



LEVERAGING THE AUTODESK-TO-UNITY PIPELINE

Take your Autodesk projects to the next level by integrating them into Unity.



WHAT IS UNITY?

The Unity Editor is the world's leading platform for creating and operating real-time 2D and 3D content.

The Editor has become the foundation upon which the world's most powerful digital content is created.

HOW DO AUTODESK TOOLS FEED INTO THE REAL-TIME 3D PIPELINE?

The creative tools that Autodesk provides are an important part of the real-time 3D pipeline.

Maya is used to:

- Create 3D models of characters or environments to be added to Unity projects
- Rig and animate 3D models of characters to be used in Unity projects

3ds Max is used to:

- Create 3D models of characters or environments to be added to Unity projects
- Rig and animate 3D models of characters to be used in Unity projects

Models from Fusion 360, Navisworks, and Revit can be:

- Imported into Unity using Pixyz Studio or the Pixyz plugin for:
 - Real-time product visualization
 - Importing of point clouds or scans
 - Testing and visualization with XR through ARcore/ARKit, Visual Live, and Mars



CREATE	DEPLOY	ENHANCE
3ds Max Maya Fusion 360 Navisworks Revit	Unity Pro <ul style="list-style-type: none"> - Cinemachine - Visual Scripting - Timeline - ProBuilder Pixyz Suite <ul style="list-style-type: none"> - Import - Optimize ArtEngine <ul style="list-style-type: none"> - Upscaling - AI Assisted Material Generation - Mesh recreation 	XR experiences <ul style="list-style-type: none"> - Android - iOS - Hololens - Meta Quest Real-time 3D films/games <ul style="list-style-type: none"> - Android - iOS - PC/Mac/Linux - Consoles - Unity Recorder
<i>Collaborate in Unity</i> → PlasticSCM	<i>Collaborate in Unity</i> → PlasticSCM	