



Go beyond the traditional 3D workflow to an immersive creative experience.

MODO 801 offers innovative new and refined workflows for design ideation, game content creation, character animation, and producing high-quality advertising images. Created with artistic workflows in mind, MODO 801 puts the fun back into digital content creation and design. With the freedom to explore, artists and designers can focus on creative efforts that maximize quality output in less time.

Reasons to buy

Perfection comes through refinement

It's one thing to implement a feature in your software and then move on to other things. It's another thing to care and commit to improving features, based on community and industry feedback. MODO 801 delivers on the core philosophy that perfection comes through refinement, as evidenced with significant workflow enhancements in modeling, sculpting, animation and rendering.

Advanced particle simulation made easy

Particle effects in MODO 801 are part of a new simulation architecture, allowing rigid body and soft body dynamics to interact with particles. Artists can sculpt particles into their desired shapes or use the schematic view to art direct behavior at the most detailed level. No time to learn all the intrinsic details of particles, sharing and loading of templates is also made easy with the preset system and library of effects.

Performance Updates

Shortened deadlines and increasing scene complexity is a never-ending battle for most. MODO 801 remains committed to reducing that burden and in some test cases has improved performance by as much as 175x when making changes to large scenes. Optimizations to selecting and deleting have resulted in more than a 10x speedup, and Preview render can now be used as part of everyday workflows with synchronization improvements and a significant boost in rendering speed.

More out-of-the-box value

MODO 801 offers modern, highly-integrated modeling, painting, sculpting, effects, animation and now unlimited network rendering capabilities.

Pricing

MODO 801 Individual License
\$1495 / £999 / €1169

MODO 801 Individual License Upgrade
\$495 / £329 / €379

MODO 801 Floating License
\$1795 / £1199 / €1399

MODO 801 Floating License Upgrade
\$695 / £469 / €529

“MODO 801 has the fastest, most highly interactive and powerful render engine available today - to me it's almost real-time, which is kind of freaky. A lot of improvements have gone into this release that will be really useful for 3D content creators. The foundation of MODO 801's particle system is going to open the door for insane capabilities and features to the MODO community.”

Hagop (Kane) Kaneboughazian, Senior Animation Director at Viscira

Image by Seth Richardson





New features

- **Nodal Shading** - Enhancing the existing material process, the new nodal shading view let's artists of every level create more complex shaders and materials.
- **Enhanced snapping** - Create complex sets of snapping conditions with the addition of new snapping presets, enhanced snapping options and intelligent snapping controls.
- **Animation Improvements** - New keyframing features include Time Markers, Onion Skinning, Spacing Charts, and In-between Tools.
- **Rigging and Deformers** - The new Wrap, Lattice and Bezier Deformers extend MODO's robust Order of Operations (OoO) deformation tools.
- **Referencing** - Referencing in MODO 801 allows for efficient collaborative workflows and asset reuse that just simply works.
- **Dynamics and Particles**-Effects artists can now simulate flexible ropes and chains, shatter objects to create realistic destruction animations or use the new Glue system to simulate layers with breakable constraints.
- **Hair and Fur**-MODO 801 dramatically improves interactivity and control when styling hair and fur. New hair guides can be generated from the base geometry or interpolated from existing guides.
- **Painting and Sculpting Enhancements**-MODO 801 lets you paint curved lines across a surface with greater control. The new Auto Scale and 2D/3D curve options for brushes improve both painting and sculpting workflows.
- **Texture Baking** - New render item channels provide greater control over output resolutions and cage baking with a vertex map can now be used to bake normal map information from one object to another.
- **UV Unwrap**- Performance of the UV selection, camera navigation and paint selection processes have all been significantly improved along with new UV unwrap and relax tools that support an Angle Based flattening method.
- **GL Measures** - The GL Measures in MODO 801 give artists the ability to expose relevant information in the viewport display, making scenes more readable in a collaborative environment.
- **New Materials and Textures**- Simulate the oil-on-water look or the colorful swirls often observed on a soap bubble with the new physically based Thin Film material or gain powerful control over viewing-angle-dependent effects where light is diffracted, creating unique rainbow effects on a surface, with the new Iridescence material.

System requirements

Each MODO license allows you to run on a PC or a Mac, it's your choice.

General System Requirements for MODO 801

(Minimum)

2 GB RAM minimum
2 GB available hard disk space for full content installation
Mouse or pointing device, including pressure sensitive tablets or 3Dconnexion 3D mouse
OpenGL 2.0 accelerated graphics, at least 1280 x 800 resolution
Internet connection required for product activation and to access online videos

Windows®

Requirements (minimum)

In addition to the General System Requirements:
Windows XP, Vista, 7 and 8 (only 64-bit supported)
Intel Xeon/Core 2 Duo, Quad/Core i7 or AMD Opteron/ Phenom processor(s). Must support SSE2 instruction set.

Macintosh®

Requirements (minimum)

In addition to the General System Requirements:
Mac® OS X 10.6.8 or later (only 64-bit supported)
Intel processor(s), Core2Duo processor or higher.
Note: Full screen mode for the Lion operating system is not currently supported

Linux

Requirements (minimum)

In addition to the General System Requirements:
Red Hat Enterprise Linux 5.4 or later (only 64-bit supported)
Intel processor(s), Core2Duo processor or higher.

