

Autodesk Launches Autodesk Maya 2008 Software

Delivers Faster More Efficient Tools and Workflows For the Creation of Sophisticated 3D Environments Characters and Performances

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Autodesk, Inc. announced Autodesk Maya 2008 modeling, animation, visual effects and rendering software. The new version of the Academy Award-winning product focuses on providing improved workflow efficiency for artists in the film, television, game development, design and manufacturing industries. Maya has been used in the creation of countless high-profile projects such as the Pan's Labyrinth and Spider-Man 3 movies, as well as the Resistance: Fall of Man, and John Woo Presents Stranglehold games.

"Artists need production-proven solutions that they can truly depend on," explained Marc Petit, Autodesk Media & Entertainment senior vice president. "With Autodesk Maya 2008, we have placed considerable emphasis on raising the reliability bar higher than ever before. Designed for multi-core workstations, the 2008 release provides artists with an optimized application that includes new creative tools in modeling and animation to help artist meet demands quickly and easily."

"On all fronts Autodesk has improved Maya software's arsenal of tools," noted Rob van de Bragt, animation director at post-production facility The Mill. "Maya 2008 offers more flexibility in its modeling, rigging and rendering tools than ever before." The Mill recently used Maya on the Audi A5 ad Lines, the Playstation 3 commercial This Living, the Absolut commercial Protest, as well as the Comfort ads City Stop and Do The Moves.

Insomniac Games relies on Maya as a modeling and animation tool for several titles including Resistance: Fall of Man. Chad Dezern, art director at the facility said: "When a problem comes up, artists can usually work it out using the Maya toolset. When we need to build on the software, Maya offers an extremely flexible API, which makes it a great hub for our proprietary modeling tools."

Highlights of Maya 2008

Increased polygon modeling efficiency:

Maya 2008 enables artists to quickly create, manipulate and place polygons that form highly detailed characters and environments, through a streamlined Mesh Smooth workflow, a new Slide Edge feature and improvements to Booleans, Bridge, Bevel and other tools.

Overall performance improvements for greater efficiency:

With Maya 2008, Autodesk continues the task of optimizing the software's toolsets to provide greater performance through both multi-threading and algorithmic speed-ups. For example:

The Poly Reduce function is now up to 30 times faster for a 22k face poly mesh, and Poly Smooth is now up to 4 times faster

The Maya nCloth cache performance up to 3 times faster on a cache of 10k vertices

mental ray translation for a 20k mesh instanced 2,000 times is over 20 times faster

Tools for creating better looking games:

Maya 2008 is better equipped to create and display content destined for the Nintendo Wii, Microsoft Xbox 360 and Sony PlayStation 3 game consoles. It offers support for DirectX HLSL shaders in the Maya viewport, a new hardware shader API, enhancements to the high-quality render view, accelerated mental ray texture baking performance, and more.

ased flexibility for character setup and animation:

ng upon the Maya software's advanced, customizable animation system, Maya 2008 delivers improved skinning and rigging ts, including new, non-destructive skin editing capabilities. These enhancements allow animators and Technical Directors to ntly explore ideas, manage iterations and get superior results, faster.

ete list of new features and enhancements in Autodesk Maya 2008, visit: www.autodesk.com/maya.

Availability

anticipates that Maya 2008 will be available in English in September 2007. Maya 2008 will be supported on the Windows and tting systems (64-bit and 32-bit versions), as well as Mac OS X for Intel-based Macintosh and PowerPC computers (32-bit).

uggested retail pricing is US\$1,999 for Maya 2008 Complete (Standalone) and US\$6,999 for Maya 2008 Unlimited). The upgrade price from Maya 8.5 Complete to Maya 2008 Complete is US\$899, and the upgrade price from Maya 8.5 Maya 2008 Unlimited is US\$1,249. [International pricing may vary].

ation at: www.autodesk.com - Images courtesy of Kleiser-Walczak and Meats Meier