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### Autodesk Maya 8 Key Features

#### 64-Bit Release

Maya 8 marks the first release of Maya with both 32-bit (Windows, Linux, and Mac OS® X) and 64-bit (Windows and Linux) executables. It enables you to address considerably more memory than you could in the past, so you can handle larger and more complex scenes than ever before.

#### Performance

Maya 8 has been optimized to provide superior performance across many areas of the software, both through algorithmic speed-ups and scalable multithreading to take advantage of the latest generation of workstations.

#### Transfer Polygon Attributes

A new Transfer Polygon Attributes feature allows you to transfer UV, color per vertex (CPV), and vertex position information between polygon meshes of differing topologies. This capability proves particularly useful when working with two different versions of an object or character (for example, one high resolution and one low resolution). You could then transfer existing UV sets that have already been laid out to the lower-resolution model. The feature also lets you create a “shrink-wrap” effect as you transfer vertex positions from one model to another.

#### Streamlined New Polygon Tools and Workflows

New and improved tools such as polygon bridge, multiple edge loop insertion, enhanced UV layout, and new workflows such as the ability to interactively create, position, and scale primitives in a single operation, maximize productivity for the most common tasks.

#### Geometry Caching

You can now cache deformations on polygon, NURBS (including curves), and subdivision surface geometry, allowing for faster playback and rendering of scenes. Caches can be edited and blended in the Trax Editor, letting you blend the results of various vertex animations together in order to form a new animation. For example, you could correct deformations by remodeling and replacing particular frames and then smoothly blend in and out of the changes.

#### Override Viewport with Renderer of Choice

You now have the option of overriding Maya viewports with a proprietary or third-party plug-in renderer. This capability enables you to review your scene as it will appear in the target renderer—such as a game engine—while maintaining the ability to interact with the scene in the interactive view. Two example Windows plug-ins are provided with the Maya Devkit: one for OpenGL® and one for Direct3D®.

#### Autodesk Toxik Interoperability

New in Maya 8, information about a Maya scene can be exported to Autodesk® Toxik™ software, thereby greatly improving the workflow between the two packages. A Toxik composition can be generated from Maya based on the render layers in the scene. The exported compositing graph includes the associated image sequence file names, Maya blend modes, and specific render settings. Iterative updates on composition elements can be created and passed to Toxik, enabling you to collaborate on specific elements without having to start again each time. In addition, multiple versions of a composition can be kept for comparison and changes can be easily rolled back at any time.

#### mental ray 3.5 Core

Maya now uses the mental ray® 3.5 rendering core which has been optimized for superior performance and memory usage.

### Realize Your Full Potential

The products in the Autodesk® 3D product portfolio—Maya, 3ds Max, Autodesk® MotionBuilder™, and Autodesk® VIZ software—represent the broadest set of solutions, applications, development resources, and streamlined workflow available in 3D. Whether your project calls for out-of-the-box functionality or customized toolsets, Autodesk has a 3D solution for you.

For more information and a complete list of features and enhancements in Maya 8, visit [www.autodesk.com/maya](http://www.autodesk.com/maya).

For more information about the entire Autodesk 3D product portfolio, visit [www.autodesk.com/me](http://www.autodesk.com/me).

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MAYA®   
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Create breathtaking 3D.

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# Solve complex production challenges and create breathtaking 3D with Autodesk Maya 8 software.

Create engaging and lifelike digital images, realistic animations, and extraordinary visual effects with Autodesk® Maya® 3D modeling, animation, and rendering software. Whether you are a film and video artist, game developer, graphic artist, design visualization professional, or 3D enthusiast, Autodesk Maya 8 helps you realize your creative ideas.



Image courtesy of Chez Eddy



Image courtesy of Monolith Productions

## Overcome Next-Generation Production Challenges

The 64-bit version of Maya 8 (for Microsoft® Windows® and Linux® operating systems) enables you to address considerably more memory than ever before. Scalable multithreading in key areas of the software—including skinning, draw tessellation, and subdivided polygon proxy meshes—combined with workflow enhancements let you take full advantage of the latest technology and remove performance bottlenecks.

## Model and Texture More Easily

Customize menu sets to improve workflow and suit your individual needs. Create primitives interactively. Work more intuitively with UVs. Enhancements to existing tools, in addition to new features such as Polygon Bridge and Transfer Polygon Attributes, make formerly time-consuming modeling and texturing tasks easier and more streamlined.

## Streamline Your Facility Workflow

Autodesk solutions offer the possibility of unmatched interoperability and collaboration throughout your production pipeline and are designed to accelerate your digital media creation workflow. Exchange complex data with Autodesk® 3ds Max® software with enhancements to FBX® technology and the addition of interchangeable geometry caching. Work seamlessly with post-production artists using Autodesk® Toxik™ collaborative software, and avoid the need to rerender shots. Review your scene as it will appear in the target renderer—such as a games engine—directly in Maya.

“As game hardware has evolved over time, so has Maya, whether it’s through the features the software offers or through our ability to customize the software to meet our needs.”

*Evan Wells, Naughty Dog co-president.*



Image courtesy of Naughty Dog

## Game Development

Game development facilities are increasingly using Maya as part of their in-game art pipelines. Maya software’s powerful toolsets let them model and texture level objects and characters, create and manage thousands of animations, assemble massive levels and apply lighting effects. Plus, Maya is used to create stunning “cinematics”—prerendered scenes that play at certain points in the game to enhance the story.



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## Feature Film

Whether the project calls for the creation of 3D animatics for previsualization purposes or for the modeling, animating, and lighting of realistic computer graphics (CG) creatures, Maya is the tool of choice for digital artists working in film. Because the software is production proven, readily extensible, and highly compatible with other toolsets, Maya allows facilities to roll out complex production pipelines—making it a favorite amongst technical directors, animation supervisors, and CTOs.



Image courtesy of Ghost ApS

## Design Visualization

Product designers, graphic artists, architects, visualization specialists, and engineers benefit from the extra level of creative expression that a comprehensive 3D effects, animation, and premier-quality rendering software can give them. The ability to integrate Maya with their standard production tools—Adobe® Photoshop® and Illustrator® software applications, as well as major CAD packages—enables them to quickly make it a part of their visualization workflow.



Image courtesy of METAphrénie

## Broadcast and Video Production

Today’s production teams are being asked to deliver shots ranging from captivating, other-worldly effects to photorealistic animation elements that blend seamlessly with live-action footage—with quality on par with feature film effects. Fortunately, the same tools used by the film industry can also enable production facilities to meet the ever-changing variety of client demands in the advertising, broadcast and episodic television, and music video production industries.