

Create breathtaking 3D.

**Autodesk®
Maya®**

2008



Autodesk®

Solve complex production challenges and create breathtaking 3D with Autodesk® Maya® 2008 software.

Imageworks leveraged nearly every available toolset within Maya to help create the villainous world and thrilling action Peter Parker faces in Spider-Man 3. Every punch, swing, swerve, wallop, and weave was choreographed and keyframed inside of Maya.

—Chuck McIlvain
Character Pipeline Supervisor
Sony Pictures Imageworks

Create engaging and lifelike digital images, realistic animations, and extraordinary visual effects with Maya 3D modeling, animation, effects and rendering software. Whether you are a film or video artist, game developer, graphic artist, digital publishing professional, or 3D enthusiast, Maya 2008 helps you realize your creative ideas.

Complete Complex Modeling Tasks Faster

Maya 2008 provides new and enhanced tools for both the high-level manipulation and component-level editing of polygon models. Redesigned support for Smooth Mesh previewing and workflows lets you create and edit smoothed meshes more efficiently. There are also a number of new and enhanced features that streamline other modeling workflows: new tools that facilitate fast, precise shaping and forming of models, and new selection management features. The result is increased modeling efficiency that enhances your productivity as you create the highly detailed characters and environments demanded by today's game, film, and video productions.

Create Better-Looking Games

Maya 2008 lets you more effectively create and display sophisticated content destined for the Nintendo® Wii, Microsoft® Xbox 360™, and Sony® PlayStation® 3 game consoles. New support for DirectX® HLSL (High Level Shader Language) shaders in the Maya viewport, via a new hardware shader API (application programming interface), enables you to view assets in Maya as they will be seen on the target platform. Multiple enhancements to the high-quality render view, including support for layered textures and multiple UV sets, increase the fidelity of interactive previews. In addition, accelerated mental ray® texture baking performance significantly improves your productivity.

Streamline Your 3D Workflows

Maya 2008 maximizes your productivity by simplifying and accelerating time-consuming tasks. Several areas of the software have been optimized to give you improved performance: overall viewport draw and selection, mental ray for Maya processing, Maya Fluid Effects, and more. Character animators will enjoy new levels of flexibility in their skinning and rigging workflows. In addition, working with Maya gives you the widest selection of hardware technologies and operating systems of any 3D package in the entertainment industry.



Spider-Man® 3 image courtesy of Columbia Pictures. © 2007 Columbia Pictures Industries, Inc. All Rights Reserved. Spider-Man Character™ & © 2007 Marvel Characters, Inc. All rights reserved.

Maya 2008 Key Features



© 2007. Picturehouse Entertainment, *Pan's Labyrinth*, image courtesy of CafeFX.

New and Enhanced Modeling Tools and Workflows

Maya 2008 introduces considerable performance improvements and a number of new features that will make modeling workflows significantly more efficient. The Maya Smooth Mesh workflow, for instance, has been dramatically streamlined: you can now preview a smoothed mesh while editing the mesh cage—with superb performance, particularly on multiprocessor workstations. Other much-requested workflow enhancements include the ability to position objects along a curve, replace objects within a scene, and convert instances to objects.

Additionally, a new Slide Edge feature—as well as significant enhancements to Booleans, Bevel, Bridge, Reduce, and other tools—lets you model more efficiently. Maya 2008 also delivers two new selection management features: X-Ray selection highlighting and the ability to “pick walk” edge loops.

Faster, More Accurate Viewport/Hardware Rendering

Interactive previews are several steps closer to reality now that the Maya hardware rendering engine supports layered textures, multiple UV sets, negative lighting, and object space normal maps. Not only does this improve preview fidelity when using the High Quality renderer in the interactive viewport, it allows a greater range of effects to be rendered to final output using the Maya Hardware renderer. Moreover, accelerated draw and selection performance, together with more efficient updating of UI elements, facilitates level editing and speeds workflows.



Image courtesy of
Noumena Digital

Support for DirectX HLSL Shaders

Maya 2008 lets you effectively create and display sophisticated looks for content destined for next generation game consoles. In particular, native support for DirectX HLSL shaders (in addition to the existing CgFX support) lets you work with assets in the viewport and see them as they will be seen on the target console.

Non-Destructive Skin Editing

Animators/Animation TDs usually find it necessary to work iteratively on their rigged characters. Maya 2008 now streamlines iterative skinning workflows by enabling you to modify the skeleton of a bound character, without having to rebind it after: thus, preserving any work done after the skeleton was bound. This process is supported through new tools for inserting, moving, deleting, connecting, and disconnecting joints on a bound skeleton, as well as support for multiple bind poses.

API Enhancements

Game developers can now more easily write high-performance hardware shading plug-ins for Maya using the new API for hardware shaders. This API includes native support for OpenGL® and DirectX shaders, built in support for shader parameters, and direct access to the Maya internal rendering cache. Also, a new constraints API lets plug-in developers write their own animation constraint nodes and commands derived from the underlying Maya constraint node and command architecture. This makes it easier to write custom constraints and have them interact with the rest of Maya in a manner similar to built-in constraints.

mental ray 3.6 Core

Maya 2008 uses the latest mental ray 3.6 core, a release which boasts dramatic performance improvements in the translation of polygon meshes and instances for rendering, as well as for IPR (Interactive Photorealistic Rendering) start-up. Additionally, particle types previously supported only in the Maya Hardware renderer can now be rendered in mental ray, eliminating the need to combine outputs from multiple renderers.

Expanded Platform Support

Support for Windows Vista has been added, enabling you to take advantage of the performance capabilities of this recent technology. Maya supports more platforms and operating systems than any other 3D graphics and animation package in the entertainment industry. For a complete list of the Maya 2008 software system requirements, visit www.autodesk.com/maya.



Image courtesy of High Moon Studios.



Resistance: Fall of Man™ © 2006 SCEAI. Developed by Insomniac Games.



Image courtesy of Capcom Entertainment, Inc.

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, supports collaborative workflows, and is highly compatible with other toolsets, Maya allows facilities to roll out efficient production pipelines—making it a favorite among technical directors, animation supervisors, and chief technology officers (CTOs).

Game Development

Game artists choose Maya for its fast, intuitive polygon modeling and UV mapping workflows as well as its vast range of keyframe, nonlinear, and advanced character animation and editing tools. Native support through the API for popular shader languages (in addition to robust support for Cg shaders, Maya now supports DirectX HLSL) benefits both artists and developers by making it easier to view assets in Maya as they'll be seen on the target platform. Developers also choose Maya for the unmatched openness of its architecture—through a

On all fronts, Maya has improved its arsenal of tools. It's now even more flexible to model, rig, and render.

—Rob van den Bragt
Animation Director
The Mill



Image courtesy of The Mill.



Image courtesy of Entity FX.

full API/SDK and two integrated scripting languages (Python® scripting language and the Maya Embedded Language known as MEL)—as well as for its reliability, full support for the platform-independent Autodesk® FBX® interchange format, and the ease with which it can be made the backbone of a game development pipeline and scaled to meet project needs.

Broadcast and Video Production

Today's production teams are asked to deliver shots ranging from captivating, stylized effects to photorealistic animation elements that blend seamlessly with live-action footage. Fortunately, the same tools used by the film industry can also enable production facilities to deliver content for the vast range of projects required by the broadcast graphics, short-form post, and episodic television production industries. Maya software's performance and flexibility enable artists working in these industries to quickly incorporate the inevitable client changes—and turn the job around fast.

Digital Publishing

3D is increasingly a part of everyday graphic design. That's why top digital publishing professionals, especially those who use Macintosh® workstations, have turned to Maya—the software that has helped shape today's leading film and game content. Maya offers the broadest range of 3D tools for creating high-end models, sophisticated effects, and convincing character animation—along with intuitive 2D and 3D workflows through pressure-sensitive brush tools, an intuitive interface, two integrated software renderers, and output support for all popular digital publishing/multimedia file formats. Whether they are creating content for print, web, multimedia, or video, digital artists find that incorporating 3D imagery made with Maya into their projects gives their work a creative edge.

Turn great ideas into reality.

Autodesk Media & Entertainment solutions are designed to accelerate collaborative digital content creation workflow. Our innovative, industry-leading tools have changed the way entertainment is produced—from visual effects, color grading, and editing to animation, game development, and design visualization. Build a superior pipeline with Autodesk Media & Entertainment products, services, and solutions.

Learn More or Purchase

For more information and a complete list of features and enhancements in Maya 2008, visit www.autodesk.com/maya.

Autodesk offers a wide range of 3D and 2D solutions to artists, production and game development facilities, and design studios looking to fully experience their creative ideas. These solutions include Autodesk® 3ds Max®, Autodesk Maya, Autodesk® MotionBuilder™, Autodesk® VIZ, and FBX software and technologies.

For more information about the entire Autodesk 3D product portfolio, visit www.autodesk.com/me.

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