

Autodesk®  
Maya®

2010



Autodesk

What's New

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Autodesk® Maya® 2010 Software

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# Overview of What's New

# 1

## What's New in Autodesk Maya

Welcome to What's New in Autodesk® Maya® 2010!

This release is full of features that respond to your needs in games, film, TV, and design. Maya 2010 delivers a host of new features and enhancements that maximize productivity, optimize workflows, and offer new creative possibilities.



# What's New in General

# 2

## **Autodesk Toxik, Backburner, and MatchMover now available with Maya**

### **Autodesk Toxik**

Autodesk® Toxik™ is a digital compositing application that provides interoperability with Maya. It allows you to import render passes as a pre-comp file from Maya and generate and pre-visualize compositions. In addition, it also provides features such as stereoscopic content creation tools for the production of stereo films, the ability to import geometry using the FBX file format, and organizational and collaborative tools that allow your team members to work simultaneously on a project.

For more information on Toxik, see <http://www.autodesk.com/toxik>.

### **Autodesk Backburner**

You can now use Autodesk® Backburner™ with Maya to manage your render jobs and render nodes while network rendering. Autodesk Backburner is a background rendering network system that allows animation scenes to be rendered by many computers working collectively on the same network.

For more information on Backburner, see *Backburner User Guide*.

### **Autodesk MatchMover**

Autodesk® MatchMover™ is a camera tracking application that automatically captures 3D camera path and camera parameters from 2D video and film image sequences. After capturing a 3D camera path with Autodesk MatchMover, you can export the camera data to a Maya ASCII(.ma) file. This allows you to work with the camera data in Maya to accurately place 3D objects into a video or film sequence.

For more information, see the *MatchMover User Guide*.

## **Assigning right-mouse-button commands to containers**

You can now assign a script to execute when you right-click an object in a container. This allows you to create quick customizable actions per container. Using this functionality, you can also create a custom sub-menu and add it to the existing marking-menu that appears when you right-click a container. See the *Basics* guide for more information.

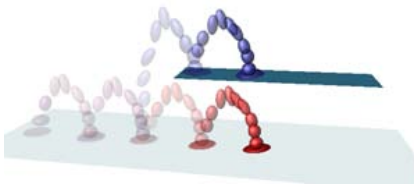
## **Download Vegetation**

A new item in the main Help menu launches the Autodesk Seek Web page where you can download vegetation scene files. See Help > Download Vegetation.



# What's New in Animation

# 3



## Add constraints to animation layers

You can now add point, aim, parent, scale, and orient constraints to animation layers. See [Add constraints to animation layers](#) for more information.



## Mocap Examples available in the Visor

The Visor now includes a set of motion capture example files. To find the mocap examples, open the Visor (Window > General Editors > Visor) and switch to the Mocap Examples tab.



# What's New in nParticles

# 4

## **New nParticle examples**

New nParticle example scene files have been added to Maya 2010. You can use these example files as a starting point for your own nParticle effects. The new examples include a gas flame, jet exhaust trail, nParticle rain, nParticle and fluids interaction, and other effects.



# What's New in Rendering and Render Setup

# 5

## **New stereoscopic workflow added**

A new workflow example has been added that outlines how to create a stereoscopic camera and provides guidelines for tweaking the main attributes of the stereo camera.

## **Performance improvement in scenes with global illumination**

Significant performance improvement for scenes using global illumination with the `mia_material_x_passes` shader.

## **Autodesk Toxik and Backburner now available with Maya**

Autodesk® Toxik™ and Autodesk® Backburner™ are now available with Maya for network rendering and compositing.

■ [Autodesk Toxik, Backburner, and MatchMover now available with Maya](#) on page 3

## **Maya vector renderer now supported on Windows 64-bit and Mac OS X 32-bit**

The Maya vector renderer is now supported on Windows 64-bit and Intel-based Mac OS X 32-bit. Previously, it was supported only on Windows 32-bit and PowerPC Mac OS X 32-bit.

## **Five mental ray for Maya batch rendering licenses available for command line rendering**

Each Maya rendering license allows you to render in Maya interactively on one machine and run batch rendering on five machines. You can therefore perform mental ray for Maya rendering on up to 6 machines.

## **Eight remote licenses now available for all users of mental ray satellite rendering**

Beginning in Maya 2010, all users can now render on up to eight additional mental ray satellites.



# What's New in Python

# 6

## **Python version 2.6**

Maya uses Python version 2.6 on all supported platforms.

See the *Python* guide for more information.

## **New tips and tricks section added**

The *Python* guide has a new section that provides tips and tricks for scripters new to Python.





# What's New In Documentation

# 7

## **New Tutorials**

You can now find a number of new and updated tutorials in the documentation ranging from UV Texture Mapping to Polygon Sculpting and Assets to nParticles. These tutorials are designed to introduce users to some of the uses and workflows of the more recent features introduced in Maya.

- Sculpting a polygon mesh
- UV unfolding
- Normal mapping
- Setting up an asset
- Creating nParticles
- Creating a smoke simulation
- Creating a liquid simulation



# What's New in API

# 8

## **New chapters added to API Guide**

New chapters Multithreading plug-ins and Distributing Maya Plug-ins have been added to the API Guide.

- Multithreading plug-ins
- Distributing Maya Plug-ins

