



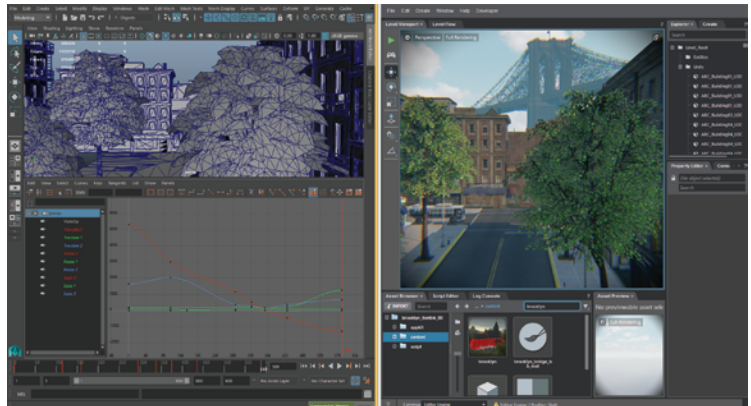
# AUTODESK® STINGRAY

The art-to-engine workflow you've been waiting for!

Autodesk® Stingray is a modern game engine built on a powerful, data-driven core architecture. Stingray features powerful interoperability with Autodesk® 3ds Max®, Autodesk® Maya®, and Autodesk® Maya LT™ animation software, simplifying the art-to-engine workflow for game makers.

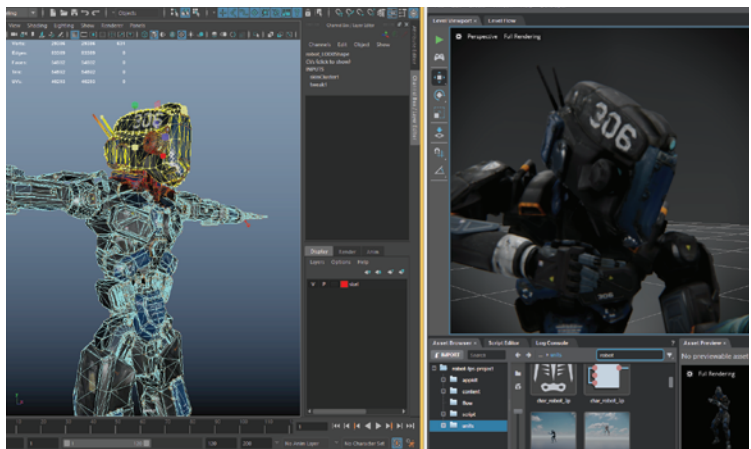
## Live Linked Viewport Cameras

Create a live link between the Stingray viewport camera and the viewport camera in Maya LT, Maya, or 3ds Max. Linked cameras make it easier to review 3D scenes, and see exactly how your content will look in-engine.



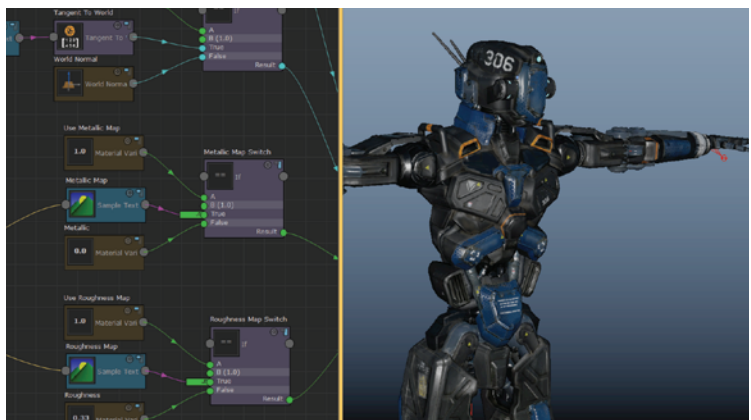
## One Click Asset Updates

Using Stingray with Maya LT, Maya, or 3ds Max makes artistic iteration easier than ever. Update 3D content between Autodesk 3D tools and Stingray with just one click. Or, make changes in Stingray and push the changes back to the 3D tool.

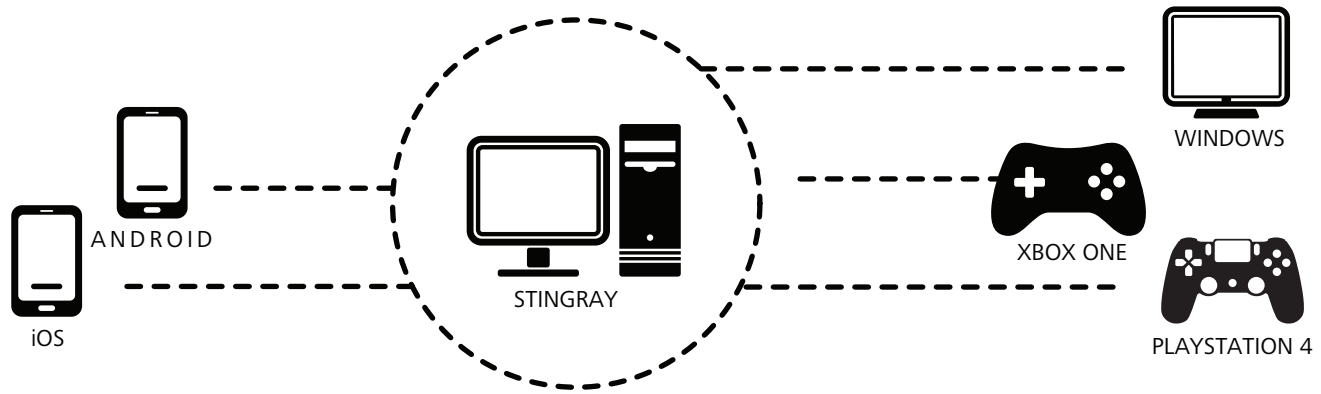


## Transferable materials

Save time creating materials with ShaderFX by only creating them once. Physically based materials created in ShaderFX can be transferred between Maya LT, Maya, or 3ds Max and Stingray.



**FREE TRIAL:** [Autodesk.com/TryStingray](https://www.autodesk.com/trystingray)



### Live connection to deployment platforms

Connect the Stingray editor to multiple deployment platforms for faster level building and game testing. Game changes made in Stingray can be pushed to deployment platforms without re-compiling, so designers and artists can quickly test and make changes.

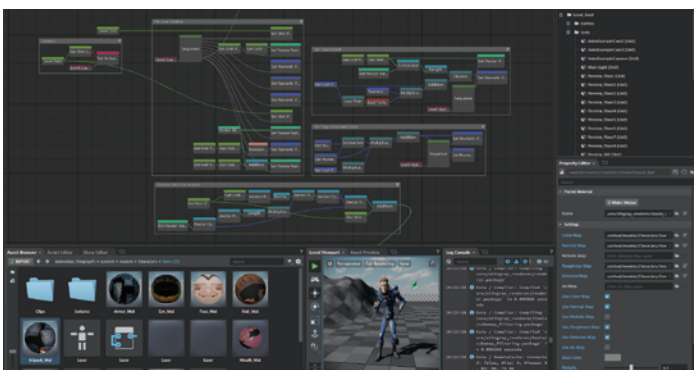
### Modern data-driven architecture

Stingray is a modern game engine built around a data-driven core architecture. Stingray is designed to be lightweight and flexible so developers can make significant changes to the renderer or core engine without re-writing and re-compiling source code.



### Stunning rendering and visuals

Stingray features a physically based renderer so that game makers can create beautiful, realistic-looking game worlds. It also has a high performance reflection system, advanced particle effects, post-processed visual effects and lightmap baking. Stingray can help you make your game look amazing.



### Visual Node Based Scripting

Stingray has a visual, node-based scripting system called Flow. Built on Lua script, Flow lets designers or novice programmers drag and drop nodes and connections to easily build the logic of their game world. More experienced programmers can use Lua to create custom flow nodes for their team members.

## Built into Stingray



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