

PRODUCT INFORMATION UPDATE

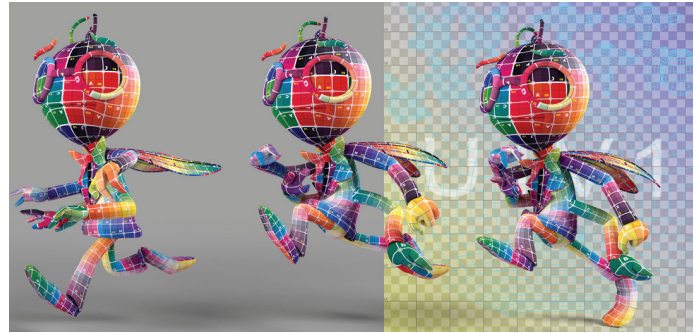
What's New in Maya® 2017? Quite a lot!

Maya 2017 introduces some powerful new creative tools plus major workflow enhancements that can catapult your animation design and production to new heights of realism and creativity.

Maya 2017 powers-up many of the features and workflow tools that you know and love from prior Maya versions, but that's not all! The Maya 2017 user interface is enhanced with the addition of the Workspaces feature and a new content browser. Workspaces define the configuration of windows and panels, and lets you modify any current workspace by opening, closing, and moving windows and panels, as well as docking and undocking them. Workspaces are more flexible than panel layouts because you can move or dock almost any window or panel almost anywhere in the interface. Workspaces are also stored as separate files in your user directory instead of in scenes. The new Content Browser is your one-stop center for finding examples, scenes, and other content to build your scenes in Maya 2017, replacing the Visor. You can navigate for files in your Maya projects, local and network directories, and sample libraries, then drag and drop them into the view panel.

Imagine just how much improved your animations would be if the hair and fur on your characters looked even more realistic and responsive to movement and environment?

That's what you'll get in Maya 2017 with XGen modeling for interactive grooming. Grooming all types of hair and fur in XGen is now easier and faster using Interactive Groom Splines. This new feature set consists of intuitive brush-based tools that provide greater control and accuracy for styling and posing hair and fur. Other modeling enhancements are found in the Shape Editor with new Shape Authoring workflows. The Vertex ID transfer feature lets you change the order of vertices on a polygon



object using the new Reorder Vertex or Transfer Vertex order commands.

Because oceans and waves are a special challenge to simulate, Maya 2017 includes the Bifrost Ocean Simulation System to more easily simulate realistic ocean surfaces with waves, ripples, and wakes. Bifrost now features improved guided liquid simulations that can use a deforming plane or other flat mesh as a guide instead of using a deforming closed volume as an emitter. Now you can also set physically correct values for viscosity on the Bifrost Liquid Properties container node. Combine these new features with Arnold support for improved rendering and you'll see why Bifrost in Maya 2017 means the wettest, most realistic ocean simulations you've ever created.

With Maya 2017, Autodesk once again advances the art of 3D animation and VFX with new tools and better workflows for spectacular results. And there's a lot more going on. Get the full list of new features and enhancements for animation, modeling, lighting, effects, and motion graphics in Maya 2017 by visiting the on-line guide: "What's New in Maya."