

Autodesk® Maya® 2010 Top Reasons to Upgrade

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One Maya: More Value

Autodesk® Maya® 2010 software is the first software release to unify the Maya 2009 feature set, Maya Composite high dynamic range compositing system and more into a single affordable offering. Now every artist has access to every feature—simplifying systems and project administration, and providing studios with the built-in capability to tackle proposals that come their way.

Advanced Simulation Tools

Maya 2010 includes the innovative Maya Nucleus unified simulation framework and the first two fully-integrated Nucleus modules—Maya nCloth and Maya nParticles—plus Maya Fluid Effects, Maya Hair, and Maya Fur. Developed with input from acclaimed research scientists and production proven on major film projects, these advanced tools enable artists to help produce incredibly realistic simulations and renderings; now studios can tackle projects that require the toolset previously only available to Maya Unlimited users.

High-Performance Compositing

Incorporating features that draw upon the heritage of award-winning compositing and visual effects systems such as Autodesk® Flame® software, Maya Composite software brings a complete high-performance, high dynamic range compositing system to the Maya 2010 product offering—for no additional charge. The Maya Composite toolset has keying, color correction, tracking, camera mapping, paint, spline-based warping, motion blur, depth of field, and tools to support stereoscopic productions. Maya Composite integrates tightly to help create a high-efficiency collaborative environment which facilitates nonlinear decision-making and accelerates everyday workflows.

Professional Camera Tracking

Considered a key tool in the armory of hundreds of leading production and effects houses, the Autodesk® MatchMover™ software now included with Maya 2010 enables artists to track 3D camera data and motion from videos and film sequences, in order to combine live action footage with elements that are created later in computer graphics (CG). Camera tracking is an essential technique in film and television production, often used for creating virtual set extensions, and for replacing products, signage, and actors. MatchMover helps provide both the ease of automatic tracking and the precision manual control that professional matchmovers demand.

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Augmented Rendering Power

With five additional mental ray® for Maya batch* rendering nodes, each Maya seat now enables artists to use other networked computers to render their sequences faster. The Autodesk® Backburner™** network render queue manager is included to assist those with small rendering pipelines to manage the process; larger facilities can integrate the additional mental ray for Maya nodes with their existing render management software.

** Feature only available with floating license.*

*** Feature only available for Windows 32-bit / 64-bit and Linux 64-bit operating systems*

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