**Autodesk® MotionBuilder® 2016**
# Features and benefits

# Overview

Autodesk® MotionBuilder® 2016 software delivers new enhancements, based on top user requests, that help improve daily work for artists, developers, directors, and cinematographers. These enhancements also help studios more efficiently manipulate and refine motion-capture, as well as other animation data, used in game development, visualization, pre-visualization, virtual cinematography, and feature film production.

# Top features and benefits

## Story Enhancements
MotionBuilder 2016 offers a number of powerful usability enhancements for the Story tool that help improve workflow efficiency, especially when dealing with multiple Story clips. The new Clip Alignment option provides users with convenient options to align multiple clips together. The new Make All Clips Read-Only functionality saves memory by enabling the conversion of all the writable story clips available on the Story tracks into Read-only clips. Additionally, the new Expanding Clips option allows you to expand the selected clips to their previous and/or next clips. Combined with the Make All Clips Read-Only option, this provides the ability to easily create animation loops without leaving the Story UI.

## FCurve Improvements
MotionBuilder 2016 provides access to convenient frame features such as Frame Start/End and Frame Zoom Bar within the FCurve, which is useful for quickly viewing the animation frames in the FCurve window. Additionally, the capability of viewing and editing keys in the FCurve editor with transformation values of up to 1,000,000 can now support the scale of a complex and modern production environment.

## Removal of FBX 2GB File Size Limit
MotionBuilder 2016 eliminates the FBX file size limitation of 2GB, providing maximum flexibility while enabling the authoring of larger scale scenes and embedded media files.

**MotionBuilder 2016**

# Other key features and benefits

## Separate Options for Save and Save Selection

Save and Save Selection now have separated memory allocation, providing adjust options for different Save actions separately without worrying about unwanted data overwriting.

## Keyable Near/Far Plane

MotionBuilder 2016 enables the use of keyable properties in Near/Far Plane of camera, creating the ability to dynamically adjust the render scope as well as the ability to fix rendering artifacts caused by depth buffer precision.

## Disable Pose Thumbnails

Pose thumbnails included in files can be disabled in MotionBuilder 2016, helping to optimize the file size and improve efficiency.

## Disable Embedded Media

MotionBuilder 2016 provides the ability to disable Embedded Media from the configuration file to leave out any unwanted Embedded Media, which allows for workflows that don't permit embedded media while avoiding repetitive effort with a one-time setting and preventing erroneous operations.

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