

Create Breathtaking 3D.

Create innovative digital entertainment with Autodesk Maya 2012, an end-to-end solution for CG production at an exceptional value.



I really like all the positive steps taken in Maya 2012. With the high-fidelity viewport, enhancements to Nucleus, and the overall performance improvements, Maya has become more flexible, powerful and modern.

— Peter Shipkov
Technical Director
Digital Domain

For more information about Autodesk Maya, visit www.autodesk.com/maya



Black Swan. Image courtesy of Look FX. © Fox Searchlight Pictures.

Modernize your pipeline and compete more effectively with Autodesk® Maya® 2012 modeling, animation, visual effects, rendering, and compositing software. Whether you work in film, games, television, or advertising, publishing, and graphic design production, Maya 2012 offers state-of-the-art toolsets, combined into a single affordable offering.

New Toolsets for Previsualization and Games Prototyping

Today's challenging productions demand modern toolsets that enable you to make interactive decisions in-context. Maya 2012 delivers new and enhanced features to help you create more compelling previsualizations and games prototypes, or experiment and iterate more easily on your animations. From a higher-fidelity Viewport 2.0 with full-screen effects and support for modeling workflows, to the new ability to create node-based representations of render passes, to an expanded camera sequencer toolset, to a library of new dynamically editable and animatable procedural textures, Maya 2012 gives you tools to help explore, refine, and present your ideas prior to final production. Moreover, editable motion trails and new camera rigs offer new ways to help create and fine-tune your character and camera animations to produce higher-quality, more believable content.

Extended Simulation Feature Sets

Create compelling dynamic effects in less time with new simulation options in Maya 2012 that incorporate industry-leading third-party technology, and build upon existing in-product innovations. Take advantage

of the multi-threaded NVIDIA® PhysX® engine* to create rigid-body simulations directly in the Maya viewport—and if you use PhysX in your game engine, you'll be matching the runtime solution. The new Digital Molecular Matter plug-in from Pixelux Entertainment™ enables you to create highly-realistic shattering simulations with multiple interacting materials. Meanwhile, further development of the Nucleus unified simulation framework and its associated modules means that convincing pouring, splashing, and boiling liquid effects are easier to achieve.

Better Pipeline Integration

New single-step interoperability between Maya 2012, Autodesk® MotionBuilder® 2012 software, and the Autodesk® Softimage® 2012 software's Interactive Creative Environment (ICE), together with enhanced interoperability with Autodesk® Mudbox™ 2012 software—including support for Vector Displacement Maps in Maya—enable you to more easily take advantage of the focused toolsets in the Autodesk® Maya® Entertainment Creation Suites 2012. More consistent user interfaces make switching between these applications easier. If you're a programmer familiar with the Python® scripting language, you can now enjoy easier and more powerful ways to extend and customize Maya, thanks to an improved Python API (application programming interface) that offers better command writing and is up to three times faster.

* Available with Autodesk Maya 2012 Windows® platform only.



Image courtesy of Nathan Love.

Key New Features in Autodesk Maya 2012

Viewport 2.0 Enhancements

Evaluate your work in a higher fidelity environment without the need to render or export to a game engine, with new full-screen motion blur, depth-of-field, and ambient occlusion effects in Viewport 2.0. Other additions are component and manipulator display, batch rendering capabilities, and a high-performance API.

Node-Based Render Passes

Create and edit node-based representations of render passes directly within Maya 2012, and render the composited output in the mental ray® renderer. As well as verifying and refining your passes prior to passing them to the compositor, you can perform certain simple compositing tasks without leaving Maya.

Editable Motion Trails

Intuitively edit the position and timing of keyframes directly in the viewport while viewing the path of motion over time in 3D space. Editable motion trails provide a faster and easier method for fine-tuning motion animation, without the need to switch context to the graph editor.

Sequencer Enhancements

Reorder clips, edit In and Out points, and change camera assignments through a new Sequencer Playlist. Support for multi-track audio and the new ability to output multiple shots as a single sequence further extend the Camera Sequencer toolset.

Substance Procedural Textures

Achieve a vast range of look variations with a new library of 80 Substance procedural textures. These dynamic, resolution-independent textures can be exported to certain game engines via the Substance Air middleware offering (available separately from Allegorithmic SAS), or converted to bitmaps for rendering.

Craft Animation Tools

Now it's easier to create believable, complex camera movements that mimic real-world set-ups, with four new camera rigs from the Craft Director Studio™

animation tool. Also included are four pre-rigged models that can be used to simulate complex vehicle and airplane motion.

Enhanced, Consistent Graph Editor

Enjoy some of the best features from the f-curve editors within each of the products in the Autodesk® Maya® Entertainment Creation Suites 2012, combined into a toolset that offers more consistent functionality and terminology—so you can switch more easily between products.

New Simulation Options

Take advantage of the multi-threaded NVIDIA PhysX engine to create static, dynamic, and kinematic rigid-body simulations directly in the Maya viewport. More easily achieve highly-realistic shattering simulations using the new Digital Molecular Matter plug-in from Pixelux Entertainment.

Nucleus Enhancements

The Nucleus unified simulation framework now offers improved liquids simulation with pouring, splashing,

and boiling effects; multi-threaded nParticle collisions and nCloth self-collisions; and a range of easy-to-use, customizable effects (fire, smoke, bomb, dust trail, fireworks, laser, melt, snow, sparks, and tears) that can be assigned to an object as easily as assigning a shader.

Autodesk Maya Entertainment Creation Suites 2012

The Autodesk Maya Entertainment Creation Suites 2012 deliver powerful 3D modeling and animation technology in a choice of software suites at a significant cost saving*. The Standard suite includes Maya with MotionBuilder real-time character animation software, and Mudbox digital sculpting and 3D painting software. With the Premium option, get additional access to the Softimage software's innovative ICE and Autodesk® Face Robot® facial animation toolset. Single-step interoperability workflows and more consistent user interfaces in the 2012 releases enable you to more easily switch between applications. Learn more at www.autodesk.com/entertainment-creation-suites.



Might and Magic Heroes VI. Image courtesy of Mikros Image.



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*Savings based on USD SRP. International savings may vary.

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