

Top Reasons to Buy Autodesk Maya

Buy Autodesk® Maya® software today, and gain access to an end-to-end creative workflow. Maya is an integrated 3D modeling, animation, visual effects, rendering, and compositing software that has been used in the making of numerous top games, television projects, and movies.

For more information about Maya, go to www.autodesk.com/maya.

To locate the reseller nearest you, visit www.autodesk.com/reseller.

1 A CG Pipeline in the Box
Autodesk® Maya® 2012 software offers a comprehensive CG pipeline in the box with powerful modeling, simulation, animation, rendering, matchmoving, and compositing capabilities. Maya is used by leading artists to help create innovative entertainment, and both Maya and its developers have garnered numerous awards for technological innovation including three Academy Awards®.



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

2 Advanced Simulation Capabilities
Maya offers extensive simulation tools for creating high-quality, realistic fluid, particle, cloth, fur, hair, rigid and soft-body dynamics. Engineered by leading research scientists, the Academy Award winning Maya Fluid Effects as well as the Maya software's Nucleus Unified Simulation Framework are designed to help make simulations more realistic. In addition, you can now leverage the multi-threaded NVIDIA® PhysX® engine to create static, dynamic, and kinematic rigid-body simulations directly in the Maya viewport.



Image courtesy of Matija Mladiček.

3 Believable Characters
Maya features industry-leading tools for creating compelling CG characters. Used to help create villains and heroes like Gollum from *Lord of the Rings*, Davy Jones from *Pirates of the Caribbean* and the Na'vi from *AVATAR*, Maya features highly customizable rigging tools, advanced muscle deformation and skinning tools, full-body inverse kinematics (FBIK) and the ability to more smoothly blend forward and inverse kinematics.

4 3D Editorial
Maya offers 3D editorial capabilities with the Camera Sequencer, which features a Sequencer Playlist, support for multi-track audio, and interoperability with popular non-linear editing (NLE) applications like Apple® Final Cut Pro® software. Ideal for editing 3D animation for previsualization or virtual moviemaking, the Camera Sequencer enables you to more precisely manage framing and timing of CG shots and play them back for review.



Madrasapattinam. Image courtesy of EyeQube Studios Pvt. Ltd.

5 Performance
Maya is engineered to help handle today's increasingly complex data sets without slowing down the creative process. It does this through multi-threading, algorithmic tuning, sophisticated memory management, GPU optimizations, tools for segmenting scenes and 64-bit support for Microsoft® Windows®, Linux®, and Apple® Mac OS® X operating systems. Moreover, a high-performance viewport enables you to interact with your scene in a higher fidelity environment, helping you make better creative decisions in context.



Image courtesy of Luis E. Nieves.

6 Improved Pipeline Efficiency

Maya Assets help you better manage large and complex scenes and collaborate more effectively with others. Move 3D assets through your pipeline more efficiently with Autodesk® FBX® 2012 data exchange technology. And take advantage of single-step workflows with Autodesk® Mudbox™ 2012 software, Autodesk® MotionBuilder® 2012 software, and the Interactive Creation Environment (ICE) of Autodesk® Softimage® 2012 software.

7 Highly Customizable

Maya offers multiple avenues for customization for companies wishing to integrate 3D tools more tightly into their pipeline, or to more easily add specialized production tools. It was built from the ground-up with the Maya Embedded Language (MEL) and also offers Python® scripting as well as an extensive, well-documented C++ API. Developers can now, also create interface components more easily with Qt Designer.

8 Easy to Learn

From the first-class Autodesk training and documentation that comes with Maya, to the breadth of partner and third-party books, DVDs, tutorials and training facilities, there are numerous resources to match anyone's learning style. Tap into one of the largest online communities of 3D professionals and enthusiasts to share information and knowledge.

9 Make the Most of Your Mac

With Maya, Mudbox and now Autodesk® Smoke® 2012 for Mac OS X software all optimized for Apple's 64-bit OS, you can get the most out of your Mac. Autodesk offers a set of high-end digital production tools for creative professionals from digital sculpting through 3D animation to high quality editorial and creative finishing.

10 A Global Community

The extensive Maya online community, including the AREA, provides an invaluable resource for everyone – from students learning the application to artists looking for some expert advice for a challenging project. Visit AREA at area.autodesk.com.



Image courtesy of Benjamin Ridgway.



Image courtesy of Nathan Love.



EVE Online. Image courtesy of CCP Games.