Tired of losing money by refusing projects involving crowd shots?
Tired of devoting too many artists to create animations & behaviors for daunting shots?
Tired of needing experts to deal with complicated software or homemade tools?

Get flabbergasted by using Golaem Crowd, THE ground-breaking crowd simulation software for Autodesk® Maya®.

“At GOLAEM, WE EMPOWER DIGITAL ARTISTS TO REALIZE THEIR IDEAS,,

Creating visually compelling and believable crowds for movies, where budgets are shrinking and timescales are getting shorter, can be a challenge. It is not only important to represent the crowd behavior as a whole, but the appearance and motions of each individual must be believable.



Developed and tested under real production conditions, Golaem Crowd allows to easily simulate complex and controllable characters in Autodesk® Maya®, from individuals to massive crowds.

Learn more & ask for a free 30 days evaluation at:

www.golaem.com/crowd-eval

golaem
human ex machina

BENEFITS

FULLY INTEGRATED WITH YOUR PIPELINE

No need to adapt your existing Autodesk Maya workflow to Golaem Crowd. Strongly integrated with one of the most powerful 3d animation software, Golaem Crowd offers you an intuitive interface based on Maya workaday objects (particles, fields...). Save production time eliminating switching and tweaking between software applications.

BELIEVABLE CHARACTER ANIMATIONS

Issued from years of academic researches on virtual humans, Golaem Crowd enables to streamline digital content creation and save valuable production time:

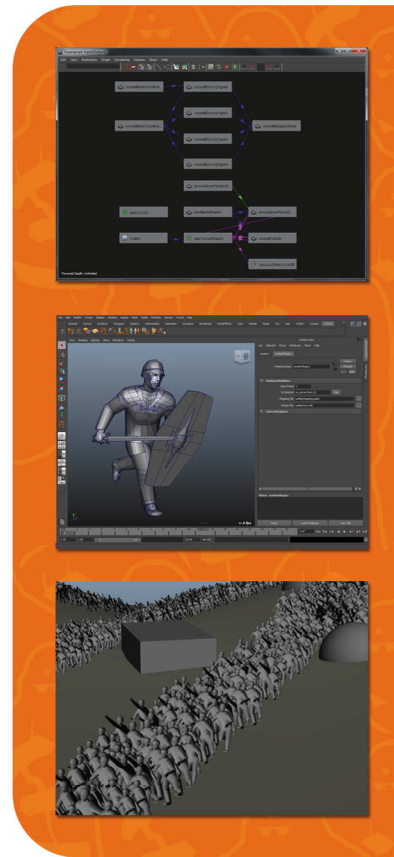
- Reuse existing motion choreographies on any ground and any character;
- Replace cumbersome fluid fields with our pathfinding and collision avoidance algorithms;
- Easily add variety to your crowds taking full advantage of individual character behaviors.

QUICK LEARNING CURVE

Designing an agent brain can be challenging and needs a lot of training time. With Golaem Crowd, your working environment remains the same. No need to hire a dedicated TD, Golaem Crowd is user friendly enough to be operated by Maya artists trained within a day.

NO NEED TO DEAL WITH THE CROWD COMPLEXITY AT ONCE

Respecting the standard animation workflow, Golaem Crowd allows you to incrementally build a scene. Step by step, you can validate assets, flows, population then behaviors, before the animation is processed and exported, ready to be rendered.



FEATURES

SCENE SETUP

- Automatic navigation mesh computation
- Automatic & editable skeleton mapping
- Crowd asset manager (meshes, props, shaders...)
- Population types description (behaviors, morphology & assets)
- Parametric and navigation mesh aware characters placement

SIMULATION

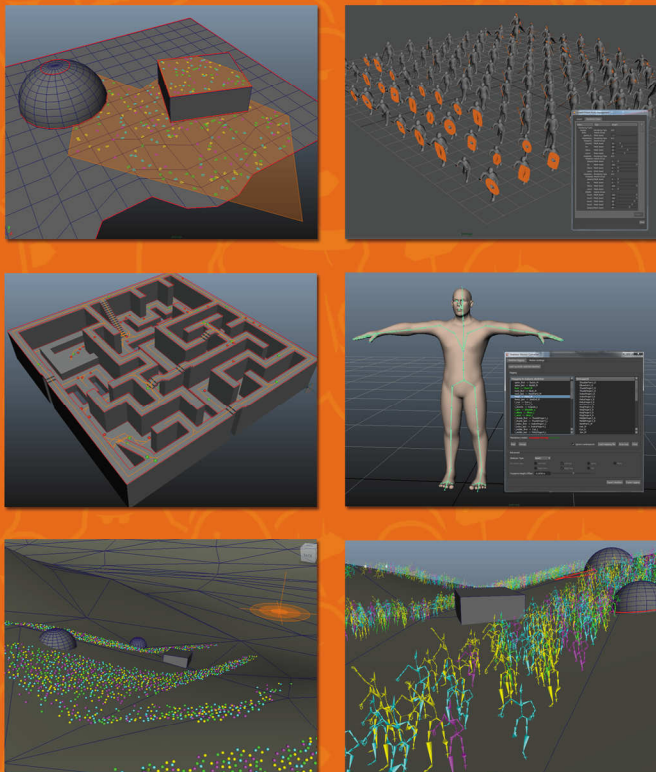
- Predictable path finding & configurable steering behaviors
- Biped & quadruped dedicated animation engine
- Automatic motion retargeting, blending & ground adaptation.
- Easy-to-configure behaviors

EXPORT & RENDERING

- Pixar® Renderman®'s RIB
- Autodesk® FBX®
- Open format simulation cache

TECH SPECS

- Autodesk® Maya® 2011, 2012 - Windows, Linux - 32/64 bits
- Millions of characters (64 bits) or 100 000+ (32 bits)



Learn more & ask for a free 30 days evaluation at:

www.golaem.com/crowd-eval

