

Maya™ 7

changing the face of 3D



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HETHER you create content for blockbuster films, award-winning games, broadcast spots, print advertising, product packaging, commercial visualizations, multimedia videos, corporate websites, or any other professional arts application, Maya® 7 will enable you to:

- Produce unsurpassed character animation
- Model breathtaking environments that incorporate sophisticated texture maps
- Optimize scenes without loss of detail
- Realize the 2D Toon look of comic books, cartoons, manga and anime
- Create spectacular clothing, fur or long hair for characters
- Manage multiple render passes from within a single scene and produce compositor-ready render layers
- Move data quickly back and forth between Maya and Adobe® Photoshop® or Adobe Illustrator®
- Import high-performance CAD data
- Manage complex scenes, collaborative workflows and massive datasets more efficiently
- Preview hardware shaders written for next-generation games
- Create Macromedia Flash® web pages that take advantage of Smart Layers

Maya 7 continues Alias' tradition of 3D innovation. This feature-packed release will help you realize your creative vision faster and more easily than ever before.



New Features & Enhancements

deliver such benefits as:

Unsurpassed Character Rigging and Posing

The integration of the Alias MotionBuilder® industry-leading full-body IK solver into Maya makes rigging and posing characters faster, easier and more accurate.

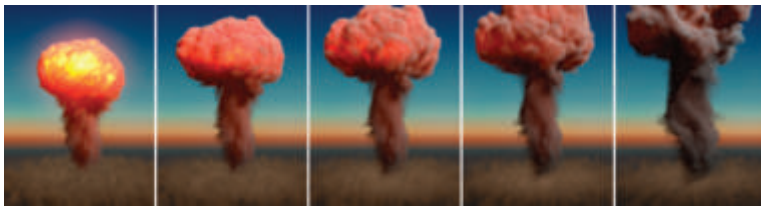


Image courtesy of Eric Reitan, BlenderBots

Integration with Essential Production Tools

The workflow between Maya and Adobe Photoshop, Adobe Illustrator, Macromedia Flash and popular CAD applications is streamlined.

Productivity Tools



Numerous productivity-enhancing tools make it easier for artists to collaborate, model, and create sophisticated textures and visual effects.

Powerful Visual Effects Tools

A new Toon Shader makes it easier than ever for Maya artists to create painterly effects, and mimic the look of traditional 2D comic books, cartoons and Japanese manga/anime.



Maya Complete 7 includes:

Advanced User Interface Tools such as marking menus and 3D manipulators provide easy access to functionality and speed workflow.

Modeling and Texturing Maya gives you access to a full suite of advanced Polygon, NURBS and Subdivision Surface modeling and texturing tools.

Animation Animators gain a comprehensive range of keyframe, non-linear and advanced character animation editing tools for creating, animating, adapting and repurposing animation data and editing realistic digital characters.

Visual Effects Dynamic interaction of hard and soft bodies determined by physical rules, as well as industry-leading particle tools and a new Toon Shader allow artists to achieve a wide range of visual effects.

Brush-Based Technologies Maya Paint Effects™, Maya Artisan, and 3D Paint offer a unique, award-winning suite of integrated pressure-sensitive brush tools for modeling, creating 2D and 3D effects, and painting on geometry and textures.

Rendering A unified UI and workflow provide easy and consistent access to the Maya software, hardware and vector renderers, mental ray for Maya and mental ray for Maya network rendering (Satellite).

Maya API/SDK and MEL™ Maya ships with development resources for customizing and extending the software's capabilities via the renowned Maya embedded scripting language and a full Application Programmers' Interface.

Maya Unlimited 7

includes everything in Maya Complete, PLUS:

Maya Fluid Effects™ The simulation and rendering of a huge variety of atmospheric, pyrotechnic, viscous liquid, and open ocean effects overcomes one of the greatest barriers in computer animation.

Maya Cloth The fastest and most accurate cloth software solution lets you simulate a wide variety of digital clothing and fabric objects.

Maya Hair Maya comes with tools for the creation, styling and rendering of fully dynamic long hair on NURBS or polygon objects. Includes the ability to make any NURBS curve dynamic for use in advanced character rigging and effects.

Maya Fur You can obtain incredibly realistic styling and rendering of short hair and fur, aided by an integrated Maya Artisan™ brush interface for painting fur attributes.

Maya Live Maya gives you the ability to seamlessly match 3D elements in Maya with original live-action footage.

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Brochure front image created by Meats Meier (www.3dartspace.com)

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