MAYA 2018 USER GUIDE pdf

1: Mayaâˆˆç´šè¬›åº§ ã€ŒArnold for Maya ãƒ¦ãƒ¼ã‚¬ã‚¤ãƒ‰ã€•ã'è¦‹ã•¦ã•¿ã‚ˆã•† - 3DCGåˆ•å¿ƒè€…ã•

View the Maya Help by version: Maya + , , and Updates Maya + , , and Updates (æ—¥æœ¬èªž) Maya + , , and Maya Help The Maya Help is your primary guide for using Autodesk Maya.

It contains lots of improvements and bugfixes. Light Group AOVs are now much easier to set. It is possible for each "lighting" AOV to decide if it needs to be rendered "globally", or "per-light-group", or for a specific list of light groups. Optional Camera parameter can be used to set a specific camera to an AOV. This only works with the batch render. Mid-mouse button now pans the image. View Transform list can be added to the toolbar. Opening ARV without rendering now shows the correct resolution, which allows seeing previously stored snapshots correctly. Enabling snapshots folder automatically opens the folder browser. The cameras list is now always up-to-date with Maya, even when a new camera is created, or when ARV is opened without rendering. Unlike the current empirical BSSRDF method based on diffusion theory, this new method actually traces below the surface with a real random walk and makes no assumptions about the geometry being locally flat. This means it can take into account anisotropic scattering like brute-force volume rendering and produces much better results around concavities and small details. It can also be substantially faster for large scattering radius i. On the other hand, the new method can be slower in dense media i. The default is to use the old empirical diffusion method in order not to break the look of existing scenes. A video showing the new Subsurface Scattering can be found here. This shader can create a wide range of car paint looks without having to connect several nodes. Shadow Matte improvements Many improvements were added to the shadow matte shader in Arnold 5. Self-reflections are no longer rendered. Image planes were not seen by shadow matte secondary bounces. A video showing the improvements in the Shadow Matte shader can be found here. Namespace controls in StandIns Since Arnold 5, each standin is automatically namespaced to avoid name collisions, but this prevented from exporting shapes and shaders as separate standins. By setting the same namespace on different standins, their nodes will be able to "connect" with each other. This will allow exporting shapes and shaders separately, as in Arnold 4. The parameter "Force Translate Shading Engines" that is necessary for this workflow has been renamed "Force Shader Assignments" in the export options UI, and only appears when "Export Shaders" is turned off. A video showing the new features in StandIns and procedurals can be found here. Since Arnold 5, StandIns can only reference. This was improved in MtoA 2. Subdivision Frustum Culling Subdivision patches outside the view or dicing camera frustum will not be subdivided. This is useful for any extended surface that is only partially visible as only the directly visible part will be subdivided, potentially saving memory and subdivision time. Similarly, no subdivision work will happen if a mesh is not directly visible. Note that motion blur is not yet taken into account and moving objects might require some additional padding. A video showing the new Subdivision Frustum Culling can be found here. This is no longer the case in MtoA 2. Apart from decreasing the number of shader nodes in an Arnold scene, which increases efficiency, this also makes it easier to render. However, previously exported XGen archives might not render properly. Other improvements asstoc files are no longer exported. The bounds information is now stored in metadata in the. Orientation in XGen interactive groom splines when "face camera" is disabled is now supported. Post-Translation callbacks are added in the Render Settings, in order to edit the scene between export and render. It allows passing of AOVs through transmissive shaders. MtoA debug translation logs are now rendered separately, to avoid confusion with Arnold debug logs, which were getting too big and cluttered. Added support for light groups in volume rendering. Improved flakes shader makes it easier to control the amount and size of flakes. Cellular option in triplanar shader: The triplanar shader now supports projection through Voronoi cells using the new cell parameter. Support for more OSL attributes: For example, duplicating an area light was always resetting it to "quad light". LookDevKit shaders could fail in batch rendering. XGen archives were randomly missing shaders in interactive renders. Scenes containing a large number of AOVs are now much faster to load in Maya. Set Overrides can now be applied to the whole Maya hierarchy, which allows overriding multiple nodes simultaneously. Fixed race condition that could cause some shapes to be randomly missing from the render. StandIns were sometimes displayed as a

simple line in the viewport. Previously XGen archives could also fail to load in some cases. Specular reflection is now affected by Fresnel. This was required to fix a bug that caused zero motion vectors for certain shutter positions.

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2: Arnold Renderer | Autodesk | Arnold for Maya Plug-in

Autodesk Maya win64 full license Design with Autodesk Maya win64 full license full license Description: Autodesk Maya - an instrumental system of three-dimensional graphics and computer 3D animation, which also has the functionality of a powerful three-dimensional graphics editor.

Product Description Welcome to the world of Autodesk Maya Autodesk Maya is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. A wide range of 3D visual effects, computer graphics, and character animation tools make it an ideal platform for 3D artists. The intuitive user interface and workflow tools of Maya have made the job of design visualization specialists a lot easier. A Comprehensive Guide textbook covers all features of Autodesk Maya in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya for 3D and visual effects artists, and designers. This textbook will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. It caters to the needs of both the novice and advanced users of Maya and is ideally suited for learning at your convenience and at your pace. Following are the additional features of this book: The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya concepts and commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Additional learning resources at http: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: Shading and Texturing Chapter 7: Rigging, Constraints, and Deformers Chapter

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4: - Arnold for Maya User Guide 5 - Arnold Renderer

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5: Autodesk 3ds Max Fundamentals book | ASCENT

MAYA Design - MAYA Design MAYA is a design consultancy and technology research lab. We make complex technology products easier to use, engage in basic research, and.

6: Autodesk | 3D Design, Engineering & Entertainment Software

Autodesk Maya is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects.

7: Maya no carpaint shader? - Autodesk

This article provides the system requirements for the Autodesk® Maya® Autodesk® Maya® software is supported

on the following bit operating systems and at a minimum, requires a system with the following bit hardware: Software Operating System Microsoft® Windows® 7 (SP1) and Windows® 10 Professional operating system Apple® Mac OS® X x, x, x operating.

8: Maya Installation

Arnold for Maya User Guide 5 MtoA is the version included in Maya Update 2. to the shadow matte shader in Arnold based on user feedback, and.

9: Maya | Computer Animation & Modeling Software | Autodesk

Arnold Viewport rendering (Maya only): It is now possible to render inside the Maya viewport, by switching the viewport "Renderer" to Arnold. Some of the Arnold RenderView options are exposed, like Region Rendering, Debug Shading, Isolate Selected, AOVs, etc.

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