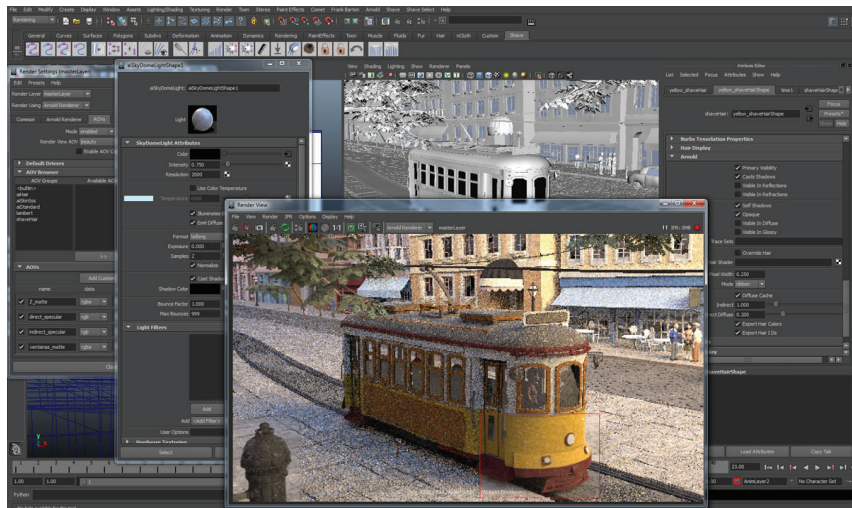


# PRODUCT INFORMATION UPDATE

## Better Together: Arnold® and Maya®

If you've ever suffered through rendering bottlenecks here's some great news: Maya 2017 now ships with Solid Angle's Arnold renderer. Arnold is used by the biggest names in VFX and animation to solve their most complex rendering problems. Arnold in Maya 2017 puts the best rendering tools at your fingertips. It's now easier to generate high quality images right out of the box with the processing power to handle anything you can animate. Arnold's optimized rendering algorithm means less time optimizing renders and more predictable results. Spend your time creating art, not managing render engines.



Arnold is integrated into your familiar Maya workflow. Combined with the new Render Setup system, Arnold in Maya 2017 provides an awesome rendering experience. Arnold brings a full-featured rendering workflow to Maya pipelines, enabling pipeline and compositing-friendly rendering while maintaining a simple artist-friendly workflow that's easy to understand. Whether you're working on the latest film or turning around motion graphics projects, this new combination makes it easier than ever to achieve a great looking final frame result and pass everything you need on to Compositing or Creative Finishing. And a click of the "render" button is all it takes to unleash this power.

With Arnold you can say "adios" to rendering bottlenecks. Through improved monitoring of Arnold rendering in Maya Viewport 2.0, and the new Interactive Arnold Renderview, you'll see near-final results as they're

created. Your shop can add additional Arnold licenses to use CPUs in your local render farm, or go directly to the Cloud through services such as Google ZYNC Cloud Render. Techies should note that Arnold is fully customizable with a powerful API for creating custom rendering solutions.

Arnold flat out changes the game when it comes to rendering in Maya 2017. Curious to know more? See the FAQ for more details. ([www.autodesk.com/mentalrayformaya](http://www.autodesk.com/mentalrayformaya))

