

Maya is an extremely powerful tool for the ILM animation group. Our animators tackle a diverse range of characters, from the soft and squishy Davy Jones to Iron Man's rigid suit. Maya continues to be our tool of choice for whatever challenges come our way.

—Hal Hickel
Animation Director
Industrial Light & Magic

Learn More or Purchase

For more information and a complete list of features and enhancements in Autodesk Maya 2009, visit www.autodesk.com/maya.

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Create breathtaking 3D.

**Autodesk®
Maya®**

2009

10th Anniversary Edition



Meet the Steepest Challenges and Create Breathtaking 3D with Autodesk Maya 2009 Software

Ten years since its industry-redefining launch, Maya software continues to address the challenges faced by film and video artists, game developers, graphic artists, digital publishing professionals, and 3D enthusiasts.



Autodesk keeps adding new features that keep us coming back. Things like the Maya muscle system and geometry caching are exciting additions we're looking forward to using on upcoming projects.

— Warren Grubb
Animation Director, *Delgo*
Fathom Studios

Image courtesy of Fathom Studios

Autodesk® Maya® 2009 software offers a host of new features and enhancements designed to maximize your productivity, optimize your workflows, and offer you new creative possibilities.

Model Faster

Polygon modelers and texture artists find themselves working more efficiently, thanks to a wide range of new features and workflow enhancements in Maya 2009, including powerful new modeling tools and a redesigned selection workflow.

Manage Complexity

As scene size and complexity grow exponentially, Maya 2009 gives you the tools you need to manage them both with confidence—and without compromising productivity. New scene segmentation tools and multithreading and algorithmic enhancements boost interactive draw, simulation, and rendering performance for even the heaviest scenes.

Iterate and Collaborate

Maya 2009 includes toolsets for collaboration, iteration, and data reuse, enabling you to efficiently and artistically refine your 3D content to meet today's shorter schedules and tighter budgets.

Surpass Expectations

With audiences demanding compelling reasons to keep watching, Maya 2009 delivers a suite of new tools designed specifically to enable the creation of engaging content.

Autodesk Maya 2009 Key Features

New Selection Paradigm

Powerful new selection features in Maya 2009, including true soft selection and preselection highlighting, mean fewer mouse-clicks and less trial and error for common tasks.

Improved Modeling Workflow

Maya 2009 delivers intuitive, productive modeling enhancements, including symmetrical modeling with soft seams, a tweak mode for rapid modifications, and a new Merge Vertex feature that helps you accurately combine parts of a mesh.

Maya Assets

With Maya Assets, you can effectively organize, share, reference, and present complex data. Maya Assets enable you to encapsulate a set of nodes into a container so that they can be treated as if they were a single node from a user's perspective: selected attributes of interest from the contained nodes can be published to the container. This new feature also supports customized and user-specific views, flexible referencing, and the creation of asset libraries.

Animation Layering

A powerful new animation layering paradigm, built on technology from Autodesk® MotionBuilder® software, gives you more flexibility as you nondestructively create and edit animation. This toolset works with any attribute; animation layers can be blended, merged, grouped, and reordered, and can override or add to preceding layers.

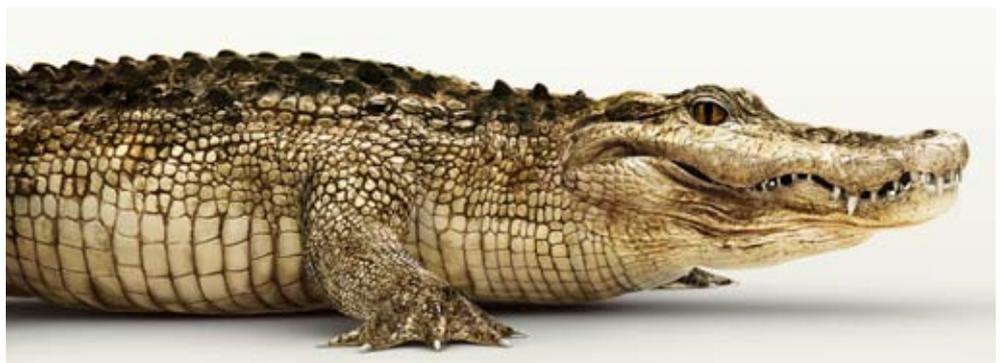


Image courtesy of Electric Art



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Maya nParticles

Maya 2009 introduces the second module built on the highly acclaimed Maya Nucleus unified simulation framework: Maya nParticles. This newest toolset gives you an intuitive, efficient workflow for simulating a wide range of complex effects, including liquids, clouds, smoke, spray, and dust. nParticles features particle-to-particle collisions, particle and nCloth bidirectional interaction, powerful constraints, cloud and “blobby” hardware display, preset rendering, and dynamic behaviors.

Render Pass Enhancements

A completely updated Render Pass feature set offers precise control over render output, offering greater opportunity for creative refinement and making it easier to optimize integration with compositing packages such as Autodesk® Toxik™ software.

Maya Muscle

Maya 2009 includes Maya Muscle, a comprehensive muscle and skin system that helps you create lifelike skin motion. This toolset enables you to direct muscle and skin behavior precisely, with secondary motion, collisions, wrinkles, sliding, and stickiness—all built in.

UV Layout Enhancements

The ability to preserve UVs (when making modeling edits after the fact) as well as new UV unfolding and layout options—including an interactive mode—help to increase your productivity by streamlining the otherwise time-consuming task of creating optimal texture coordinates.

Render Proxy

A new Render Proxy feature in mental ray® rendering technology enables you to replace scene elements with a simple low-resolution mesh, and only load the pretranslated data when required for rendering.



Image courtesy of Mikros Image



Image courtesy of Infinity Ward

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