Maya® 2017 – The Animator's Advantage
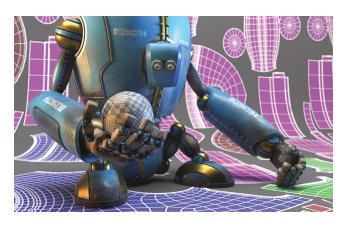
If you've ever suffered through rendering bottlenecks here's some great news: Maya 2017 now ships with Solid Angle's Arnold renderer. Arnold is used by the biggest names in VFX and animation to solve their most complex rendering problems. Arnold in Maya 2017 puts the best rendering tools at your fingertips. 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. Maya 2017 brings major improvements to an animation toolset that's already considered the industry's best, with a focus on increasing productivity. New artist-friendly tools and performance improvements make animating in Maya 2017 an even more exciting experience. Here are a few ways that Maya 2017 has upped the animation game.

Maya 2017 delivers the speed you need to animate the most convincing characters. New performance enhancements in Maya 2017 help you work fluidly, even as your character complexity grows. Improvements to parallel evaluation use smarter evaluation methods that let you to focus on what's most important without "paying" for things you don't care about. Along with a comprehensive set of diagnosis and introspection tools, it's never been easier to create characters in Maya. A new custom evaluator API allows full control of what's happening under the hood, easing integration of custom tools into Maya 2017 and your Maya pipeline. The new Quick Rig tool makes it possible to rig characters in seconds, making it easier for any animator to bring sophisticated characters to life.

With a completely new Time Editor in Maya 2017, it's simple to work non-destructively with any kind of motion you want within a powerful and flexible non-linear editing system. Re-arrange, experiment, and remix clips of animation, poses, and audio, easily and efficiently. And with the new Content Browser, you can build out libraries of pose and animation clips, allowing you to quickly save, share, and re-use your work.

As an animator you're probably very familiar with Maya's Graph Editor, and now that tool has been dramatically enhanced in Maya 2017. A new GPU-backend boosts Graph Editor scaling when modifying larger, densely keyed curves. An improved, modernized user interface offers a cleaner curve display along with streamlined views for curve organization. The coordination of the Graph Editor and Time Editor user interfaces gives you a unified animation experience that makes it easier and faster to accomplish your work.

Maya 2017's MASH tool lets you apply procedural, non-destructive effects to just about anything in Maya. Its node-based user interface uses a simple drag and drop approach that makes it fun to experiment and iterate creatively, so you can find just the right effect for your scene.

As you can see, animation in Maya 2017 is better than ever before.