

Autodesk® Maya 2015

Top reasons to buy/upgrade

Work the way you want

Powerful new toolsets for simulation, effects, animation, modeling, shading, and rendering

> The Core of a Modern CG Pipeline

Autodesk® Maya® 2015 software offers a deep and flexible feature set that forms a robust CG pipeline core. With powerful integrated modeling, simulation, animation, rendering, matchmoving* and compositing* capabilities; single-step data exchange with other 3D applications in the Autodesk® Entertainment Creation Suites 2015; and extensive opportunities for customization, studios large and small can build a modern pipeline with Maya at its core. Maya is used by leading artists to help create innovative entertainment, and both Maya and its developers have garnered numerous awards for technological innovation including an Academy Award® of Merit and two Technical Achievement Awards from the Academy of Motion Picture Arts and Scientists.

> Stunning Simulations

Maya offers extensive simulation tools for creating high-quality, realistic liquid, fluid, particle, cloth, fur, hair, rigid-body, and soft-body dynamics. With the powerful new Bifrost procedural effects platform you can simulate and render photorealistic liquids, while the XGen Arbitrary Primitive Generator enables you to generate large amounts of hair, fur, and feathers, or to quickly populate landscapes. Maya Fluid Effects and the Maya Nucleus Unified Simulation Framework—with its Maya nCloth, Maya nParticle, and Maya nHair modules—were engineered by leading research scientists at Autodesk to enable you to create complex effects with multidirectional interactions. In addition, you can use the high-performance open source AMD Bullet Physics engine** to help create advanced rigid-body and soft-body simulations.

> Believable Characters

Maya delivers industry-leading tools for creating compelling CG characters. Used to help create villains and heroes like Iron Man from Iron Man 3, Smaug from The Hobbit, The Desolation of Smaug, and Superman from Man of Steel, Maya features highly customizable rigging tools, advanced muscle deformation, innovative new Geodesic Voxel Binding, and Autodesk® HumanIK® full-body inverse kinematics (FBIK). Moreover, with the intuitive Grease Pencil, you can quickly and naturally block out and mark out animation directly within the 3D scene with the ease of traditional 2D animation.

> 3D Editorial

Maya offers 3D editorial capabilities with the Camera Sequencer, which features a Sequencer Playlist, support for multi-track audio, and interoperability with certain non-linear editing (NLE) applications. Useful for editing 3D animation for previsualization or virtual moviemaking, the Camera Sequencer enables you to more precisely manage framing and timing of CG shots and play them back for review.

> Performance

Maya is engineered to help handle today's increasingly complex data sets without slowing down the creative process. It does this through multithreading, algorithmic tuning, sophisticated memory management, GPU optimizations, tools for segmenting scenes, and 64-bit support for Microsoft® Windows®, Linux®, and Apple® Mac OS® X operating systems. Meanwhile, new support for Pixar's OpenSubdiv libraries results in dramatically faster draw performance for deforming subdivs. In addition, the high-performance Viewport 2.0, together with support for Microsoft® DirectX 11® shaders, enables you to interact with your scene in a higher fidelity environment, helping you make better creative decisions in context.



Mr Hublot - © ZEILT productions, Arte, Watt Frame

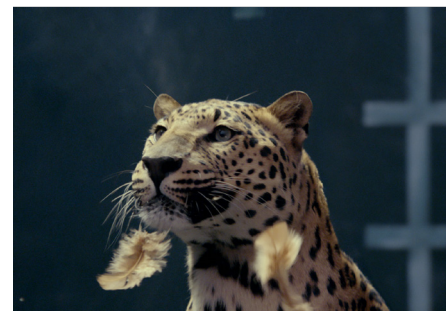


Image courtesy of Brewster Parsons

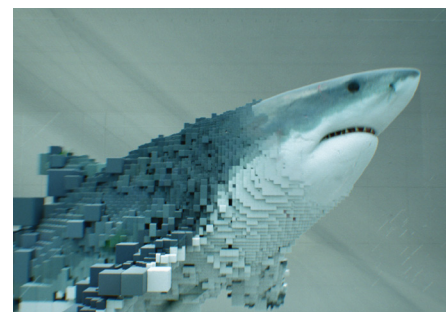


Image courtesy of Important Looking Pirates VFX

Top reason to buy/upgrade

> The Open Data Initiative

The Open Data initiative is a targeted set of features and workflows designed to help facilitate data-centric, nonlinear workflows. The ability to read and write the Alembic cache format enables you to distill animated and simulated data into application-independent baked geometry, so that it can be more easily moved between disciplines. Meanwhile, with native support for keyframes, constraints, animation layers, and Set Driven Keys, the ATOM (Animation Transfer Object Model) offline file format enables you to transfer animation between characters. And Scene Assembly tools provide a mechanism for representing production assets in Maya as discrete elements, each with complete support for multiple representations, helping you better manage large and complex scenes and collaborate more effectively with others.

> Highly Customizable

Maya offers multiple avenues for customization for companies wishing to integrate 3D tools more tightly into their pipeline, or to more easily add specialized production tools. It was built from the ground up with the Maya Embedded Language (MEL), and also offers Python® scripting as well as an extensive, well-documented C++ API. Also, developers can create interface components more easily with Qt Designer or PySide.

> Easy to Learn

From the Autodesk training, documentation, and inline help that come with Maya, to the breadth of partner and third-party books, DVDs, tutorials and training facilities, there are numerous resources to address a user's learning style. Tap into a large online community of 3D professionals and enthusiasts to share information and knowledge.

> Make the Most of Your Mac

With Maya, Autodesk® Mudbox® 2015 and Autodesk® Smoke® 2015 for Mac OS® X software optimized for the Apple 64-bit OS, you can get the most out of your Mac® computer. Autodesk offers a set of high-end digital production tools for creative professionals from digital sculpting through 3D animation to high quality editorial and creative finishing.

> A Global Community

The extensive Maya online community, including AREA, provides an invaluable resource for students learning the application and artists looking for some advice for a challenging project. Visit AREA at area.autodesk.com.

*Feature only available via Autodesk Exchange.

**OpenCL acceleration on Windows and Linux offers additional performance benefits on those platforms.



Image courtesy of VELVET MEDIENDESIGN GMBH

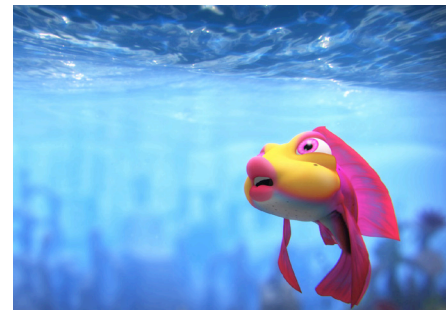
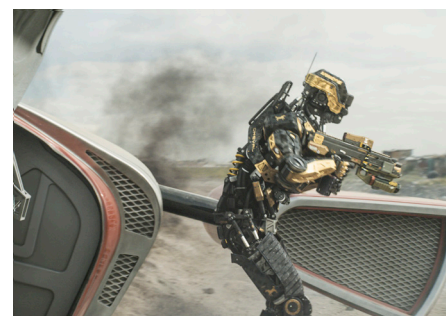


Image courtesy of Sunrise Productions



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Now is the time

Autodesk Maya 2015 software delivers powerful new toolsets for simulation, effects, animation, modeling, shading, and rendering that help artists create the complex, high-quality assets they require.

Try Maya today, autodesk.com/maya-trial.

For more information about Maya, go to autodesk.com/maya.

To locate the reseller nearest you, visit autodesk.com/reseller.

Discover why so many artists worldwide use Maya software.