

One Maya. More Value.

Create innovative digital entertainment with Autodesk® Maya® 2011, an end-to-end solution for CG production at an exceptional value.

Producers have become more savvy with respect to computer-generated imagery; they expect more work with additional complexity in less time than ever before. Maya gives us the total package to efficiently handle any challenge they can throw at us, whether it's heavy in tracking, modeling, animating, rendering, or compositing.

— Paal Anand
Digital Post Supervisor
Bling Imaging



Ratchet and Clank Future: A Crack in Time, Sony Computer Entertainment/ Insomniac Games.

Modernize your pipeline and compete more effectively with Autodesk® Maya® 2011 modeling, animation, visual effects, rendering, and compositing software. Whether you work in film, games, television, or web and multimedia production, Maya 2011 offers state-of-the-art toolsets, in an end-to-end solution designed to meet today's demanding production requirements.

Create Better Animation in Less Time

Maya 2011 enables you to create more content, faster, especially when it comes to believable character animation. An extensive array of new skinning tools and workflows help you rig characters more easily and apply deformations that behave more naturally when animating joints; new retargeting tools make repurposing existing animation data easier and more practical; and enhancements to the Graph Editor helps make it easier to view, select, and edit animation curves and keyframes, accelerating everyday animation tasks. Moreover, new support for timeline scrubbing with simultaneous playback of multiple audio tracks helps make it easier to synchronize your animation against a soundtrack.

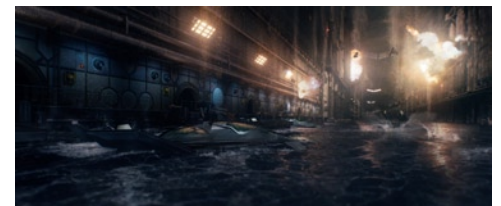
Add Production Capability and Increase Efficiency

With shrinking budgets and tighter deadlines, you need to squeeze every drop of efficiency from your production pipeline. Maya 2011 has been designed to help you do just that. Powerful, new 3D editorial capabilities help synchronize pre-visualization and animation blocking and layout with the editorial process. You can import timelines from popular nonlinear editing applications—complete with movie files, audio, and time code information—and use them to guide animation timing and flow. Other production efficiencies in Maya 2011 include scene

segmentation for faster, parallel workflows; improved file referencing and asset management; integrated color management for more accurate viewing and greater color fidelity; enhanced compositing with new rotoscoping capabilities; and 3D model and animation export to popular game engines (Epic Unreal® Engine, Unity and Microsoft® XNA® tools) with Autodesk® FBX® 2011 data exchange technology.

Work with Ease and Speed

The new Maya 2011 user interface (UI) not only looks great, but also helps reduce eye strain, improve workflow, and increase productivity. Completely updated using the Nokia™ Qt UI framework, Maya 2011 delivers an enhanced, consistent user experience across all supported platforms that benefits both artists and technical users—with more flexible editors, a new color chooser and file browser, and an updated script editor and easier creation of custom UI elements. With a much-requested 64-bit executable for the Mac OS® X (Snow Leopard) operating system joining the lineup, the choice of whether to run Maya on the Windows®, Linux®, or Mac OS X operating system is down to your personal preference.



G.I. Joe, The Rise of the Cobra. Paramount Pictures.
Image courtesy of MPC.



Uncharted 2: Among Thieves™. Image courtesy of Naughty Dog, Inc.

Key Autodesk Maya 2011 Features

Enhanced User Interface

Enjoy a consistent, enhanced user experience on all supported platforms with an updated user interface that offers a fresh new look, dockable UI elements, more flexible editors, and a new color chooser and file browser.

Accelerated Skinning Workflow

Create better skinned characters with more realistic deformations in less time, with new skinning tools and workflows: a dual quaternion option for smooth skinning, interactive volume binding, multiple enhancements to the Paint Skin Weights tool, deformer weight mirroring, and a surface falloff mode for the Wrap deformer.

Nondestructive Live Retargeting

More quickly and easily reuse, correct, and enhance motion capture and certain other animation data with a new nondestructive retargeting workflow that uses the Autodesk® HumanIK® (HIK) middleware libraries. Transfer animation from one character to another and adjust retargeting parameters live.

3D Editorial

Accelerate pre-visualization and virtual moviemaking production with new 3D editorial capabilities in Maya. Lay out multiple camera shots directly in Maya, or import an edit decision list in Apple® Final Cut Pro® XML or AAF formats. Then change the timings of shots, create alternate versions, and use Playblast to playback and review.

Enhancements to Assets and File Referencing

More easily segment, reuse, and exchange data with or without file referencing. A new option to create assets with transforms (DAG assets) helps streamline the most common workflows with assets. Moreover, data can be exported and imported as offline files to flexibly partition scenes, while reference edits can be imported, exported, and removed without unloading.



District 9. © 2009 TriStar Pictures, Inc. All rights reserved. Image courtesy of Image Engine.

Color Management

Make better decisions and preserve creative intent throughout the rendering pipeline by working within the context of the final color space in which images will be viewed. Initial support is through the mental ray® for Maya renderer.

Qt User Interface Toolkit

Maya now uses the Qt UI. As a result, you can create interface components for proprietary tools with Qt Designer and load them directly into Maya, while the Script Editor offers syntax coloring, automatic indentation, and auto-completion.

Large Scene Performance

Achieve significantly faster frame rates with a new interactive viewport display option—especially useful for level editors and others working with large scenes and many textures. Texture loading for interactive display is also significantly faster for BMP, JPEG, PNG, and Targa formats.

Vector Paint in Maya Composite

Perform complex rotoscoping operations such as removing or replacing elements from live-action plates using the new vector paint option in the Maya Composite functionality. Fully integrated with tracking, paint strokes are animatable and can be used to clone data from another source.

64-Bit Support for Mac OS X

Access considerably more memory to handle larger and more complex scenes with the new 64-bit executable on Mac OS X.

Autodesk Maya Entertainment Creation Suite 2011

Production today requires integrating techniques from sculpting to motion capture effectively and efficiently. Get the Autodesk® Maya® Entertainment Creation Suite 2011 and access the power of the industry's top 3D modeling and animation technology in one software suite. The suite includes Maya together with Autodesk® MotionBuilder® real-time character animation software, and Autodesk® Mudbox™ digital sculpting and 3D painting software at a reduced price*. Learn more at

www.autodesk.com/entertainmentcreationsuites.



Image courtesy of Cutting Edge.

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

Autodesk, FBX, HumanIK, Maya, MotionBuilder, and Mudbox are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. Mac OS is a trademark of Apple Inc., registered in the U.S. and other countries. mental ray is a registered trademark of mental images GmbH licensed for use by Autodesk, Inc. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.
© 2010 Autodesk, Inc. All rights reserved. 657B1-000000-MZ06