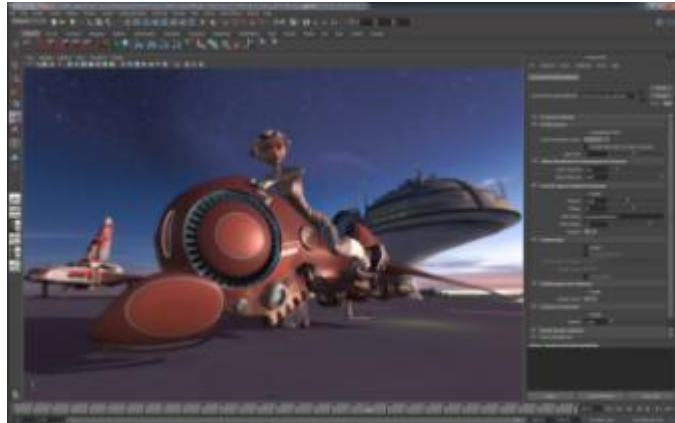


Autodesk Maya 2012 – Images

maya_2012_viewport_2_0_enhancements_1920_1200.png



Viewport 2.0 Enhancements

The high-performance viewport introduced with Autodesk Maya 2011 now offers full-screen effects: motion blur, depth-of-field, and ambient occlusion, enabling artists to evaluate their work in a higher fidelity environment and without needing to render or export to a game engine. In addition, Viewport 2.0 now provides component and manipulator display to support modeling workflows, together with batch rendering capabilities, and a high-performance API (application programming interface).

maya_2012_editable_motion_trails_1920_1200.png



Editable Motion Trails

Edit animation directly in the viewport without the need to switch context to the graph editor, with new editable motion trails that provide a faster and easier method for fine-tuning motion animation. Animators can intuitively edit the position and timing of keyframes in relation to the animated object, while viewing the path of motion over time in 3D space, resulting in a smoother, more productive workflow.

Autodesk Maya 2012 – Images

maya_2012_substance_smart_textures_1920_1200.png



Substance Smart Textures

Achieve a vast range of look variations with a new library of 80 Substances smart textures and filters. Substances are tiny in size, multi-output, customizable, resolution-independent and seamless textures that can be rapidly converted into high-quality bitmaps for rendering or baking purpose. Alternatively, substances can be exported in any 3D game engines via the Substance Air middleware offering (available separately from Allegorithmic). Some examples of dynamically editable and animatable parameters are: brick distribution, surface aging, and mortar thickness in a brick wall; pupil size, eye color, and extent of veining in an eye texture; and the age, roughness, curb borders, and lane markings of a street texture.

maya_2012_new_simulation_options_1920_1200.png



New Simulation Options

Create compelling dynamic effects in less time, with new simulation options that incorporate industry-leading technology into Maya. Now artists can leverage the multi-threaded NVIDIA PhysX engine to create static, dynamic, and kinematic rigid-body simulations directly in the Maya viewport, and gain the ability to match a runtime solution. And highly-realistic shattering simulations with multiple interacting materials are more easily achievable, with the help of the newly included Digital Molecular Matter plug-in from Pixelux Entertainment.

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