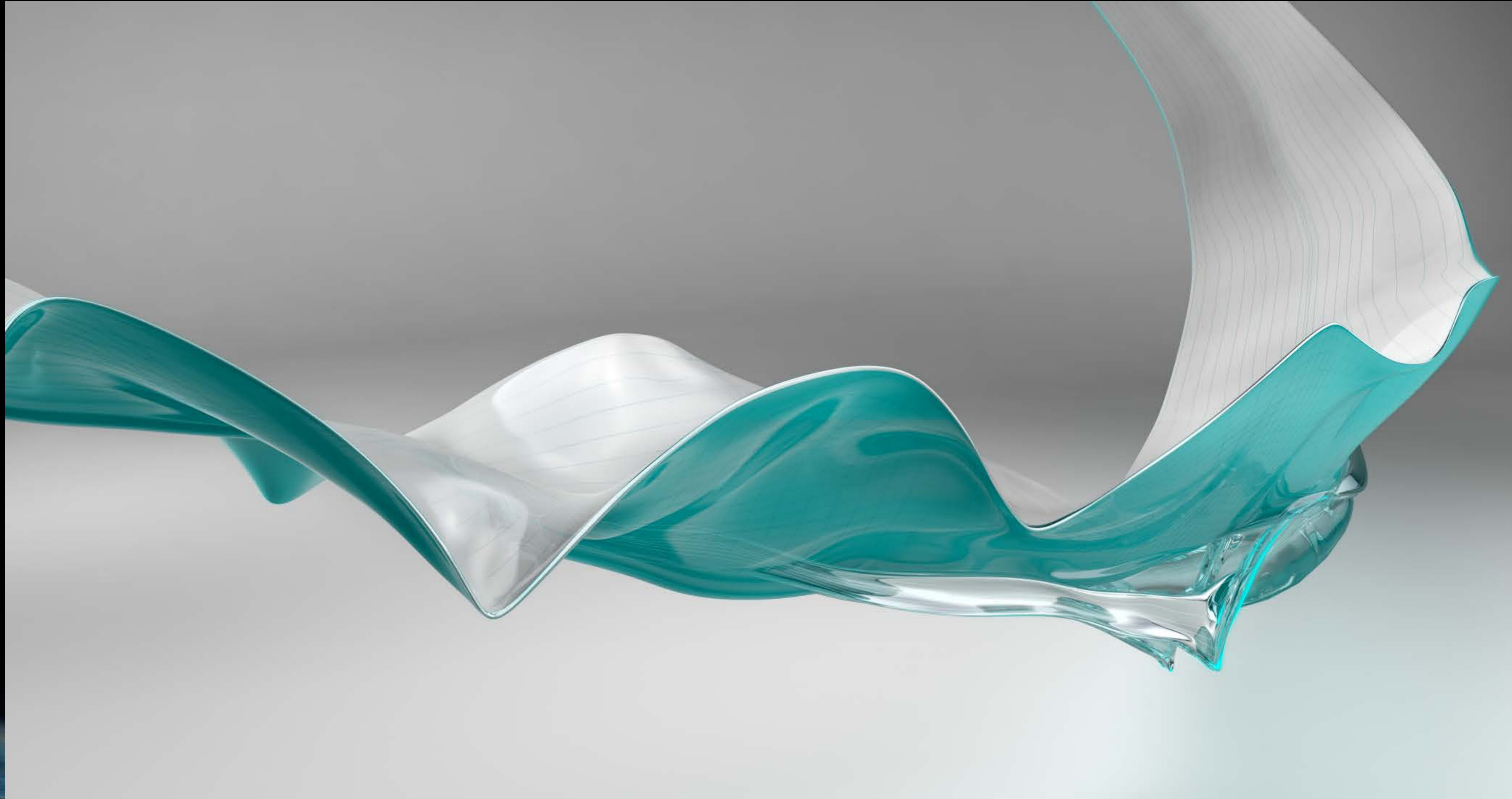


PROGISS / 3DVVF.com.FR

Nouveautés Autodesk® Maya® 2014



Who uses Maya?

Industries

- Film
- Games
- Television
- Advertising, publishing, and graphic design

Artists

- Professionals
- Enthusiasts
- Students



Image courtesy of Spin VFX

The core of a modern CG pipeline

- Integrated modeling, simulation, animation, rendering, matchmoving, and compositing
- Single-step data exchange
- Customizable

Stunning simulations

- Fluid, particle, cloth, fur, hair,
 - rigid-body, and soft-body dynamics
- Maya Nucleus
 - Unified Simulation Framework
- NVIDIA® PhysX® engine
- AMD® Bullet Physics engine
- Digital Molecular Matter plug-in
 - From Pixelux Entertainment™



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Believable characters

- Highly customizable rigging tools
- Advanced muscle deformation
- Heat map skinning
- Autodesk® HumanIK®
 - Full-body inverse kinematics (FBIK)
- Grease pencil

3D editorial

- Camera sequencer



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Performance

- Multi-threading, algorithmic tuning, memory management, GPU optimizations and scene segmentation
- 64-bit operating system support
- High-performance viewport 2.0

The open data initiative

- Read and write the Alembic cache format
- Native support for keyframes, constraints, animation layers, and Set Driven Days
- ATOM offline file format
- Scene assembly tools



Image courtesy of Kris Cabrera

Highly customizable

- Maya Embedded Language (MEL)
- Python® scripting
- Well-documented C++ API
- Qt Designer
- PySide

Easy to learn

- Autodesk training and documentation
- Partner and third-party books, DVDs, tutorials, and training facilities
- One of the largest online communities



G Gravity

www.gravity.co.il
Image courtesy of Gravity

Make the most of your Mac

- Autodesk Maya
- Autodesk® Mudbox®
- Autodesk® Smoke®
for Mac OS® X

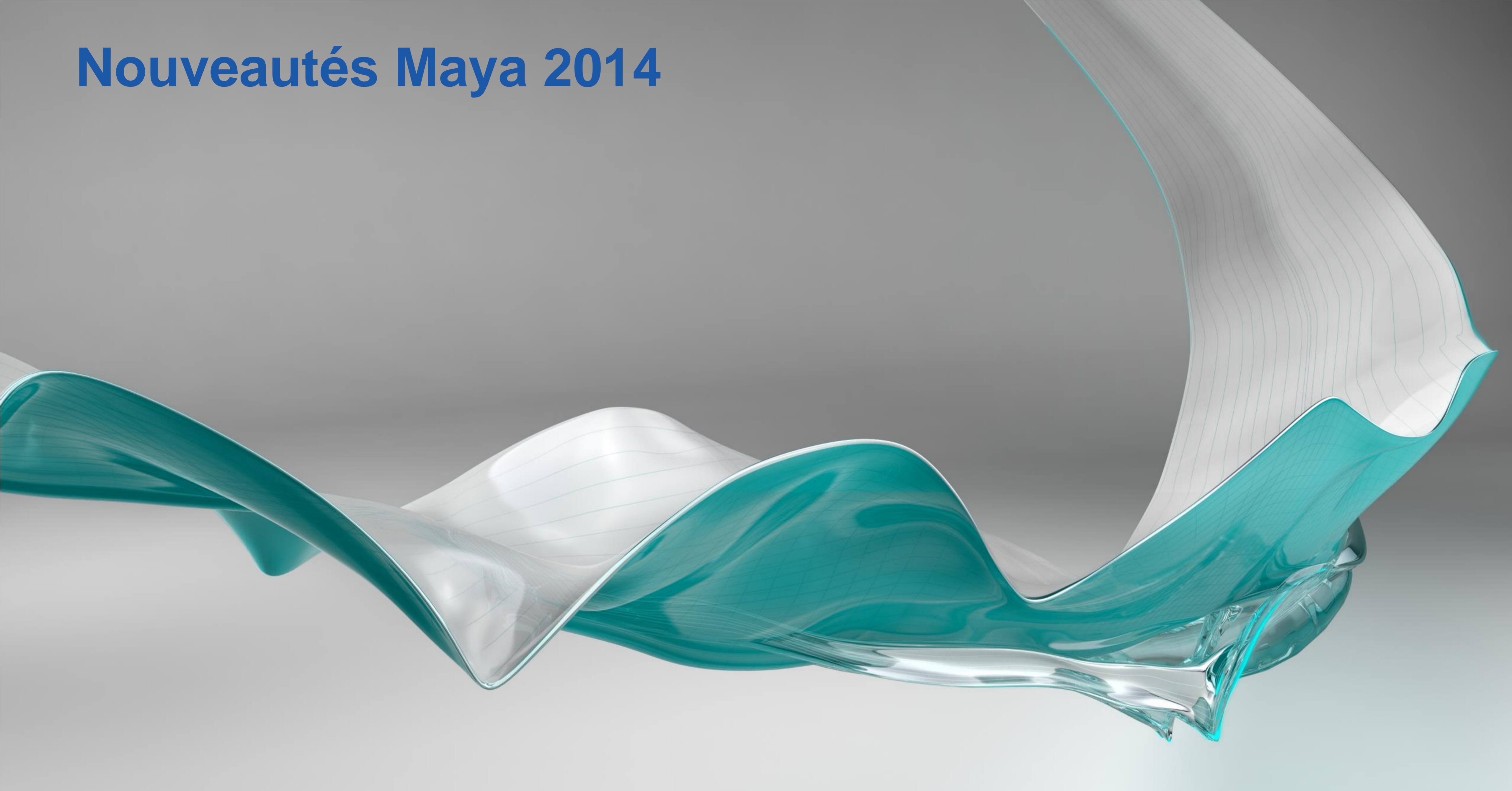
A global community

- Extensive Maya online community



Image courtesy of Drive Productions

Nouveautés Maya 2014



Building on its foundation at the core of many modern production pipelines, Autodesk® Maya® 2014 software offers next-generation display technology, accelerated modeling workflows, robust new systems for handling complex data, and inspiring new creative toolsets to help content creators stay ahead of their competition.

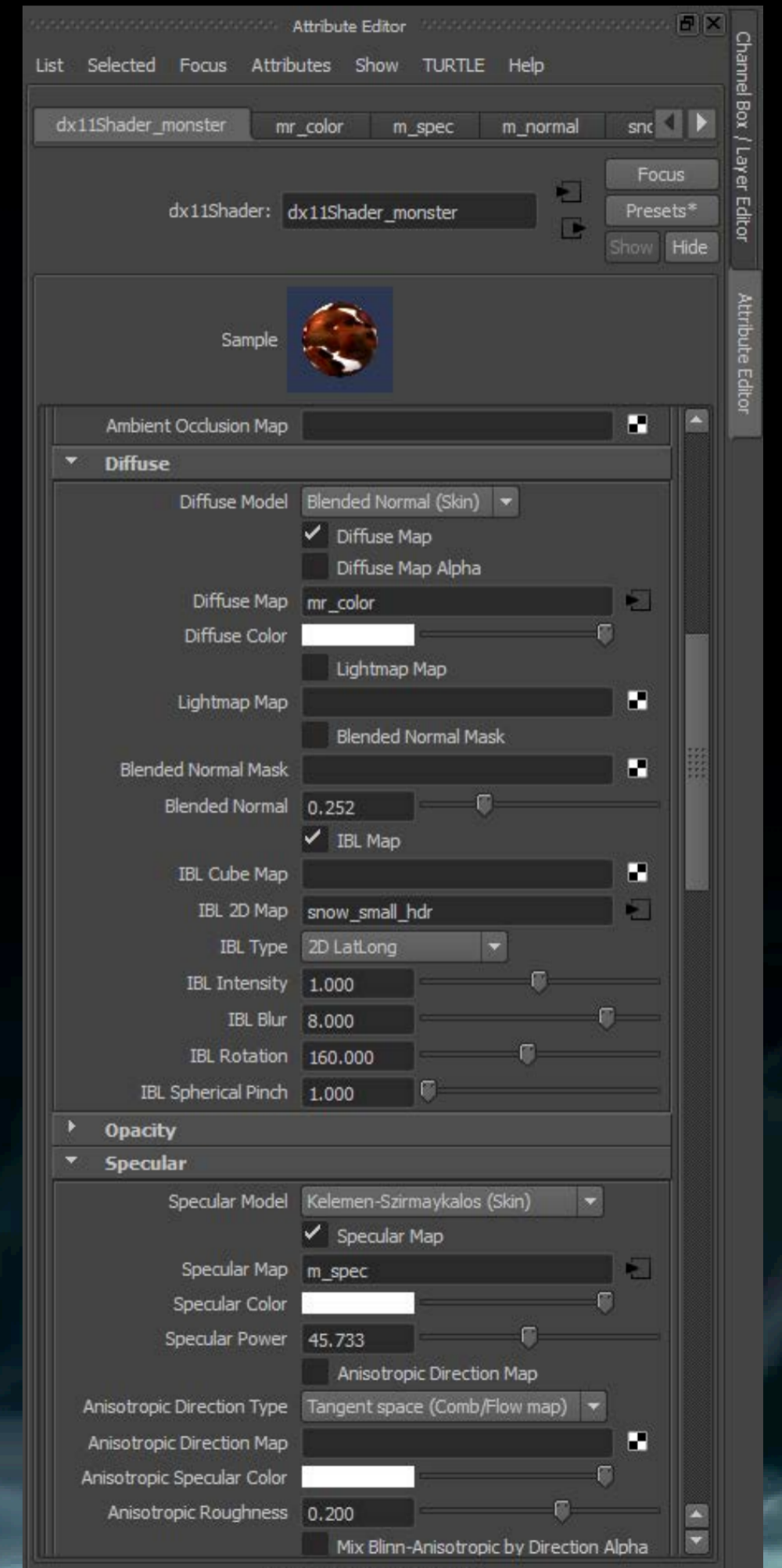
Key Features

- Next-gen viewport display and shading
- Accelerated modeling workflow
- Scene assembly tools for smarter data
- Grease pencil
- New Paint Effects surface and volume attributes



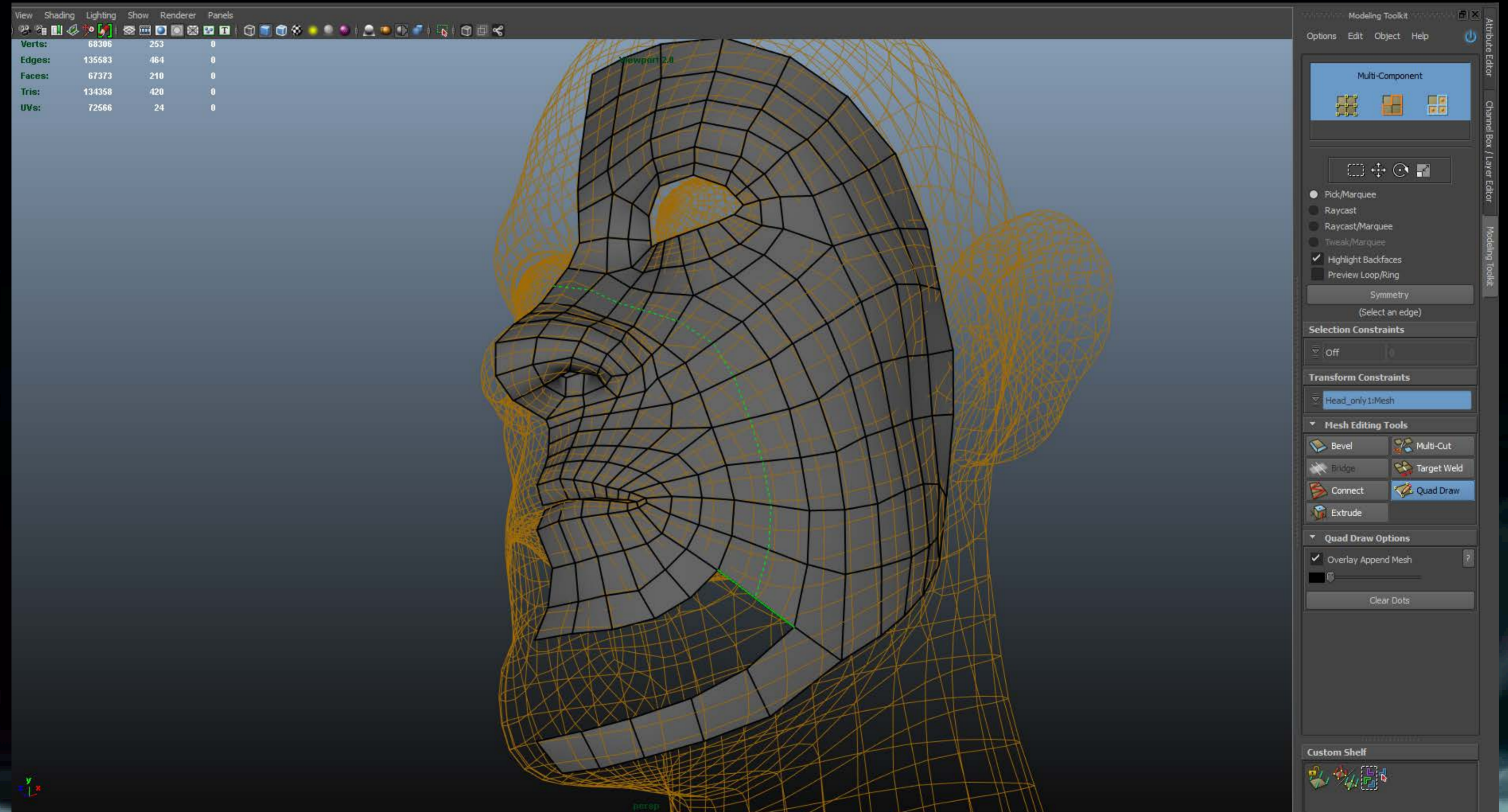
Next-gen viewport display and shading

- New Maya DX11shader
- Real-time, centralized, easy-to-control shader effects
- New API



Accelerated modeling workflow

- New modeling toolkit panel
- New selection, transformation, and mesh-editing tools
- New topology-based symmetry tools
- New quad draw tool
- New multi-cut tool
- New polygon reduction algorithm



Scene assembly tools for smarter data

- Represent production assets in Maya as discrete elements
- Swap between different representations
- Edits can be applied, animated, or queried
- Overrides on Assemblies can be tracked via an improved Edits system
- Robust API



- Block out and mark up animation directly within the 3D scene
- Strokes are automatically stored as an image plane sequence
- Draw directly into the viewport



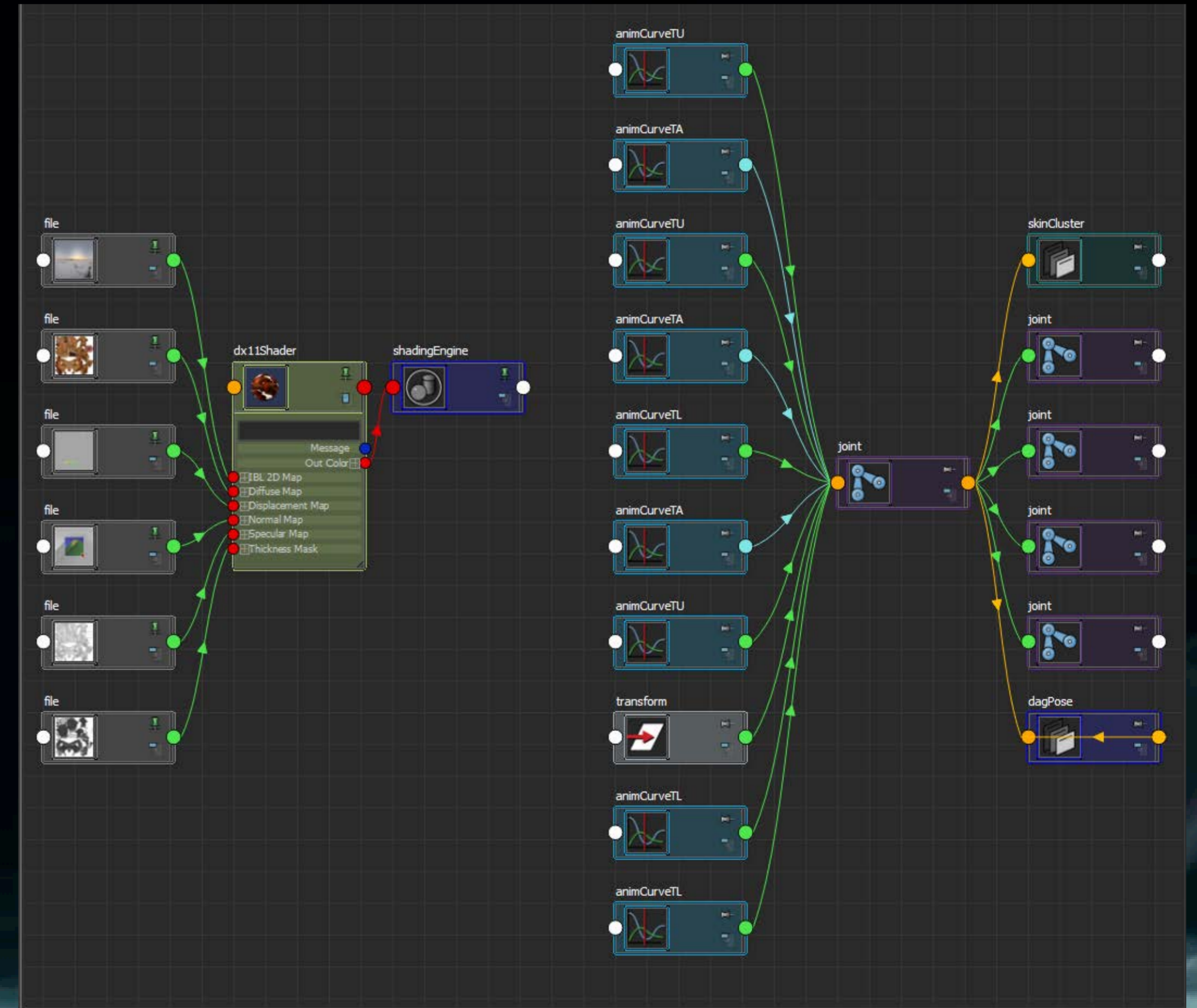
Nouveautés Autodesk® Maya® 2014 New Paint Effects surface and volume attributes

- Surface snap
- Surface attract
- Surface collide
- Space colonization algorithm



Autodesk® Maya® 2014 software also has the following key features:

- Focus on workflow
- Viewport 2.0 enhancements
- Extended clip matching in Trax
- Node editor enhancements
- File path editor
- URI support
- Joint centering and symmetry
- PySide support
- Improved inline help



Providing a comprehensive solution

- Community (AREA.com)
- 30-day trial* software
- Learning Path
- Education software
- Autodesk® Subscription options
- Consulting and custom development
- Complete Suite of 2D and 3D tools
- Complete Suite of design tools



*Free products are subject to the terms and conditions of the license and services agreement that accompanies the software.

Image courtesy of Miguel Ortega

Merci de votre attention