

PRODUCT INFORMATION UPDATE

Maya® 2017: Motion Graphics. And a Whole Lot More...

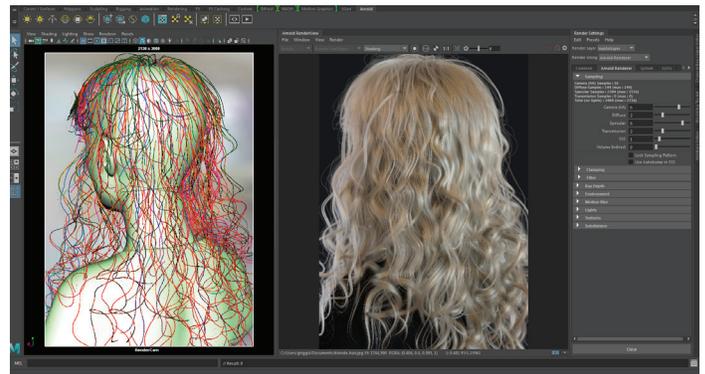
Maya is the industry's choice for character creation and animation. With character work becoming more common in motion graphics, now's the perfect time for motion graphic designers to grab onto Maya.

If you're a designer who thought that Maya was just too complicated to ever use, you're in for a happy surprise! Maya 2017 has an all-new motion graphics toolset based on the proven and powerful MASH plugin and implemented with the motion graphics artist in mind. This new fully integrated toolset includes a new 3D type tool, an easy copy-paste workflow for SVG files, a new curve warp tool, and a whole lot more.

Improvements to MASH in Maya 2017 make creating complex animation and effects easy and intuitive. The new MASH user interface will feel very familiar to 3D motion design artists and Adobe Photoshop users. Now you can add, re-order, and experiment with MASH nodes freely. New nodes and further feature improvements make MASH easier to use and faster, and let you to create even more effects.

Additional updates to the Maya UI help you to focus on your design work. The new Workspaces feature lets you freely configure Maya's UI panels based on task and personal workstation configuration, so you can simplify layouts for laptops or manage panels across multiple desktop monitors. The new Content Browser makes it simple to manage and access your libraries of Maya scenes, objects, or animation clips, for building out scenes quickly and easily. Viewport 2.0 in Maya 2017 provides faster performance and fidelity compared to other 3D tools, and motion graphics designers have already discovered that Viewport 2.0 is a terrific real-time render engine for design-oriented work.

And speaking of rendering, 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 very best rendering tools at your fingertips, making it easy to generate high quality images right out of the box with the processing power to handle anything you can animate. With just a few clicks, you can render stunning images and produce images with embedded channels that allow for flexible reworking in compositing applications like Adobe After Effects.

If water and liquids is your thing, you should know that Maya 2017 includes the Bifrost toolset for simulating fluid effects. This amazing software is the absolute state-of-the art for moving liquid simulation. From waves on a beach to waves in a beer stein, Bifrost can give you that spot-on realistic fluid look you crave.

With the introduction of the new motion graphics toolset in Maya 2017, motion graphics designers now have what they need to create awesome next-gen motion designs. Use Maya 2017's power to blow away the barriers of traditional motion design work and enter into a new world that's alive with eye-popping animation.