



AUTODESK Maya

THE CREATIVE MOVIE LIFE WITH MAGIC TOOLS IN MAYA

IMAGE COURTESY OF AMARU ZEAS

Maya® 3D animation, modelling, simulation, rendering and compositing software offers a comprehensive creative feature set for 3D computer animation, modelling, simulation and rendering on a highly extensible production platform. Maya provides high-end character and effects tool sets along with increased productivity for modelling, texturing and shader creation tasks.

INDUSTRY APPLICATION

- VFX FOR FILM AND TV COMMERCIAL
- ANIMATION
- GAME DEVELOPMENT
- VIRTUAL REALITY

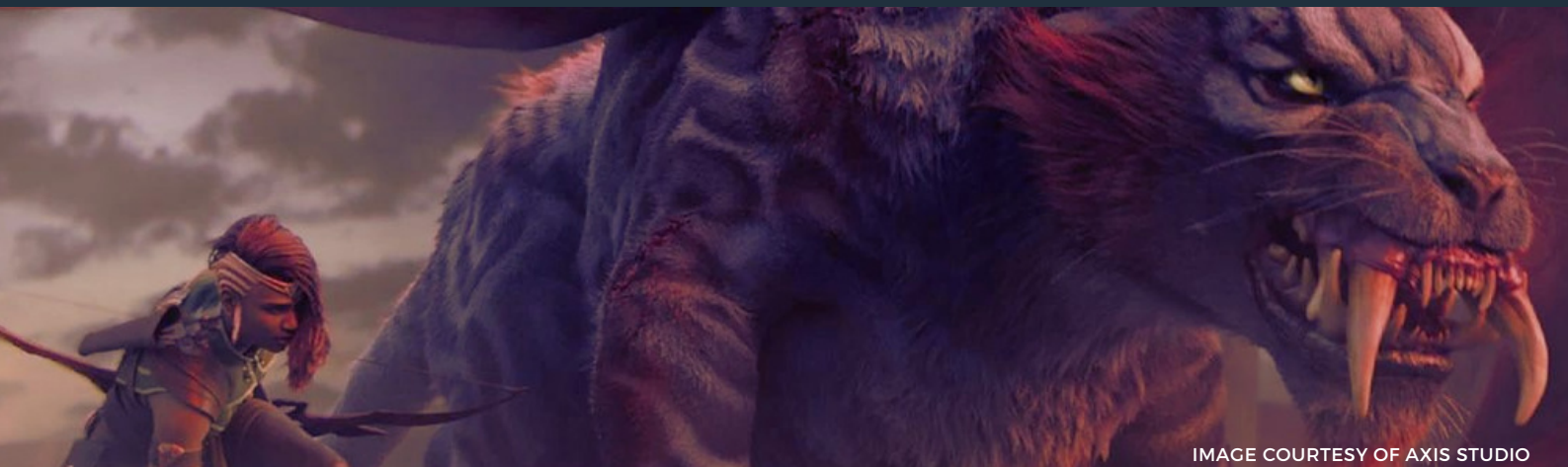
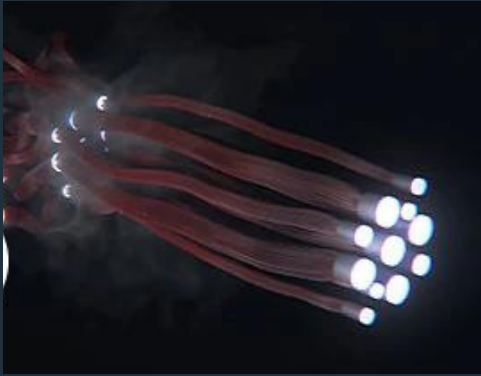


IMAGE COURTESY OF AXIS STUDIO

THE KEY FEATURES IN MAYA



BIFROST FOR MAYA

Create physically accurate simulations in a single visual programming environment.



USD IN MAYA

Load and edit large datasets quickly and work directly with data using native tools.



FAST PLAYBACK

Review animations faster and produce fewer play blasts with cached playback in Viewport 2.0.



UNREAL LIVE LINK FOR MAYA

Stream animation data from Maya to Unreal in real time with the Unreal Live Link for Maya plug-in.



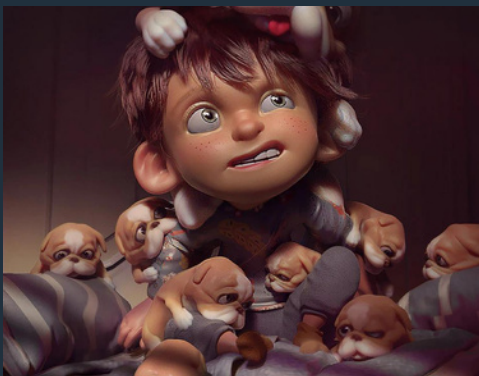
TIME EDITOR

Make high-level animation edits with a non-destructive, clip-based nonlinear editor.



GRAPH EDITOR

Create, view, and modify animation curves using a graphical representation of scene animation.



POLYGON & NURBS MODELING

Create physically accurate simulations in a single visual programming environment.



CHARACTER SETUP

Create sophisticated skeletons, IK handles, and deformers for characters that deliver lifelike performances.



INTEGRATED ARNOLD RENDERER

Use Arnold Render View to view scene changes in real time, including lighting, materials, and cameras.

