MODO 12 Series

Shane Griffith – Sr. Product Manager

Modo 12 Series - Mission

We will create workflows that further enable artist to create at the speed of thought within context of the final output. Modo will be synonymous with innovative modeling workflows that are faster than any competitor.

Market demands have increased the volume requirements to the point where 80% is often good enough, and it's now more important how quick you can get to 80% with maximum output. This has pushed kit bashing workflows back into the forefront of modeling workflows. Artists like Tor Fric are famous for this style of modeling and William Vaugh's MOP Booleans centers around this task. Modo must become the best tool for mesh paint and kit bashing modeling.

When moving quickly there is little room for error when it comes to scale, proportion, and overall visual context. Therefore in a snap or click of the mouse artists must be able to experience the model in VR, in engine, or rendered photorealistic.

Finally, Learning Modo can't be an investment of months of blindly navigating where to get the trial, install/ license, where to start learning, and where to apply Modo to be the most effective in the project. Our end to end customer experience needs to continue to radically change to be more self service and self guided.

Modo 12 Series

Continuous value across multiple releases and early access

- ***Model-bashing*** *- assembly-based 3D construction with mesh presets that can be seamlessly added to the creative process making ideation incredibly fast and easy.*
- ***Immersive experience*** *- changing the way artists create and consume visual experiences.*
- ***Iterative design*** *– a procedural form finding process*
- ***Connected interoperability –*** *push, pull or simply move your Modo data to more applications*
- ***Approachable animation*** *- easily build, repurpose, combine, and adjust animation moves*

Modo 12 series key features

Feature	*Benefit*
Procedural modeling and Mesh Paint	*Parametric design fosters more happy accidents, leading to more innovative design creation output.*
Modo VR review and layout	*Innovative content creation workflows, providing an unmatched perspective and sense of scale while creating*
MeshFusion Surface Strips and Stitching	*Real/accurate modeling of surface details such as stitches on fabric and upholstery.*
AMD Radeon Pro Render	*Fast, accurate, and easy to use rendering. Nearly linear scalability with additional GPU hardware.*
glTF 2.0 Export to Facebook	*Developed in conjunction with Facebook's new '3D Posts' functionality. The technology enables a unique opportunity for advertisers to use 3d objects and interactive experiences on the Facebook timeline.*
Modo Bridge to Unreal & Unity	*Bi-directional connection to Unreal Engine 4 or Unity via a client-server bridge. Allows entire scenes, or selected elements of a scene, to be pushed in either direction and updated. The connection can be remote, on the same machine, or across multiple machines on a network.*
Animation Improvements	*The ability to re-time and rig Actions by treating all key frames within an Action as a single animation channel. Enables easily to build, reusue, combination of rigged animation.*

Modo 11.2 v3 & Modo VR trial

- *Release February 19th*
- *Adds support for Facebook timeline export and Modo VR trial*
- *Increase demand generation w/ an additional Modo VR tech preview (trial)*

Modo indie 11.2 v3 + Modo indie VR

- *Release February 22nd*
- *Voucher promo to convert indie > Modo subs customers*

Modo 12.0

- *Release March 28th*
- *Public beta released on time Feb 2nd*
- *Modelling and design creation focus*

Kanova v.1 Beta

- *Release beta on steam, late April, for free to measure interest before taking further*
- *Start measuring interest in February with trend article and registry for early access*
- *Purpose to drive Foundry brand and thought leadership in VR/AR content creation*

Modo 12.1

- *Release June 21st*
- *Feature freeze Mar 8th, Public beta Apr 19th*
- *Pro Render, VR/AR review, Bridge v2, UV tools*

Modo 12.2

- *Release November 15th*
- *Feature freeze Aug 2nd, Public beta Sept 13th*
- *Stitching, VR/AR layout, CAD I/O & cleanup, Animation*

Modo 12.0 key features

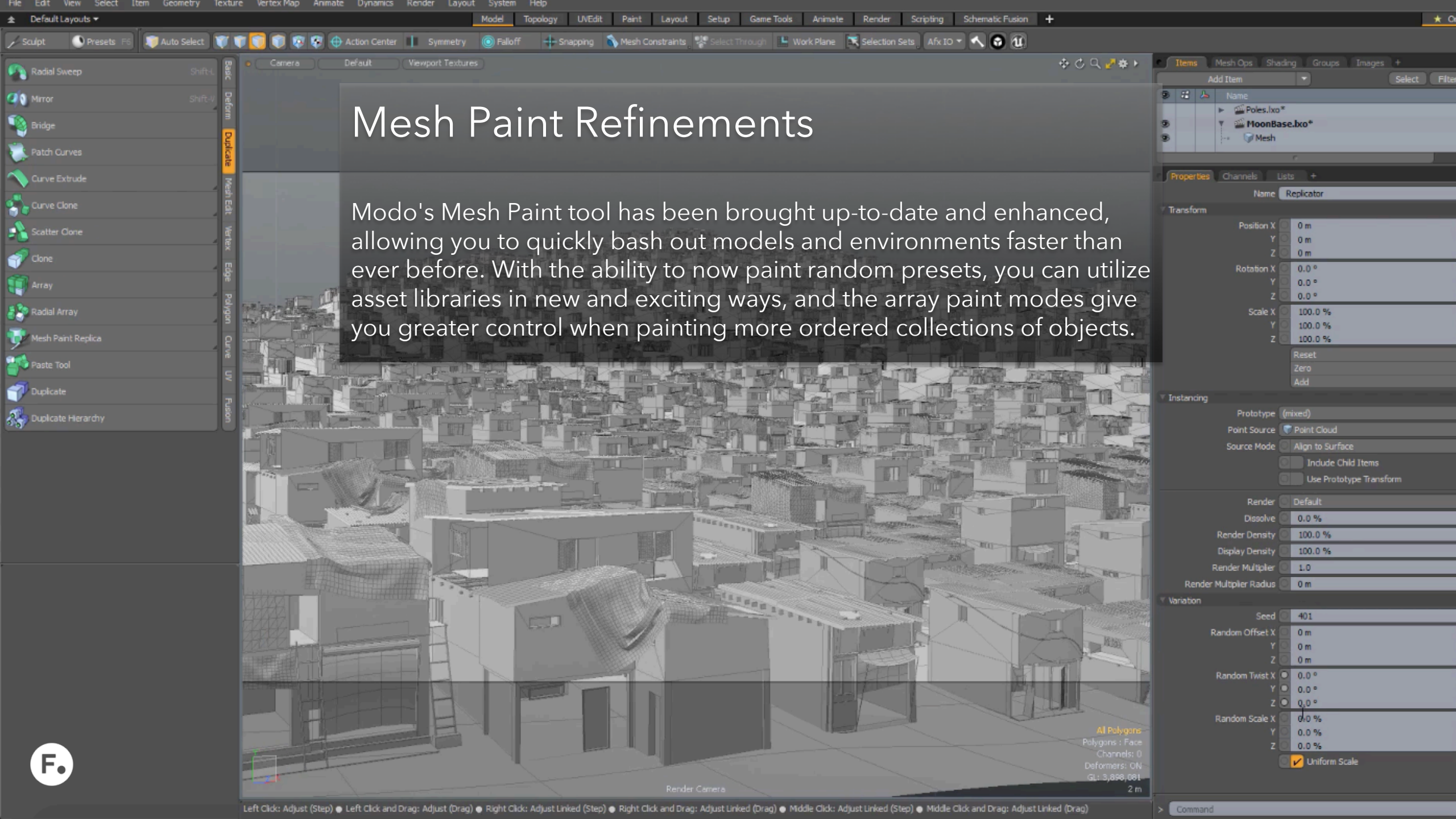
- *glTF 2.0 Export to Facebook*
- *Mesh Paint Refinements*
- *MeshFusion Surface Strips*
- *Direct Modeling and Design Creation Enhancements*
- *New Procedural Mesh Operations*
- *Cloud Assets and Foundry Share Site*
- *UV Tool Improvements*
- *The Hatchet Collection*
- *Workflow Refinements*
- *Advanced Viewport GPU Acceleration*
- *Rendering and Shading Improvements*

glTF 2.0 Export to Facebook

Developed in conjunction with Facebook's new '3D Posts' functionality, artists can now create 3D objects in Modo and then share them on the Facebook News Feed. Facebook users can then grab, spin and interact with the objects to look at them from all angles. The technology presents artists with a unique opportunity to create more engaging and compelling content, whilst offering users the opportunity to enjoy interactive 3D experiences on Facebook.

Mesh Paint Refinements

Modo's Mesh Paint tool has been brought up-to-date and enhanced, allowing you to quickly bash out models and environments faster than ever before. With the ability to now paint random presets, you can utilize asset libraries in new and exciting ways, and the array paint modes give you greater control when painting more ordered collections of objects.

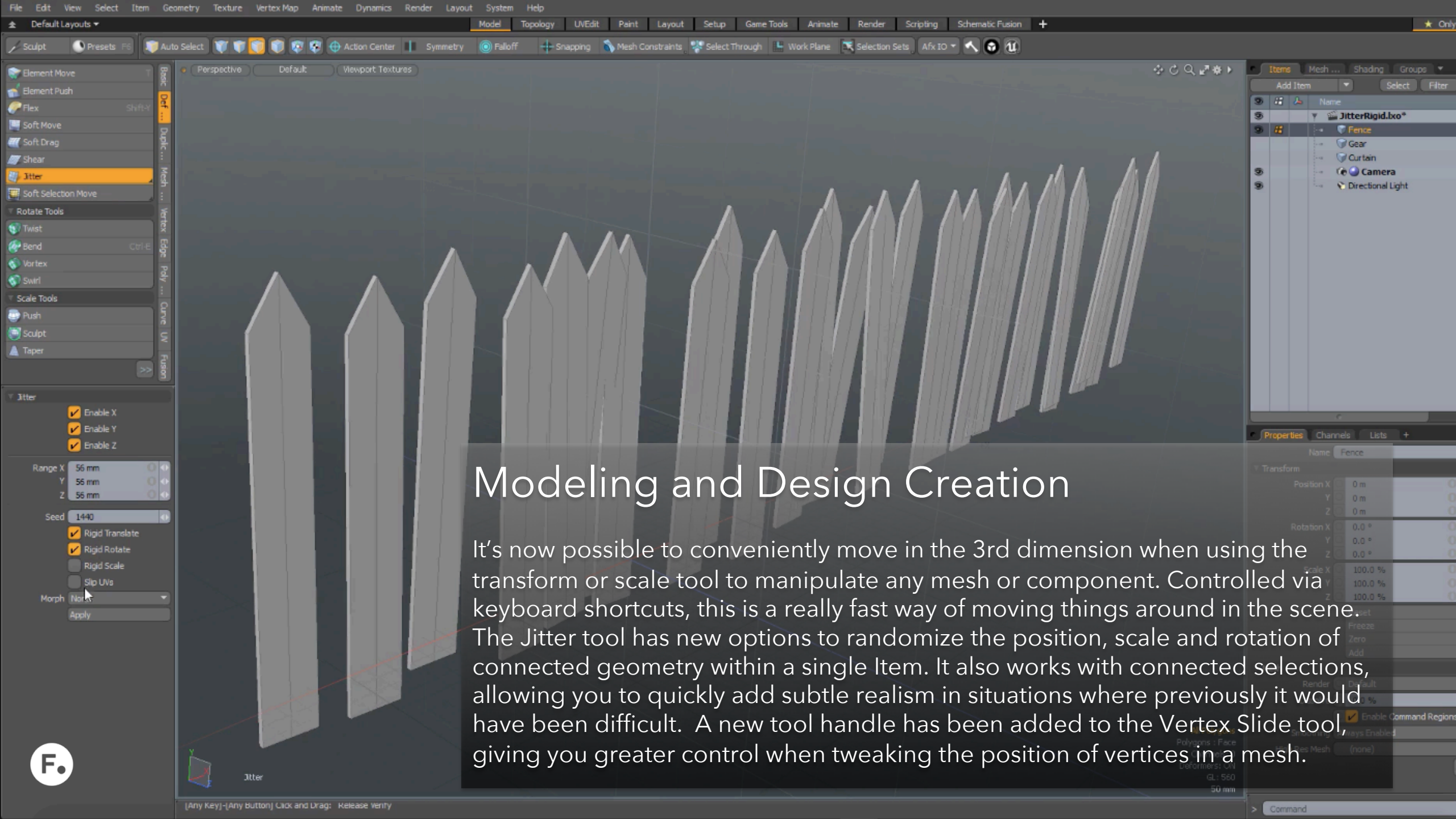


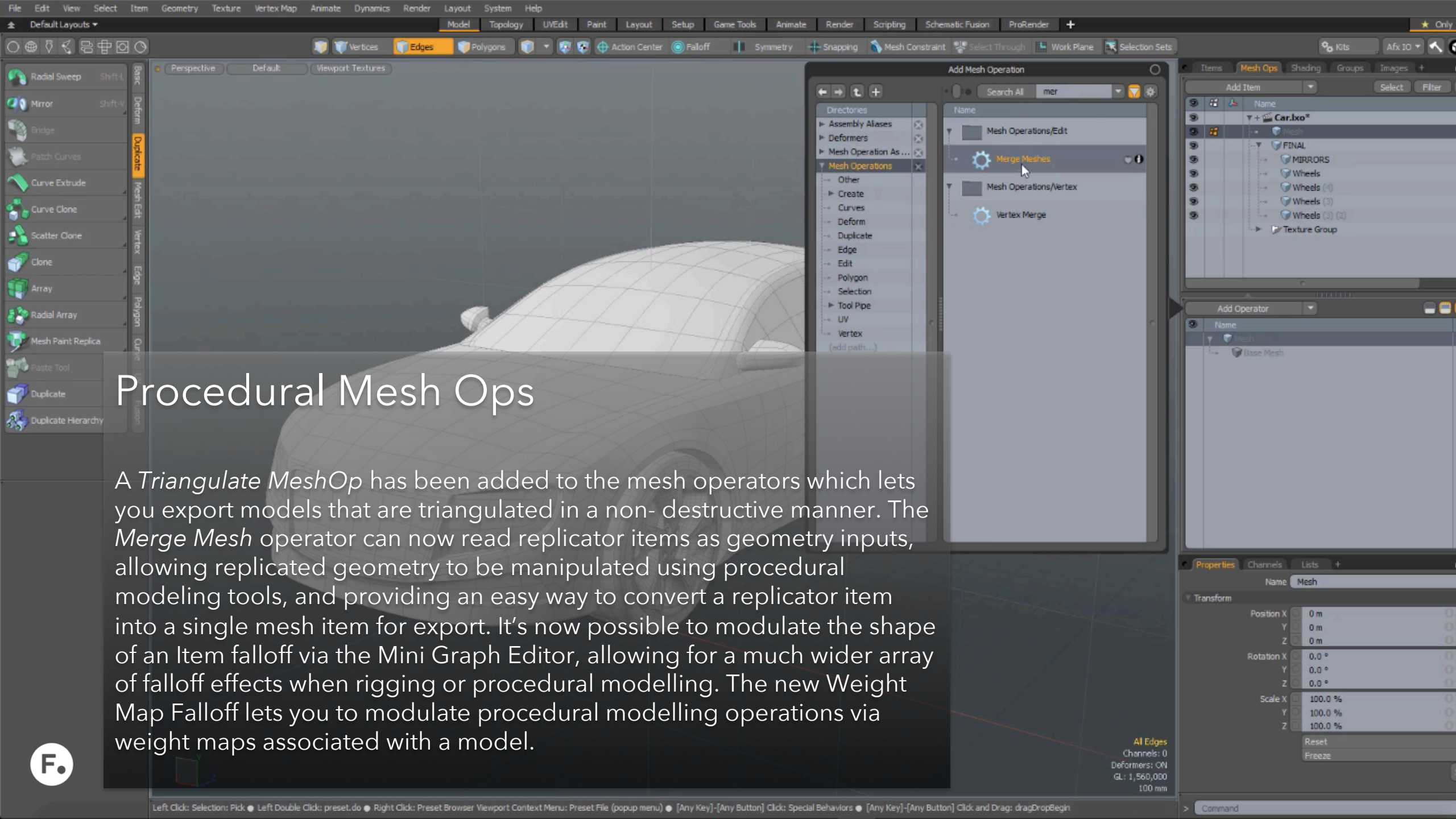
MeshFusion Surface Strips

MeshFusion is significantly enhanced with Surface Strips, an innovative new feature that lets you create features and detail from a single simple surface. Surface Strips work by allowing the creation of strip geometry or topology lying flush on any Fusion Item surface. This provides a wide range of opportunities for Post-Fusion modeling with Procedural operations or direct modeling of the Fusion Output Mesh. The most obvious examples are channels and ridges along arbitrary paths – but the range of design creation options is much much wider, allowing artists to explore iterations more creatively than ever before.

MODO 12 • MeshFusion • Surface Strip Sculpted Capsule with Jointed Pipes & Ribs Procedurally Created from Strip Geometry

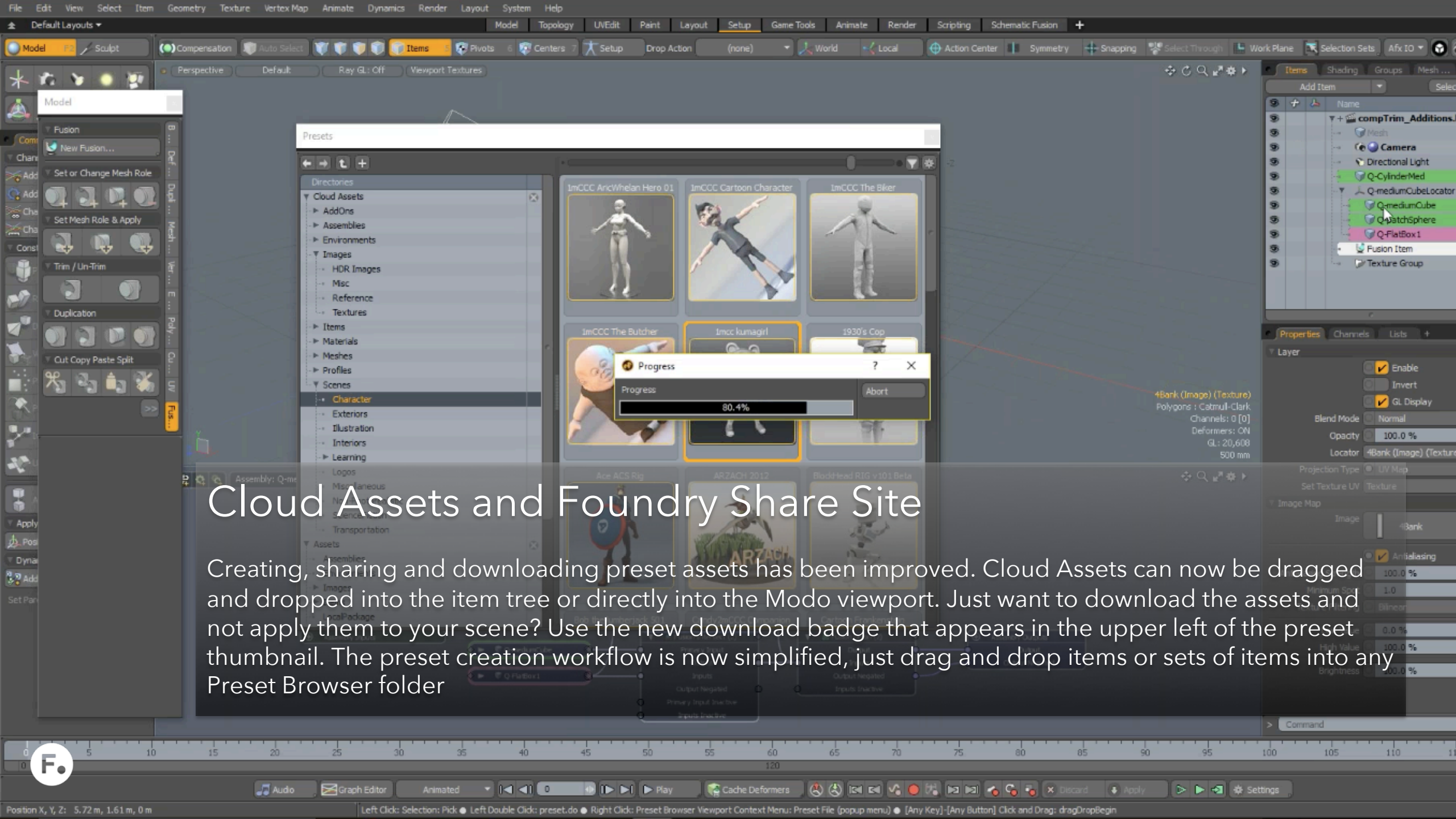
You should be familiar with Modo Procedural Modeling and basic MeshFusion Modeling before viewing this video.


Modeling and Design Creation
It's now possible to conveniently move in the 3rd dimension when using the transform or scale tool to manipulate any mesh or component. Controlled via keyboard shortcuts, this is a really fast way of moving things around in the scene. The Jitter tool has new options to randomize the position, scale and rotation of connected geometry within a single Item. It also works with connected selections, allowing you to quickly add subtle realism in situations where previously it would have been difficult. A new tool handle has been added to the Vertex Slide tool, giving you greater control when tweaking the position of vertices in a mesh.



Procedural Mesh Ops

A *Triangulate MeshOp* has been added to the mesh operators which lets you export models that are triangulated in a non- destructive manner. The *Merge Mesh* operator can now read replicator items as geometry inputs, allowing replicated geometry to be manipulated using procedural modeling tools, and providing an easy way to convert a replicator item into a single mesh item for export. It's now possible to modulate the shape of an Item falloff via the Mini Graph Editor, allowing for a much wider array of falloff effects when rigging or procedural modelling. The new Weight Map Falloff lets you to modulate procedural modelling operations via weight maps associated with a model.

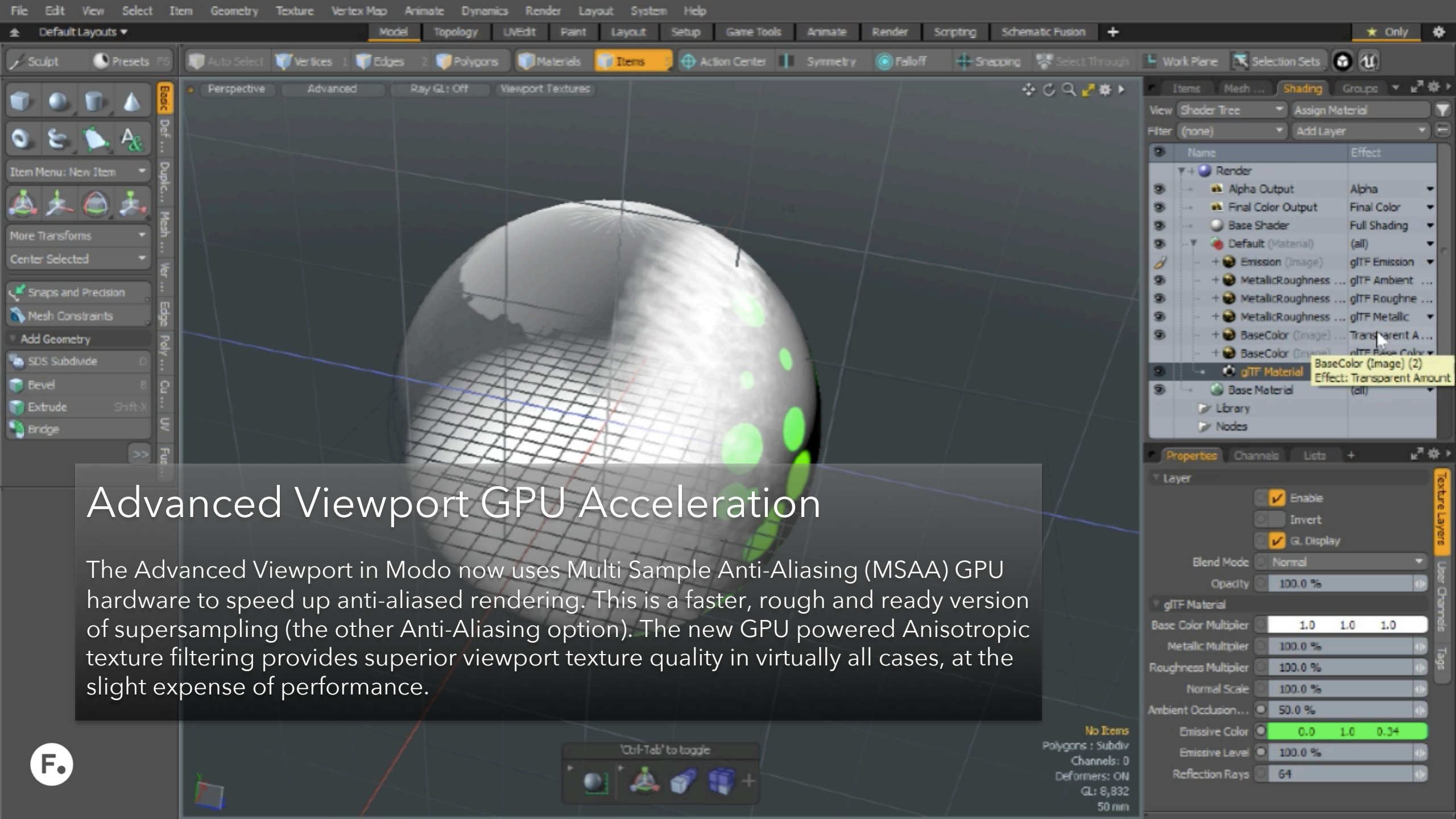

Cloud Assets and Foundry Share Site
Creating, sharing and downloading preset assets has been improved. Cloud Assets can now be dragged and dropped into the item tree or directly into the Modo viewport. Just want to download the assets and not apply them to your scene? Use the new download badge that appears in the upper left of the preset thumbnail. The preset creation workflow is now simplified, just drag and drop items or sets of items into any Preset Browser folder

UV Tools

Modo's fast and nimble workflows continue to be refined, with UI optimization and new toolbar menu options making it easier to manage 3rd party Modo Add-ons. The selection buttons in the Modes toolbar now act as a toggle between the component and item modes, creating a quick and natural way to change Modo Modes. Accessibility is improved and the left Modes toolbar while the UV viewport has new buttons to give easy access to a range of common display options. The Fit UVs command has new Gaps options to set the border padding. Also, it's now easier to align multiple UV selections in one go.

Hatchet Collection

Modo 12.0 comes with a selection of python scripts from the popular Hatchet Collection, enhancing core functionality in Modo and making asset creation even more efficient. There's a wide variety of tools to convert curve types, offset curves, select random, and much more.



Advanced Viewport GPU Acceleration

The Advanced Viewport in Modo now uses Multi Sample Anti-Aliasing (MSAA) GPU hardware to speed up anti-aliased rendering. This is a faster, rough and ready version of supersampling (the other Anti-Aliasing option). The new GPU powered Anisotropic texture filtering provides superior viewport texture quality in virtually all cases, at the slight expense of performance.

Rendering and Shading

Providing a much more flexible way of rendering specific frames, a new frame range channel has been added that controls which frames are to be rendered during animation rendering. Several issues with parsing render output patterns on the rende item have been resolved, and many of the pre-render sanity checks have been repaire The new glTF Material shader contains constants that are used to WYSIWYG preview glTF directly in the Modo Advanced Viewport, or render before exporting to other external renderers. A Shading Model drop-down has also been added to glTF materia properties, with PBR & Unlit settings.

	USD	GPB	EUR
New perpetual license, includes 1yr maintenance	$1,799	£1,499	€1,619
Attach Modo maintenance to existing perpetual license	$399	£339	€359
Modo maintenance renewal, existing contracts	$399	£339	€359
Renewing an expired maintenance contract	$599	£499	€539
Subscription yearly payments	$599	£499	€539
Subscription monthly payments with annual commitment	$59/month	£49/month	€54/month

Please note that your pricing currency will be based upon location.
All prices are shown excluding any applicable taxes. Future pricing is subject to change.

Videos and release notes

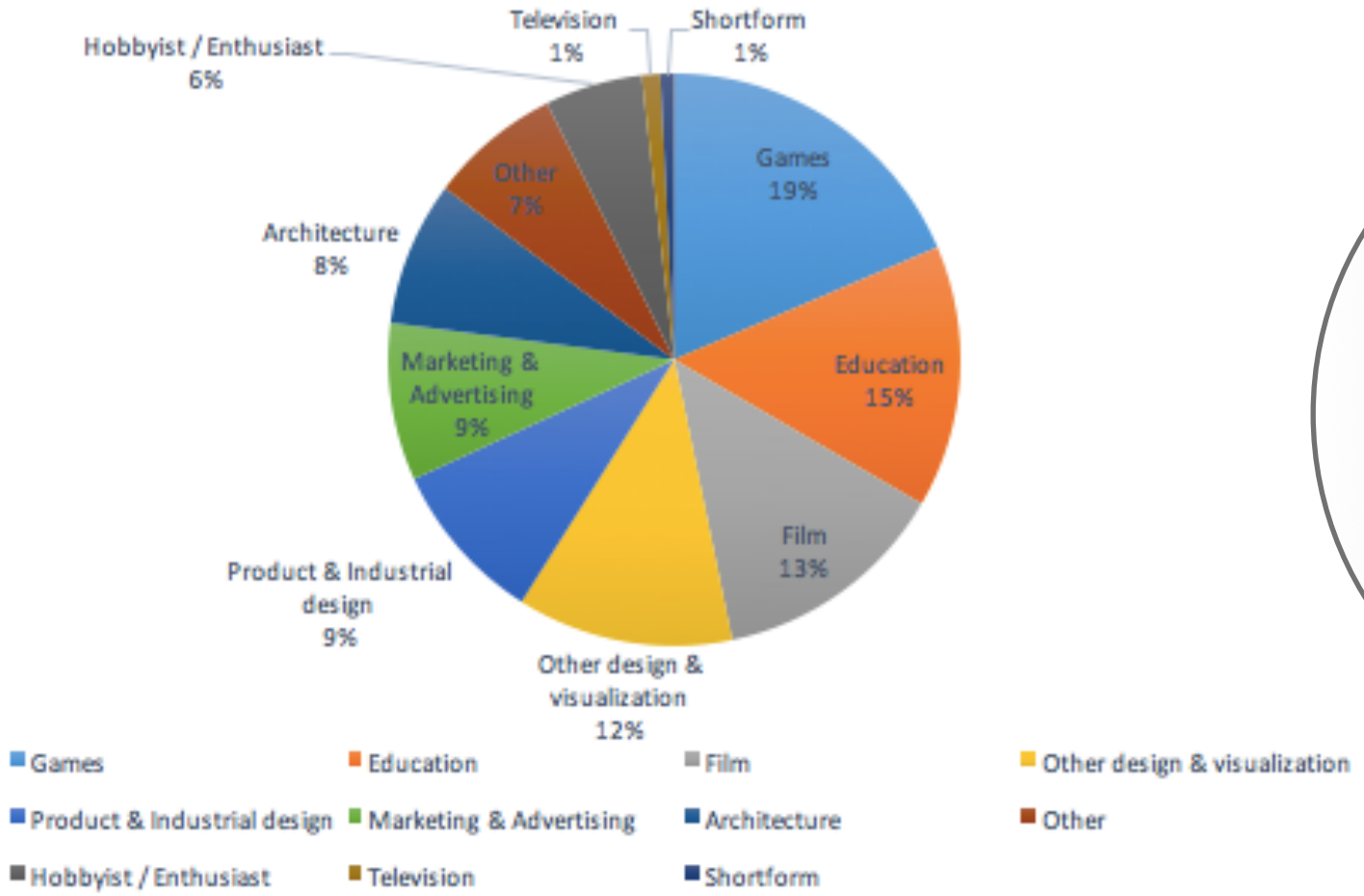
- Feature Videos
- Release notes

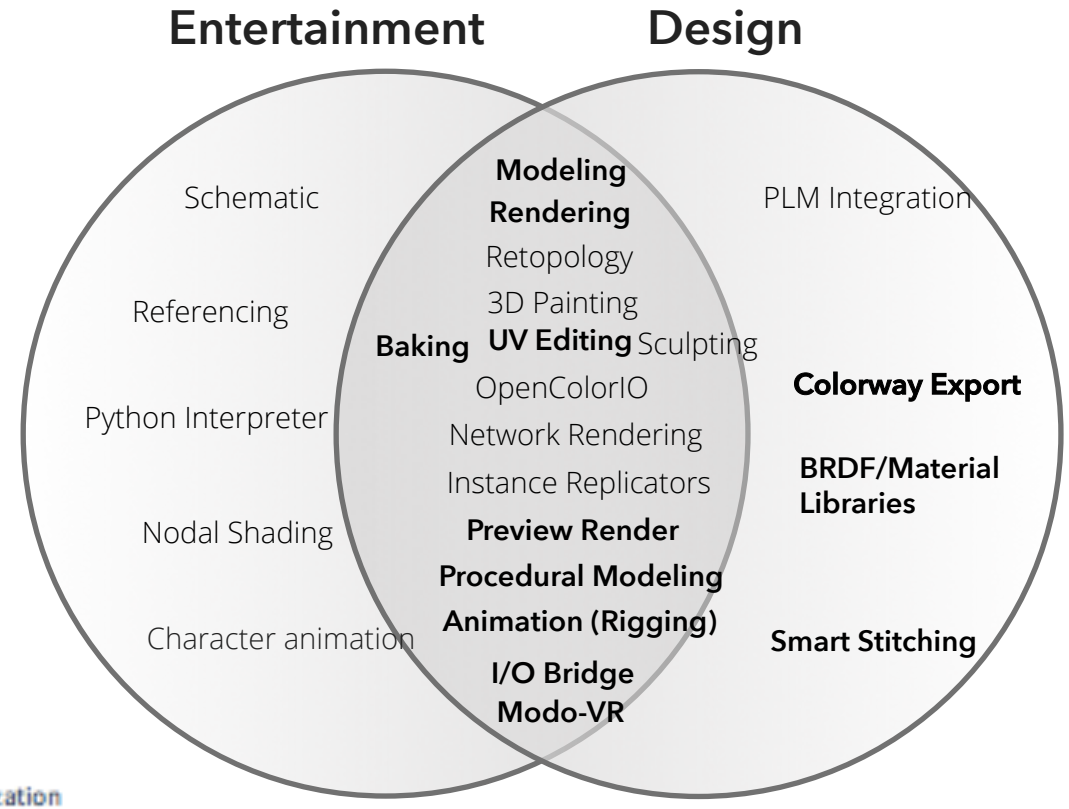
FOUNDRY.

Key Messaging

Blended Requirements

The Modo business is industry diverse, but requirements often overlap





Feature requirements are largely the same with a few outliers

Real-time content: games, virtual reality/augmented reality

The industry's best modeling toolset

Modo offers a unique combination of best-in-class direct modeling tools working hand-in-hand with both a highly robust and flexible procedural modeling system, and the award-winning MeshFusion Boolean toolset. And that's not to mention the powerful integrated sculpting workflows, precision snapping and automatic retopology tools. When every vertex counts, Modo gives you everything you need to create clean, optimized meshes in less time.

Perfect UVs without the pain

Modo takes the drudgery out of tedious UV creation tasks, with a highly efficient built-in toolset that offers many automated options, supports UDIM workflows, and—unlike some other 3D content creation tools—integrates fully with modeling and selection workflows. You can even use falloffs and sculpting tools to deform, smudge and smooth your UVs—something even specialized standalone toolsets can't touch.

Baking that's as easy as pie!

With Modo texture baking tools, you can review your textures as you bake, and watch them refine progressively; tweak settings and make surface changes without waiting for a final render; and store bake-related parameters for reuse with different assets. There's even a Bake Wizard to streamline the setup. And Modo accurately bakes to Unity or Unreal standards, with no extra tools required.

Integrated workflows from concept to engine

With in-viewport support for Unity and Unreal-compatible PBR materials, the ability to work directly with their base shaders, and built-in export tools, Modo lets you develop the look you want with the confidence it will hold up in the real-time engine. Plus, support for a wide range industry-standard file formats, together with Python and macro scripting, means it's easy to make Modo work in your pipeline.

Product design: apparel, automotive, general

Creative exploration without constraints

With a unique combination of both direct and procedural modeling systems; the award-winning MeshFusion Boolean toolset; and integrated sculpting—all working together—Modo lets you focus on creation, not construction. Whether you're roughing out volumes or refining highly detailed forms, the artist-friendly tools and intuitive workflows give you the freedom to fully explore your creative options without the constraints inherent in CAD systems.

Import and iterate

Do you find yourself constantly reinventing the wheel? There's no sense starting from scratch when data already exists in digital form. With Modo's support for an extensive range of file formats, you can import, fix and combine data from many CAD and 3D applications. Then, use Modo's intuitive modeling and sculpting tools to make the design your own; iterate quickly to explore every creative avenue and refine your design to its ultimate potential.

A custom fit for your workflow

Build your own kit of specialized tools that match your exact needs by combining different operations, with Modo's flexible tool assembly system. You can even collapse assemblies down so that they become first-class modeling operations, and share them with your team, or keep them all to yourself to reuse on repetitive tasks. With Modo, every job you do becomes easier, as you develop efficiencies that make you more productive.

Communicate your design intent

Conveying the subtleties of your design is key to communicating your intent. With Modos advanced texturing tools, physically-based materials and easy-to-use decal placement, you can quickly iterate on looks and preview them right in the interactive viewport—so you can make faster design decisions. Then, use Modo's high-performance photorealistic renderer to create breathtaking photorealistic images that show off your design to its best advantage.

Creative media: marketing & advertising, design visualization

Creative asset creation

Focus on your art and let Modo worry about the technical side, with a best-in-class asset creation toolset that's fast, intuitive and extremely powerful. With direct modeling, procedural modeling and MeshFusion Booleans systems all working together—alongside Modo's built-in sculpting and 3D painting toolset—all you need to think about is what you want to create.
The artist-friendly tools you need to create it are at your fingertips.

Work smarter, not harder

Segment your work into more manageable parts, avoid repetitive modeling tasks and create repeatable looks with saveable, shareable, reusable assemblies and presets. You can even convert a series of procedural modeling operations into a new specialized tool that you can share with your team, or keep to yourself to reuse on repetitive tasks. With Modo, every job you do becomes easier, as you develop efficiencies that make you more productive.

Fast, flexible look development

Exploit the power of Modo's fast and flexible layer-based and nodal shading systems to easily build sophisticated, convincing materials. Create, modify or reuse presets with intuitive drag-and-drop workflows to quickly develop the look you want, or simply select from a huge library of highly realistic physically based materials that mirror their real-world equivalents with astonishing accuracy—making synthetic photography workflows easy.

High-performance photorealistic rendering

When it comes to creating the final still or animation that will communicate, visualize or sell your idea, Modo has you covered. Photorealistic rendering at amazing speeds and limitless resolutions comes right in the Modo box—even network rendering is free. From the powerful preview renderer that updates as you fine-tune your scene, to your final pixel-perfect frame, Modo's production-proven renderer helps you stay on deadline and on budget.