One Maya. More Value.

Autodesk Maya 2010 software is the first release to unify the Maya Complete 2009 and Maya Unlimited 2009 feature sets, advanced matchmoving capabilities, and powerful compositing into a single offering with exceptional value.

Producers have become more savvy with respect to computer-generated imagery; they expect more work with additional complexity in less time than ever before. Maya 2010 gives us the total package to efficiently handle any challenge they can throw at us, whether it's heavy in tracking, modeling, animating, rendering, or compositing.

— Paal Anand
  Digital Post Supervisor
  Bling Imaging

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For those looking to create the kind of compelling digital imagery found in Academy Award®–winning films and top-selling games, Autodesk® Maya® 2010 delivers extensive 3D modeling, animation, and rendering toolsets; innovative simulation and compositing technologies; and a flexible software development kit (SDK) and scripting capabilities —making it easier, and more affordable, to create stylistic designs, believable animated characters, and lifelike visual effects.

Unbeatable Value

Autodesk Maya 2010 offers an end-to-end computer graphics (CG) workflow based on the award-winning Maya Unlimited 2009 toolset, with its advanced simulation tools for cloth, hair, fur, fluids, and particles. To supplement your creative workflow, we've also added the Maya Composite high dynamic range compositing system, a matchmoving camera tracking system, five additional mental ray® for Maya batch* rendering nodes, and the Autodesk® Backburner™** network render queue manager.

Proven Solution

Maya has been a favorite among companies producing top film, games, and television content throughout the world for the last decade Meanwhile, award-winning commercial spot facilities like The Mill and Psyop count Maya among their toolsets, as do top broadcasters such as NBC, Seven Network, and Turner.

Features

Maya has been at the cutting edge of feature development for over 10 years, and Maya 2010 is no exception. The software is packed with tried and tested features that help speed your project from initial concept to finished renderings: polygon and NURBS modeling, UV mapping and texturing, animation and rigging, dynamic simulation tools, tools for generating plants and other natural detail, in addition to advanced compositing capabilities, and a choice of four built-in renderers, including mental ray.

Productivity

Increased competition for projects and tighter deadlines mean that many jobs require even more high-quality work in less time. Maya 2010 helps maximize productivity with optimized workflows for everyday tasks; opportunities for collaborative, parallel workflows and reuse of assets; and automation of repetitive tasks through scripting.

Performance

Through a combination of multi-threading, algorithmic tuning, sophisticated memory management, and tools for segmenting scenes, Maya 2010 is engineered to elegantly handle today's increasingly complex data sets without restricting the creative process.

Autodesk®

Interoperability

Whether you are painting textures in Adobe® Photoshop® software, compositing shots in Maya Composite or Autodesk® Flame® software, or bringing in cleaned motion capture data from Autodesk® MotionBuilder® character animation software, Maya 2010 helps to minimize errors and reduce iterations. And, support for the Autodesk® FBX® data interchange technology enables you to reuse assets created outside of Maya in your Maya scenes. Maya also offers an SDK to assist with pipeline integration.

Extensibility

Maya is an out-of-the-box solution, but for companies that want to integrate it with their pipelines, or to add new features, Maya offers avenues for customization. Built from the ground up with its own embedded scripting language, Maya Embedded Language (MEL), Maya 2010 also offers Python® scripting and an extensive, well-documented C++ application programming interface (API).

Image courtesy of MassMarket.

Image courtesy of The Jim Henson Company.

Platform of Choice

Whether you use a Windows®, Mac®, or Linux® operating system, Maya 2010 runs on your platform of choice. And it's ready to handle the large amounts of memory that today's large scenes require, with 64-bit executables for both Windows and Linux operating systems.

Advanced Simulation Tools

Every license of Maya 2010 now includes the innovative Maya Nucleus unified simulation framework and the first two fully integrated Nucleus modules—Maya nCloth and Maya nParticles—as well as Maya Fluid Effects, Maya Hair, and Maya Fur. These widely used, production-proven toolsets for simulating cloth, fluids, hair, and fur enable you to more efficiently create the types of sophisticated effects audiences crave, without additional software investment.

High-Performance Compositing

Maya Composite brings high-performance, high dynamic range (HDR) compositing to Maya 2010. The comprehensive Maya Composite toolset gives you keying, tracking, color correction, rotoscoping, paint, and warping tools; advanced filters (including motion blur and depth of field); a full 3D compositing environment; and support for stereoscopic production. Available on the same choice of platforms as Maya, this node-based compositor provides you with a high-efficiency, collaborative compositing environment.

Professional Camera Tracking

A crucial tool for any leading visual effects production work, Autodesk® MatchMover™ software makes high-quality 3D camera tracking accessible within Maya. Using this toolset, you can extract accurate 3D camera and motion data from video and film sequences so you can insert your Maya elements seamlessly into the footage. MatchMover combines automatic tracking capabilities with the precision manual controls professionals demand.

Augmented Rendering Power

With five additional mental ray for Maya batch rendering nodes, you can now use a network of computers to render sequences faster. The Backburner network render queue manager is also included with Maya 2010, to help you manage the process; or simply integrate the additional mental ray for Maya nodes with your existing render management software.

*   Feature available only with network license.
** Feature available only for Windows 32-bit/64-bit and Linux 64-bit operating systems.

Autodesk®