

# Maya Autodesk



[www.autodesk.de](http://www.autodesk.de)

# Content



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- History
- Versions
- First steps



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# Maya – Whats that?

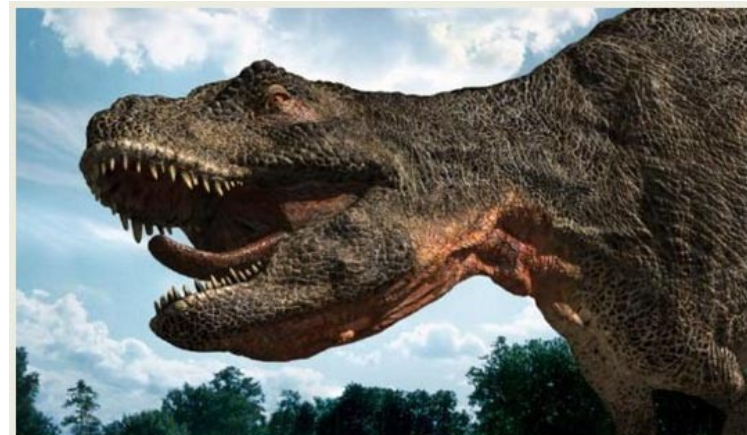
- Software for 3D-Visualization and Animations
- Developed by Alias
  - taken over by Autodesk in 2006
- Named by the sanscrit word „illusion“
- Cooperation with Disney
- Since 1998 available
  - most used Software for 3D-Modelling, animation and rendering

# Maya – Who uses it?

- Movie and TV companies
  - Computer and Videogame industrie
  - Industrial manufacturing
  - Visualization of architecture
  - Development and research
- contains an open interface for individual configurations

# History

- Emerged from the union of *Alias Research* and *Wavefront Technologies*
  - Maya as an combinatorial program of both technologies
- Further advancements since 1998
- Publications of several commercial and not-commercial versions



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# Functions

## **MEL:**

- internal language (Maya Embedded Language)
- Orientated at PHP, concerning structure and syntax similar to C
- Controls GUI

## **Phyton:**

- Alternative to MEL
- Contains own Python-Interpreter and necessary libraries
- Combination of Phyton and MEL possible
- Interoperability with operating system

# Functions

## **Module/Plug-Ins:**

- Plug-Ins can be turned on or off individually:
  - *Maya Live*
  - *Maya Fur*
  - *Maya Hair*
  - *Maya Cloth*
  - ...

# Rendering

Four options for rendering:

## **Maya Software:**

- Uses native Maya renderer
- High quality
- Not always physically correct

## **Maya Hardware:**

- Also uses 3D-graphic card for rendering
- Calculation only partly by processor
- Advantages in speed
- Limited textur size

# Rendering

Four options for rendering:

## **Vektor:**

- Independent renderer
- comic-like pictures
- Web animationen in flash

## **Mental Ray**

- independent renderer
- Physically correct
  - global illumination
  - Caustics
  - Raytracing
  - sharpness of movement
  - depth of field blur
  - Final Gather

# Some known Maya Outputs

Partly or fully made with Maya:

- Finding Nemo
- Shrek
- IceAge
- Gollum – Lord of the Ring
- South Park
- Restauration of StarTrek

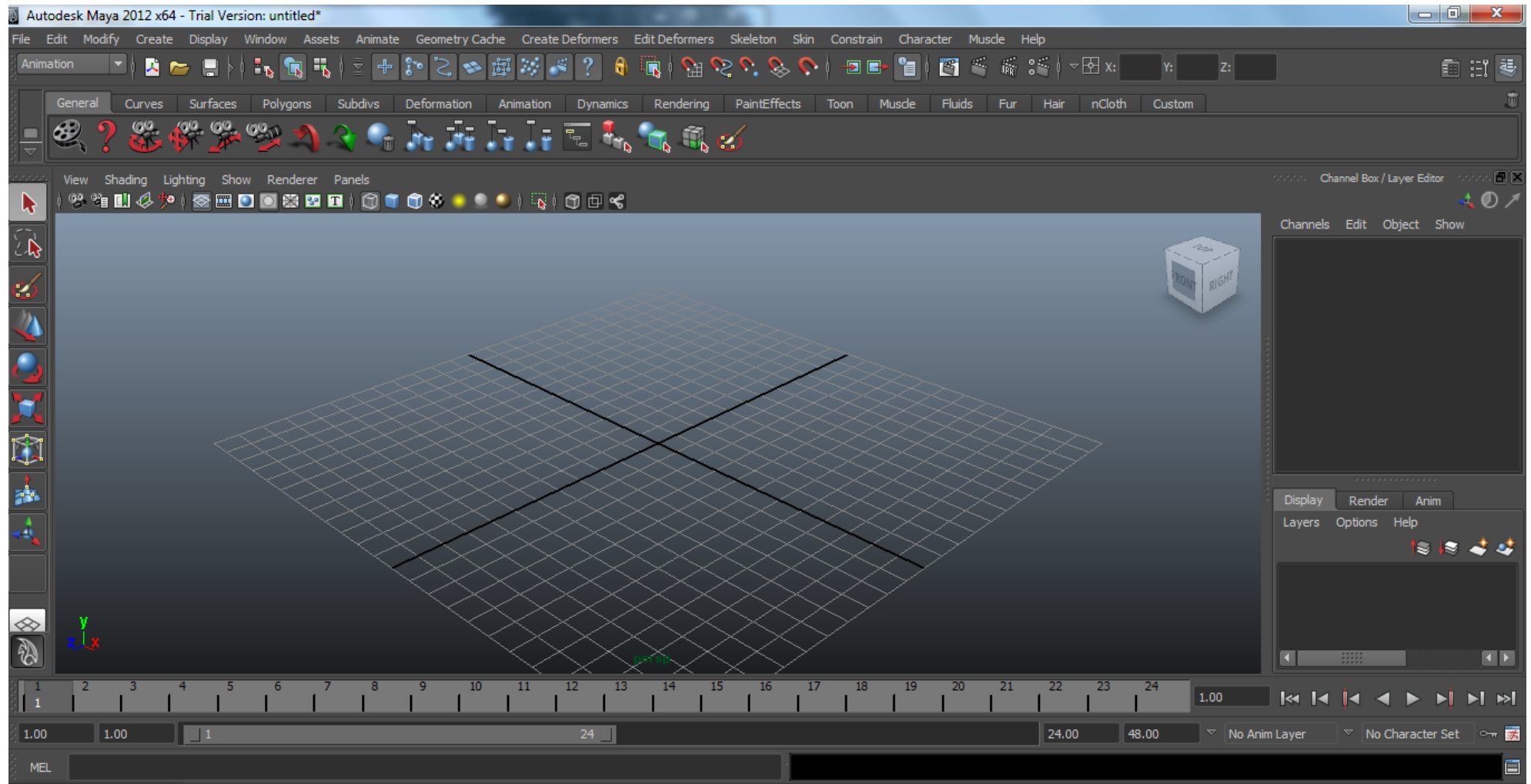


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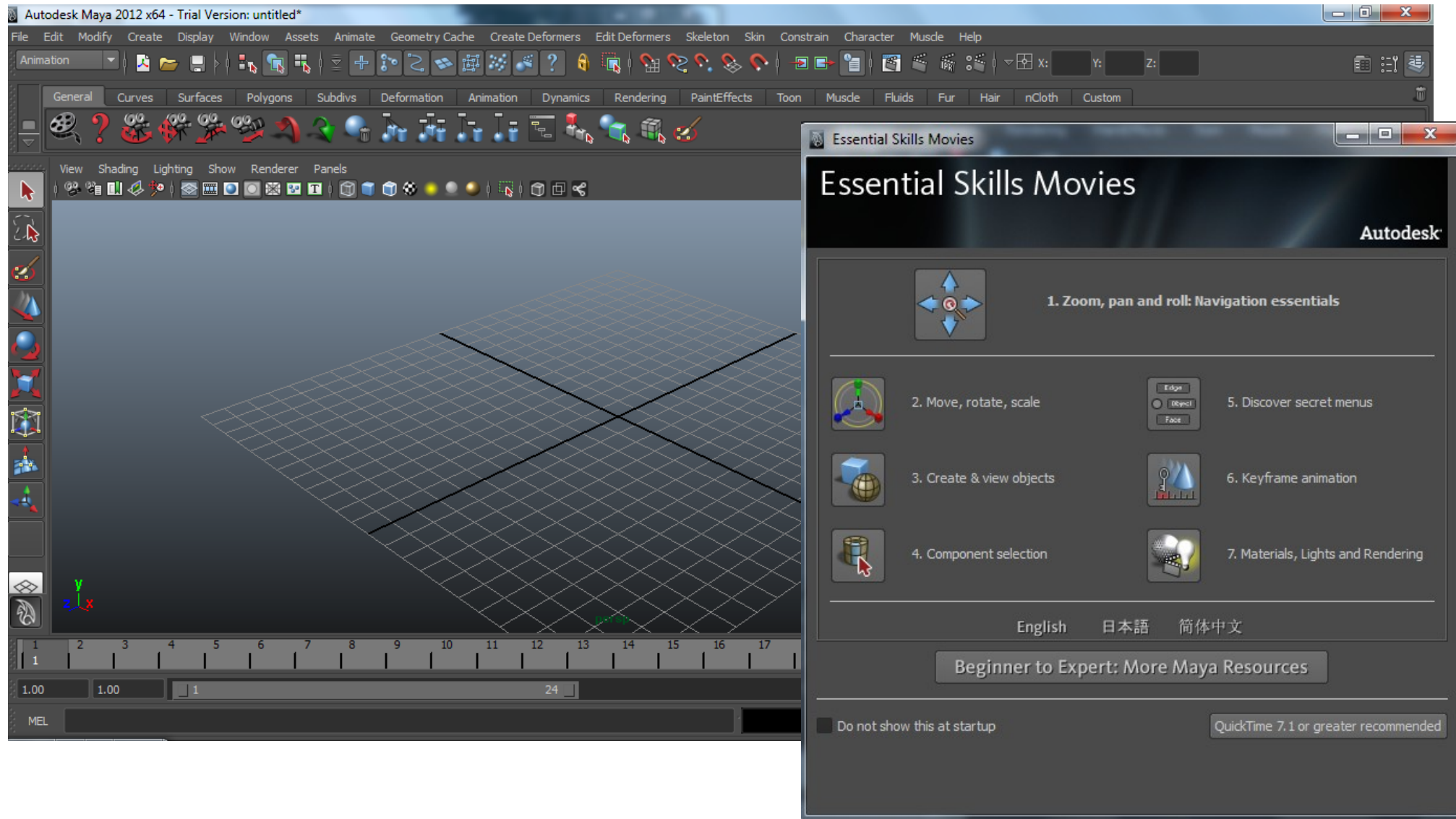


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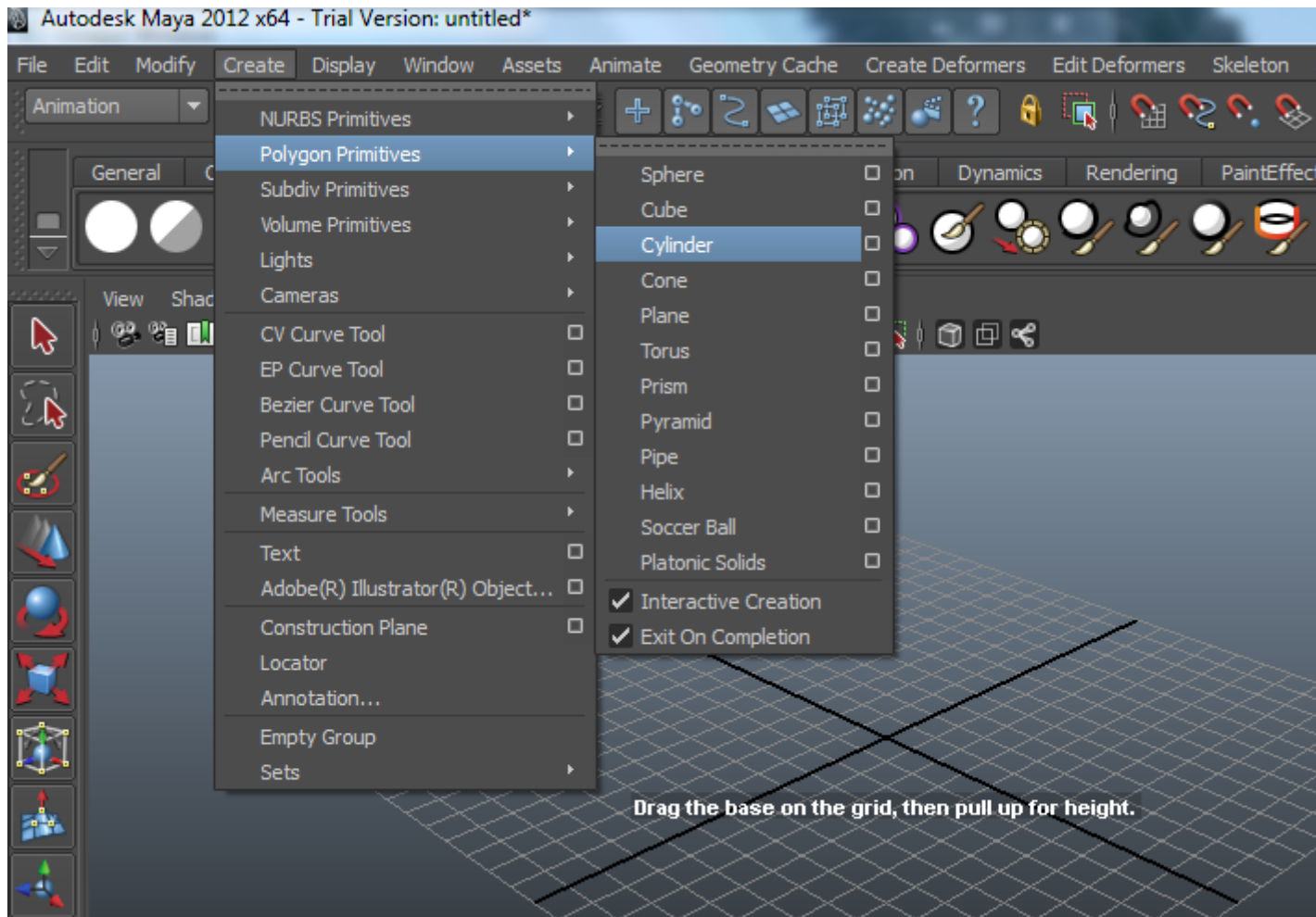
# Programmeinführung



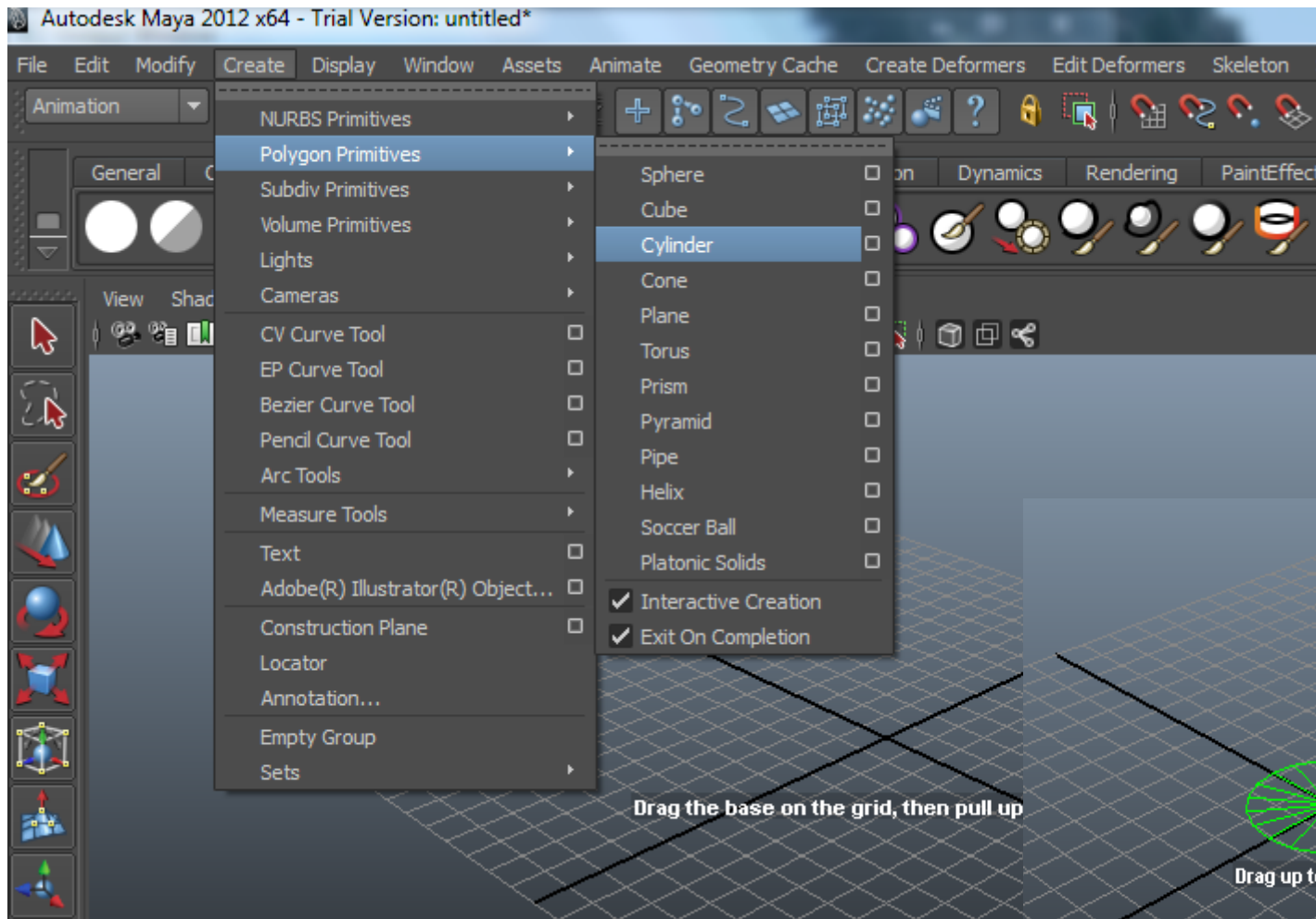
# Programmeinführung



# Introduction to Maya Autodesk 2012



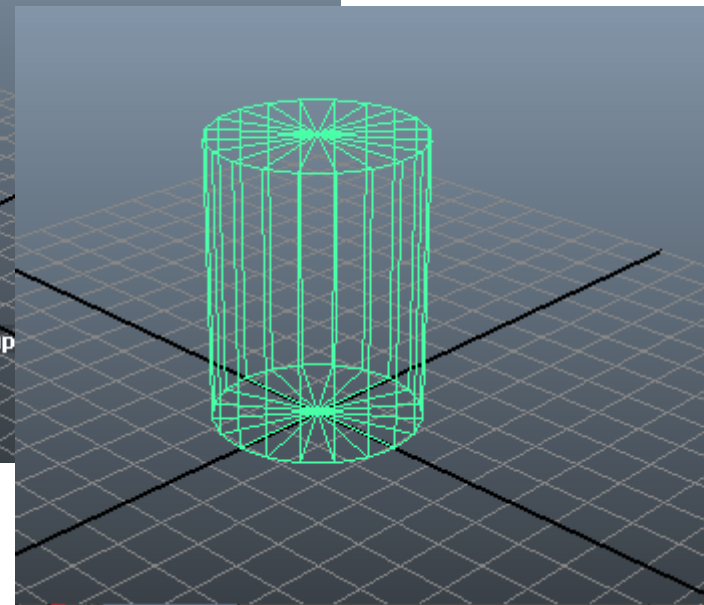
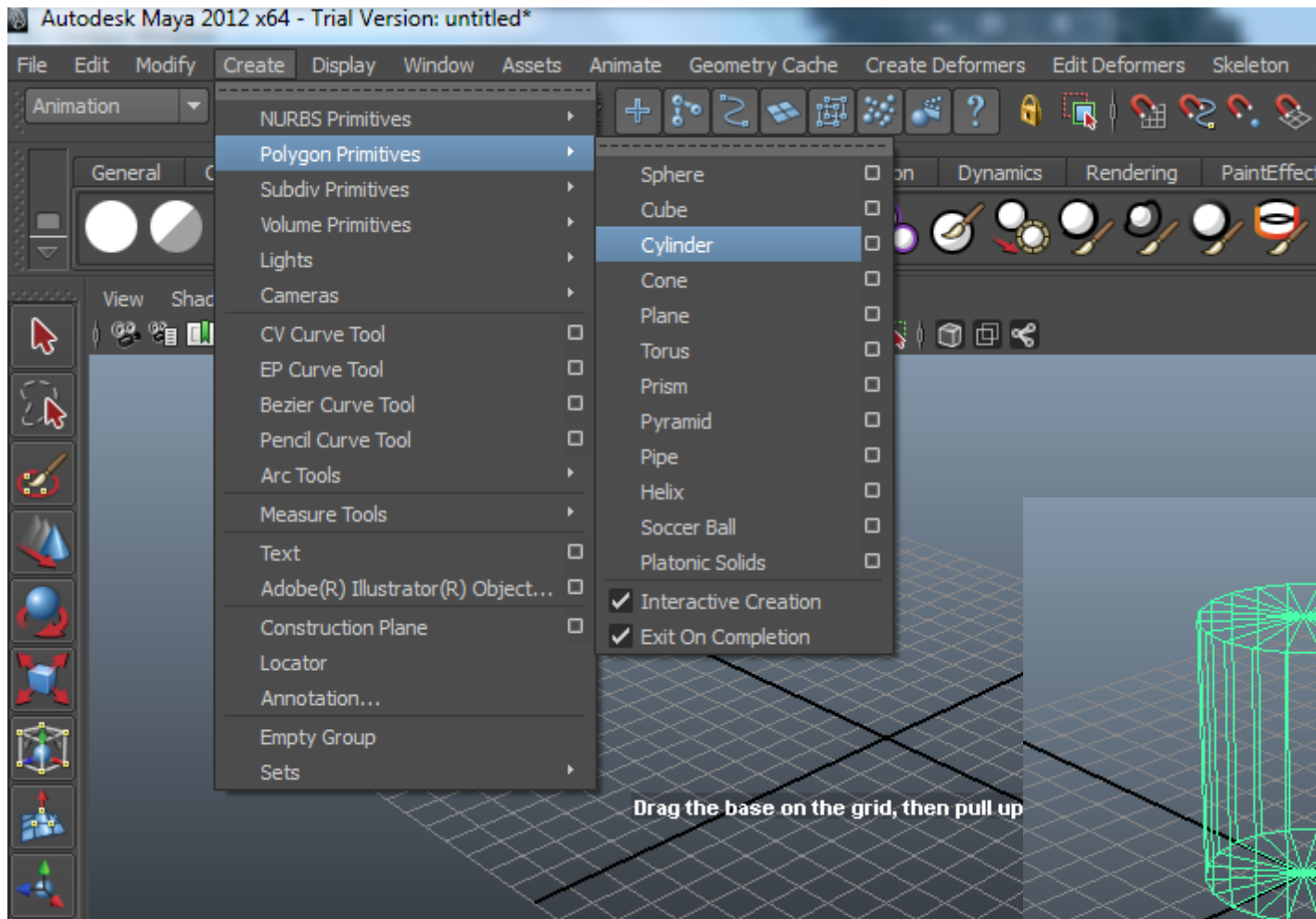
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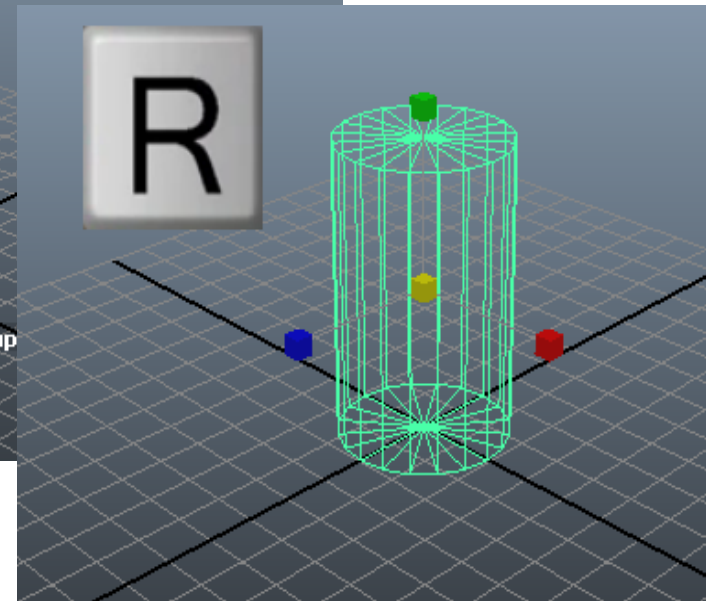
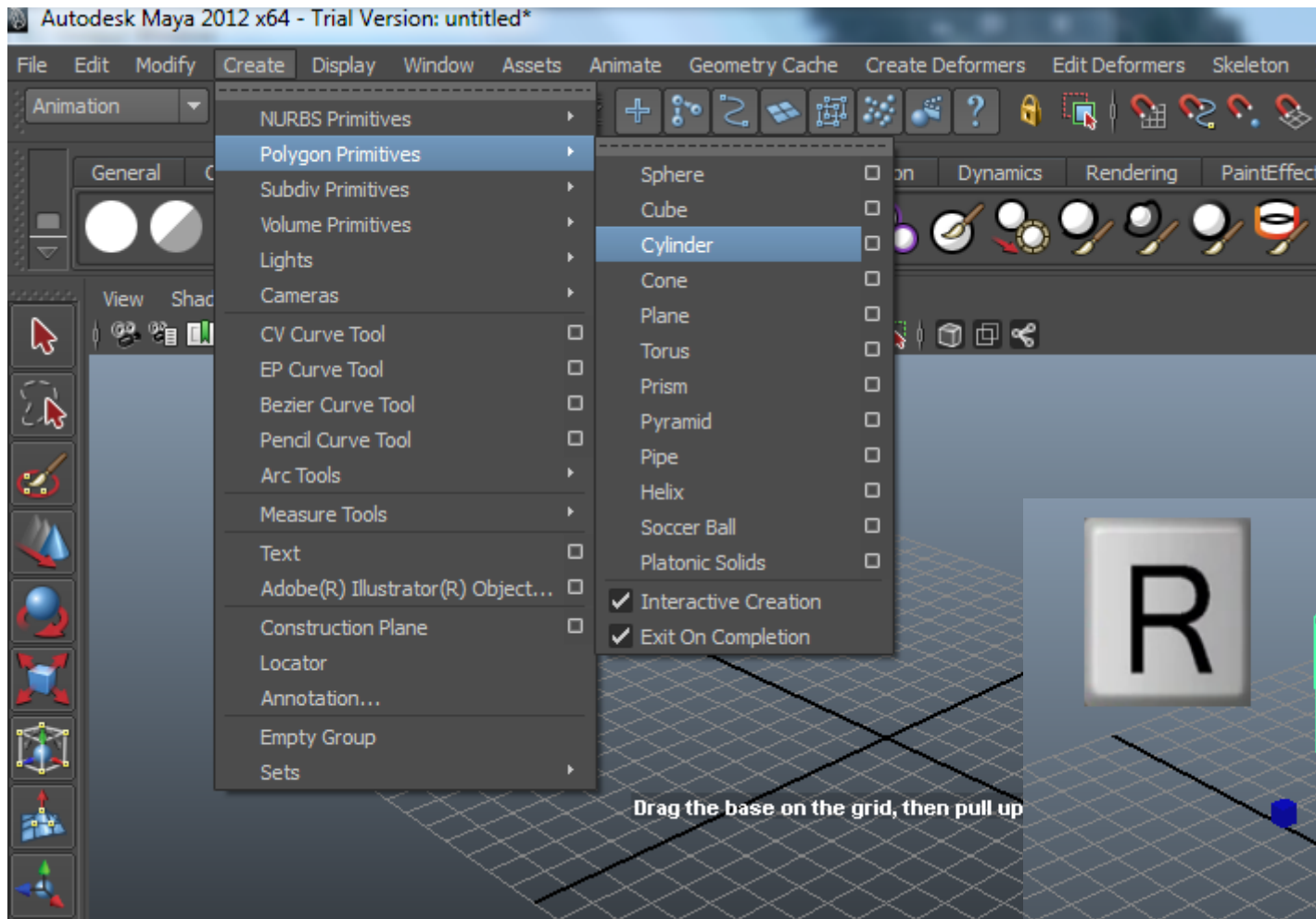
Drag the base on the grid, then pull up

Drag up to set height.

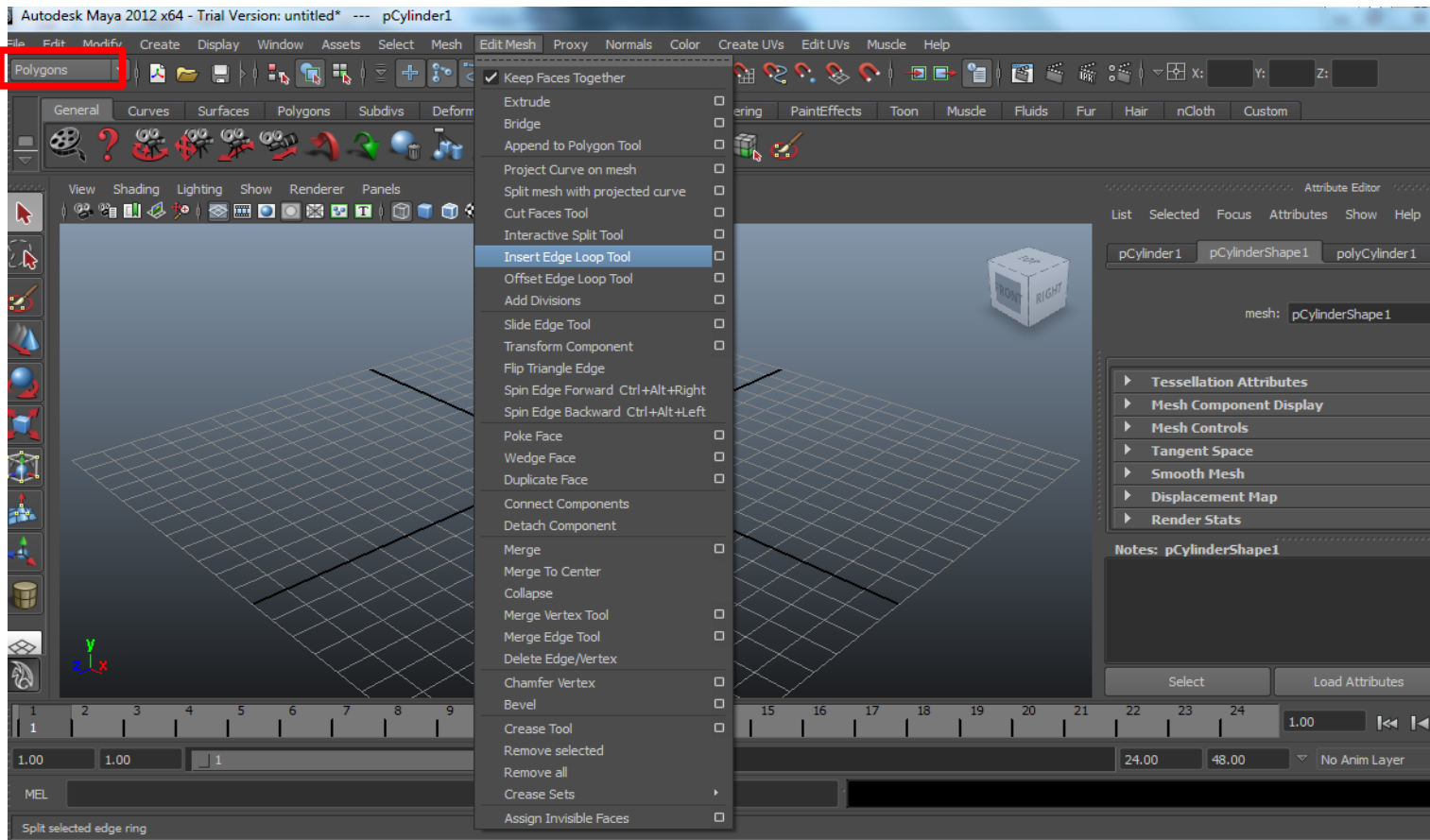
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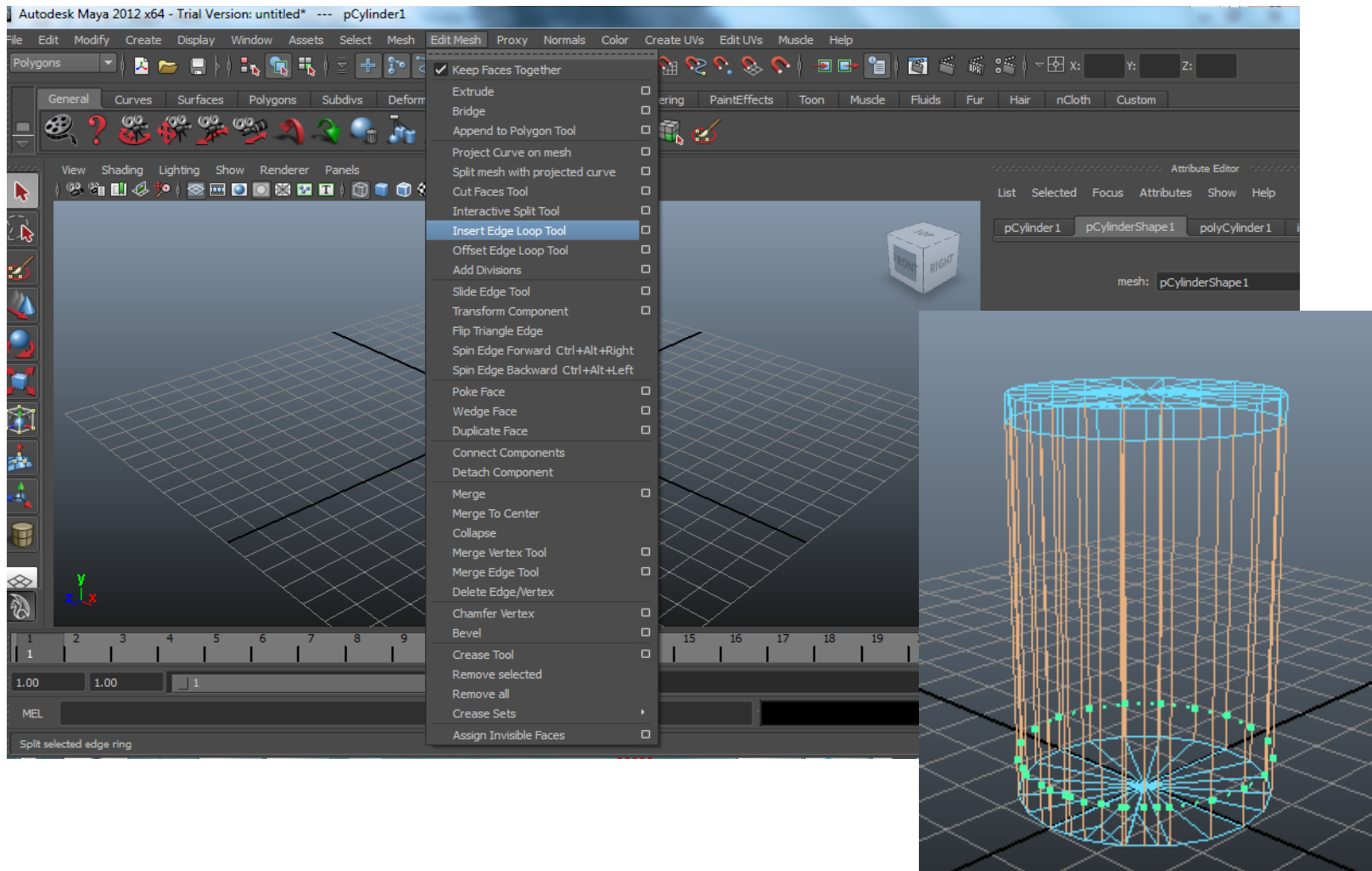
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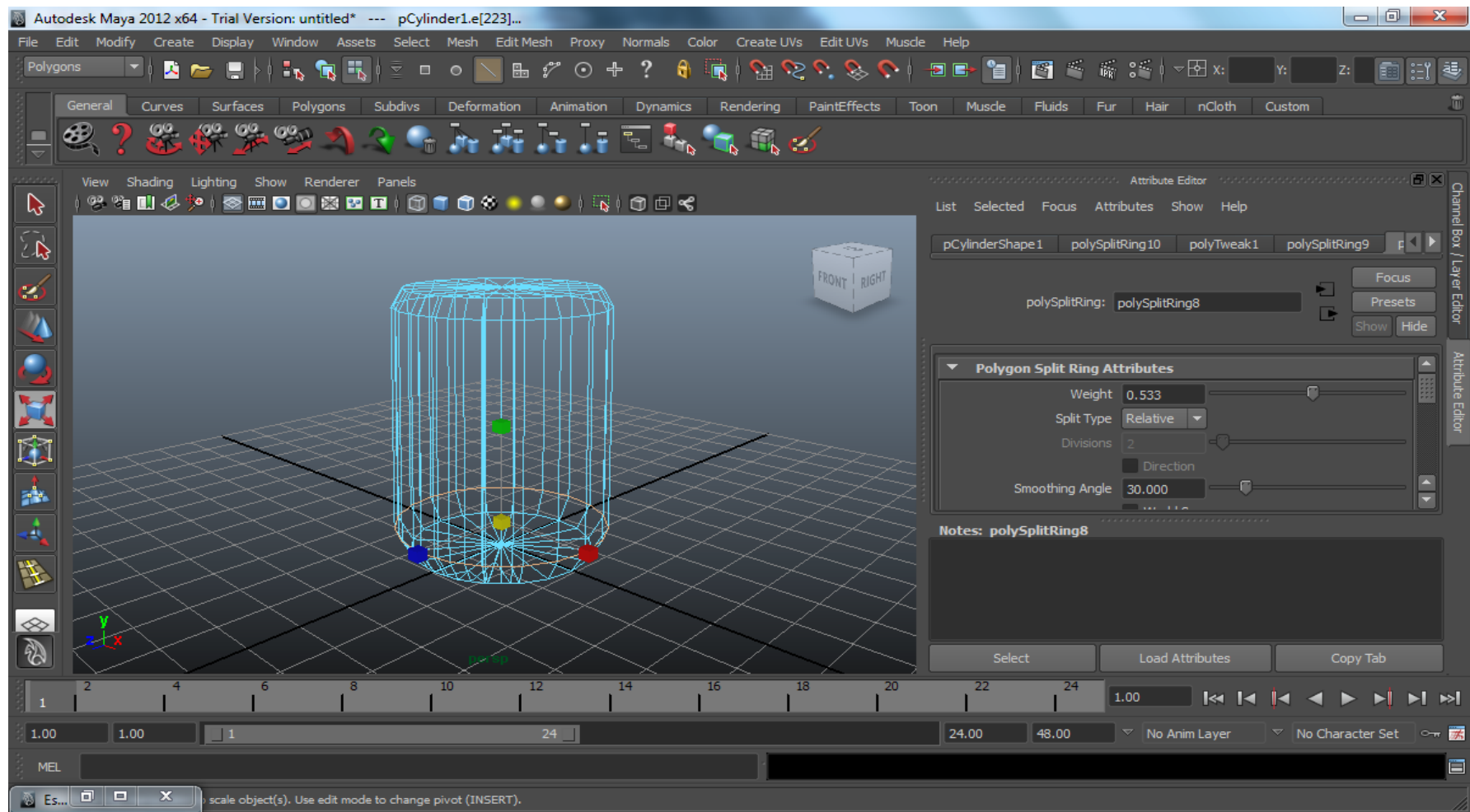
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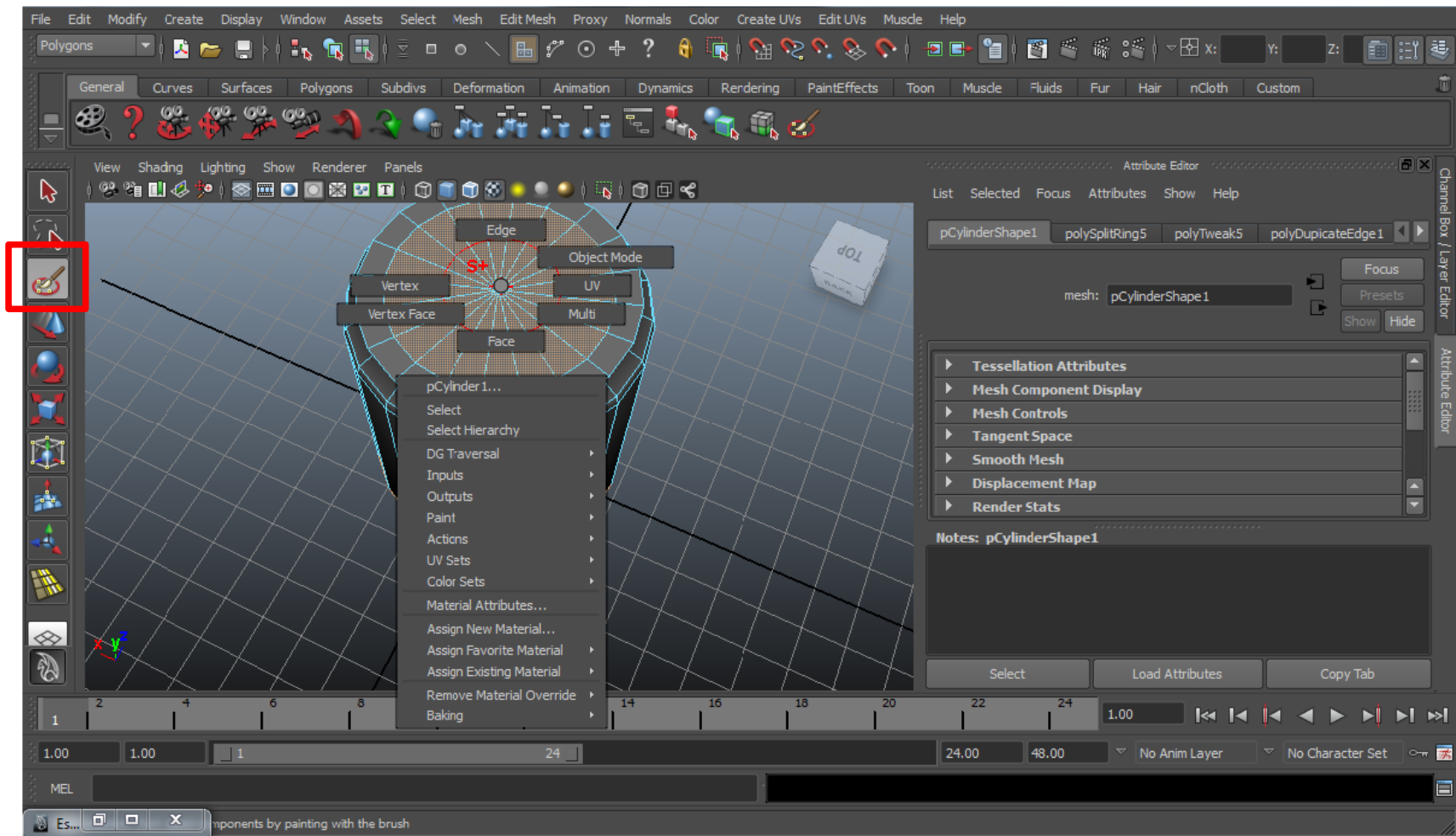
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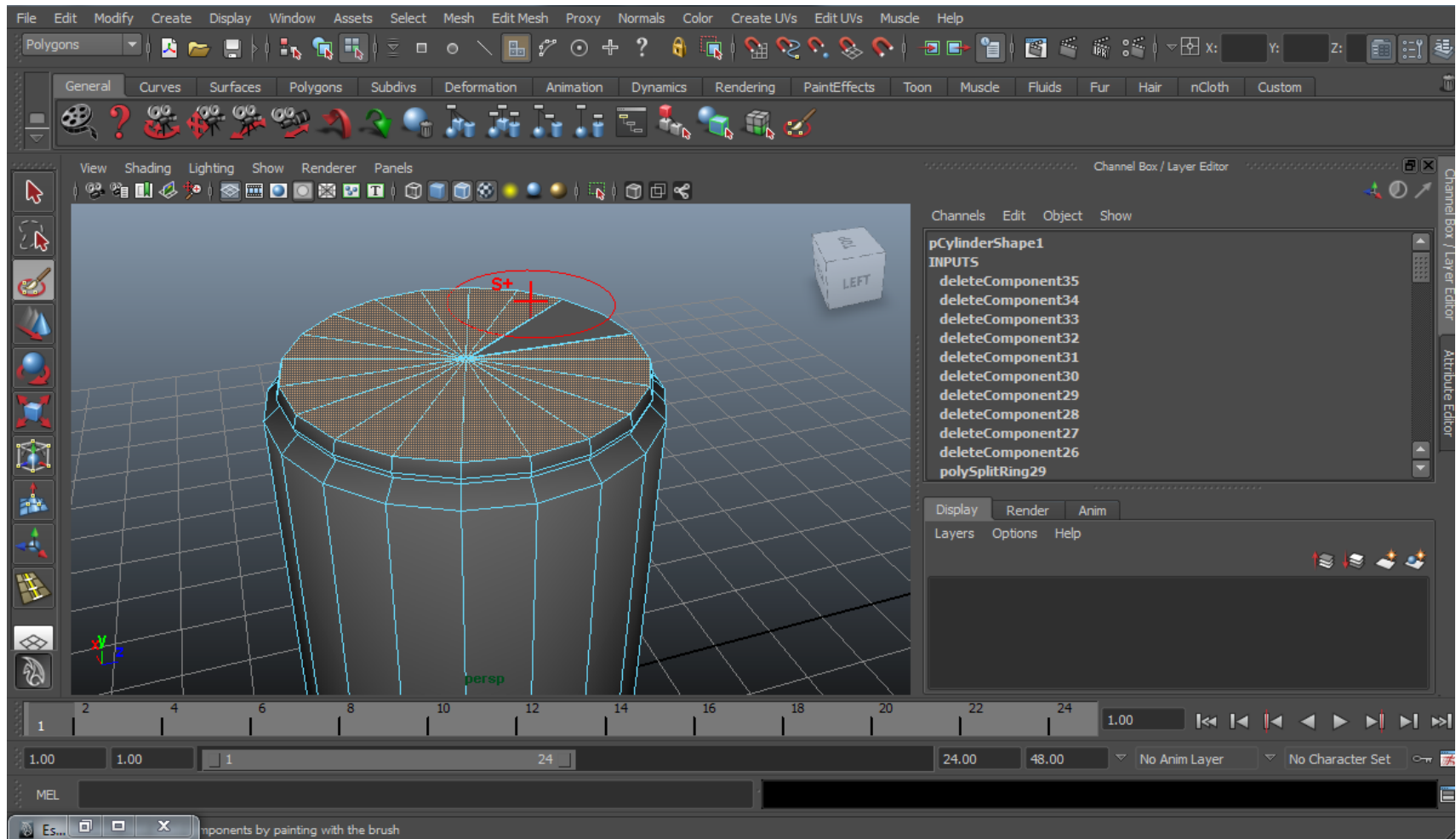
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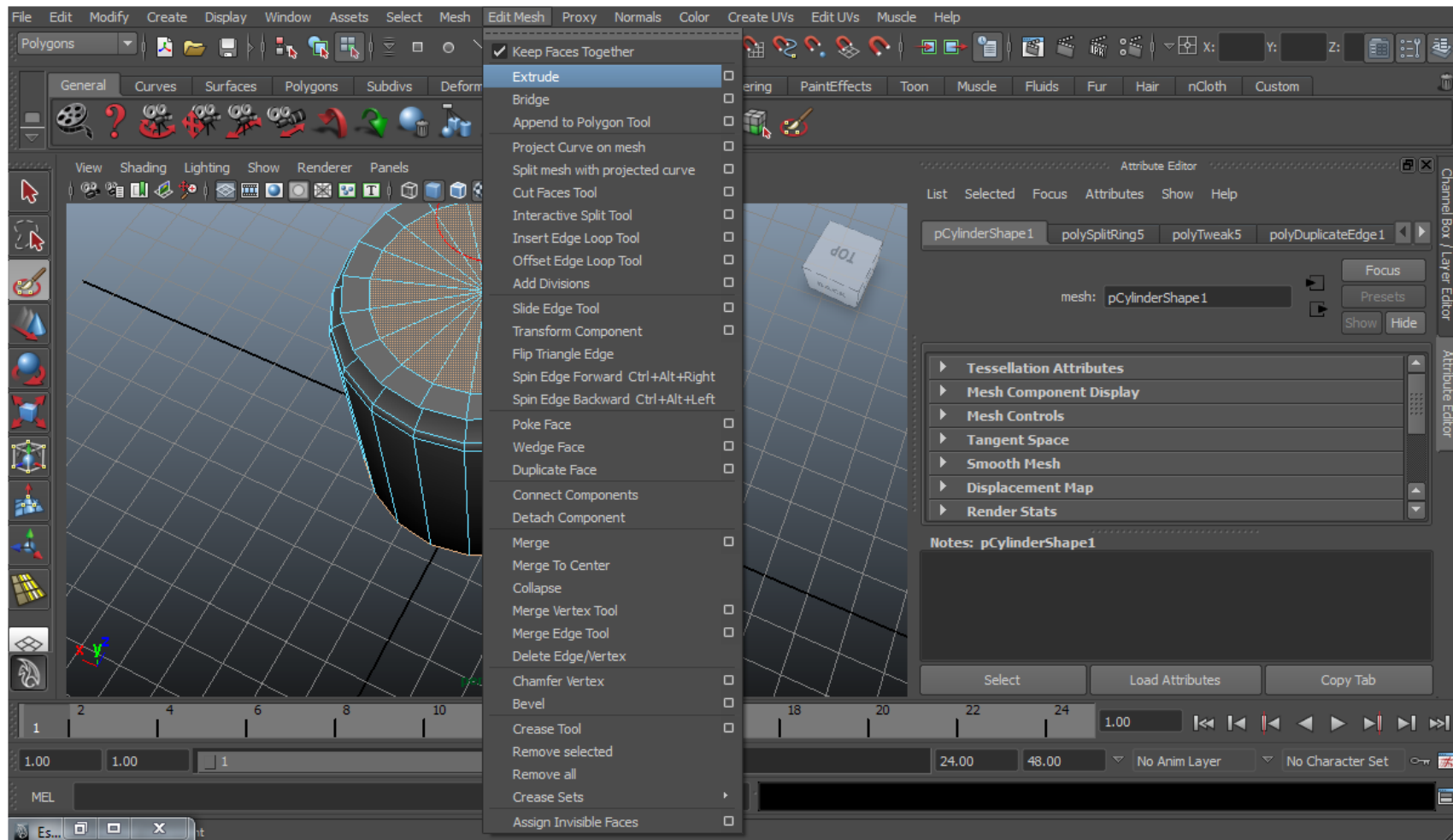
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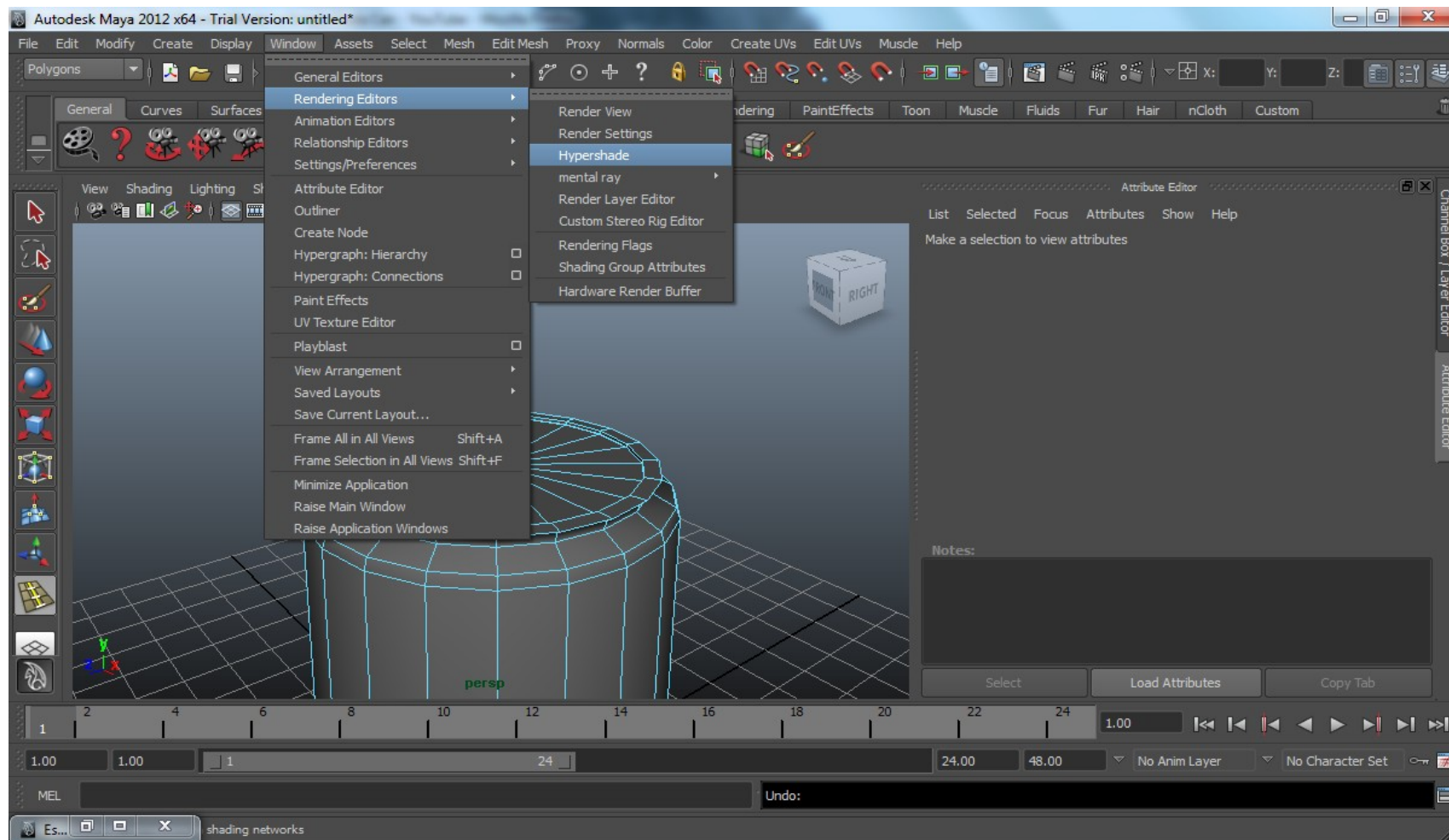
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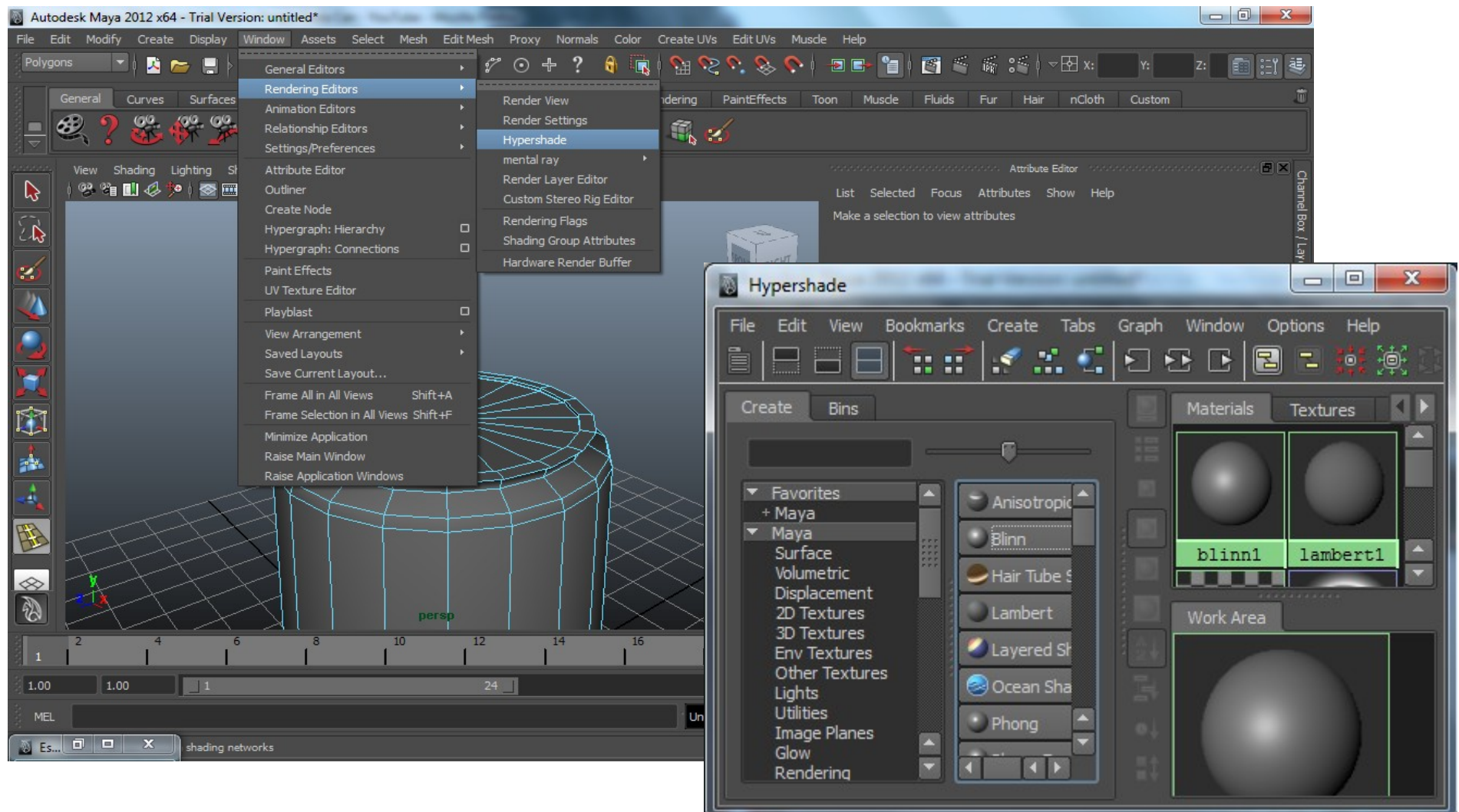
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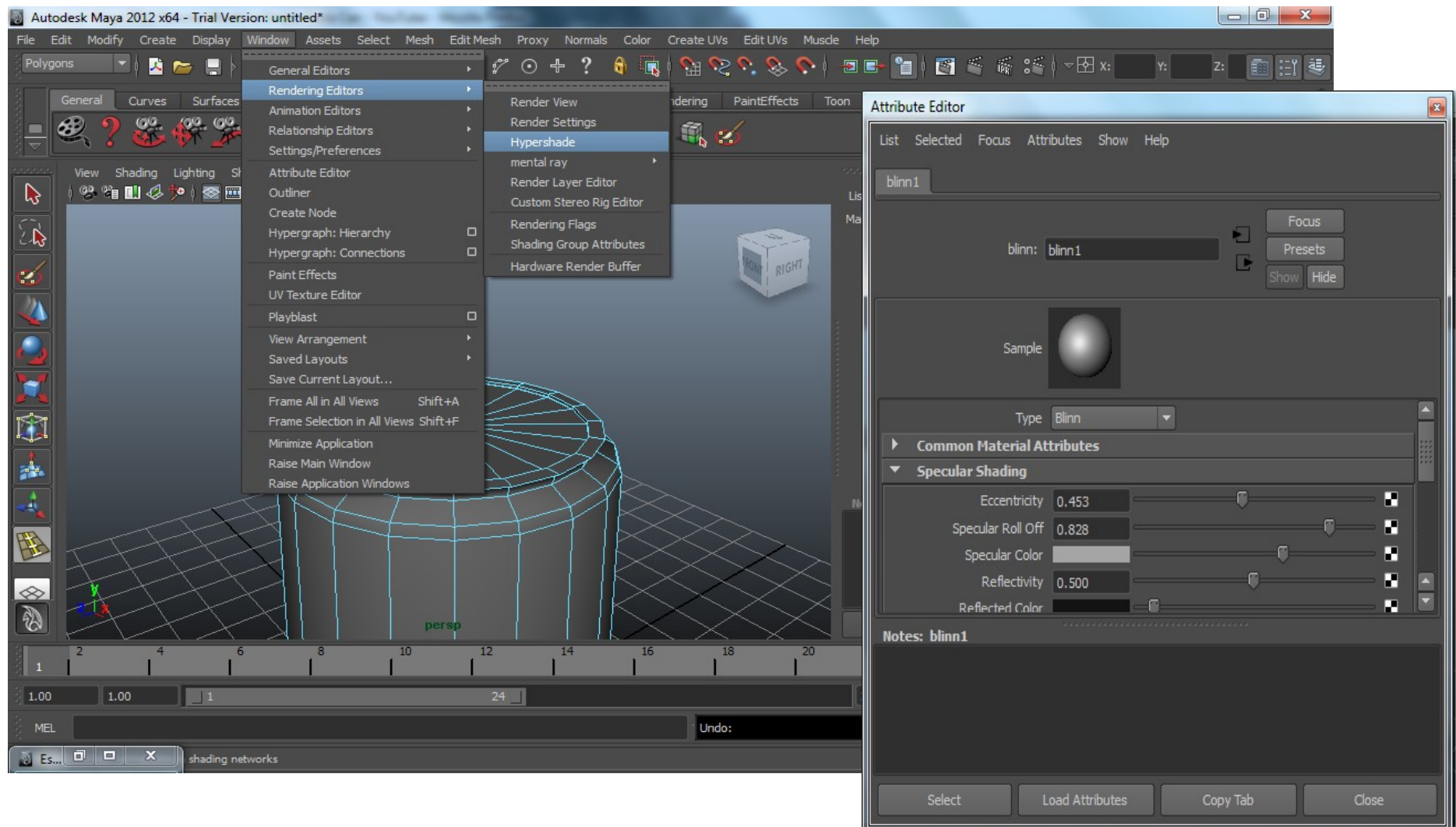
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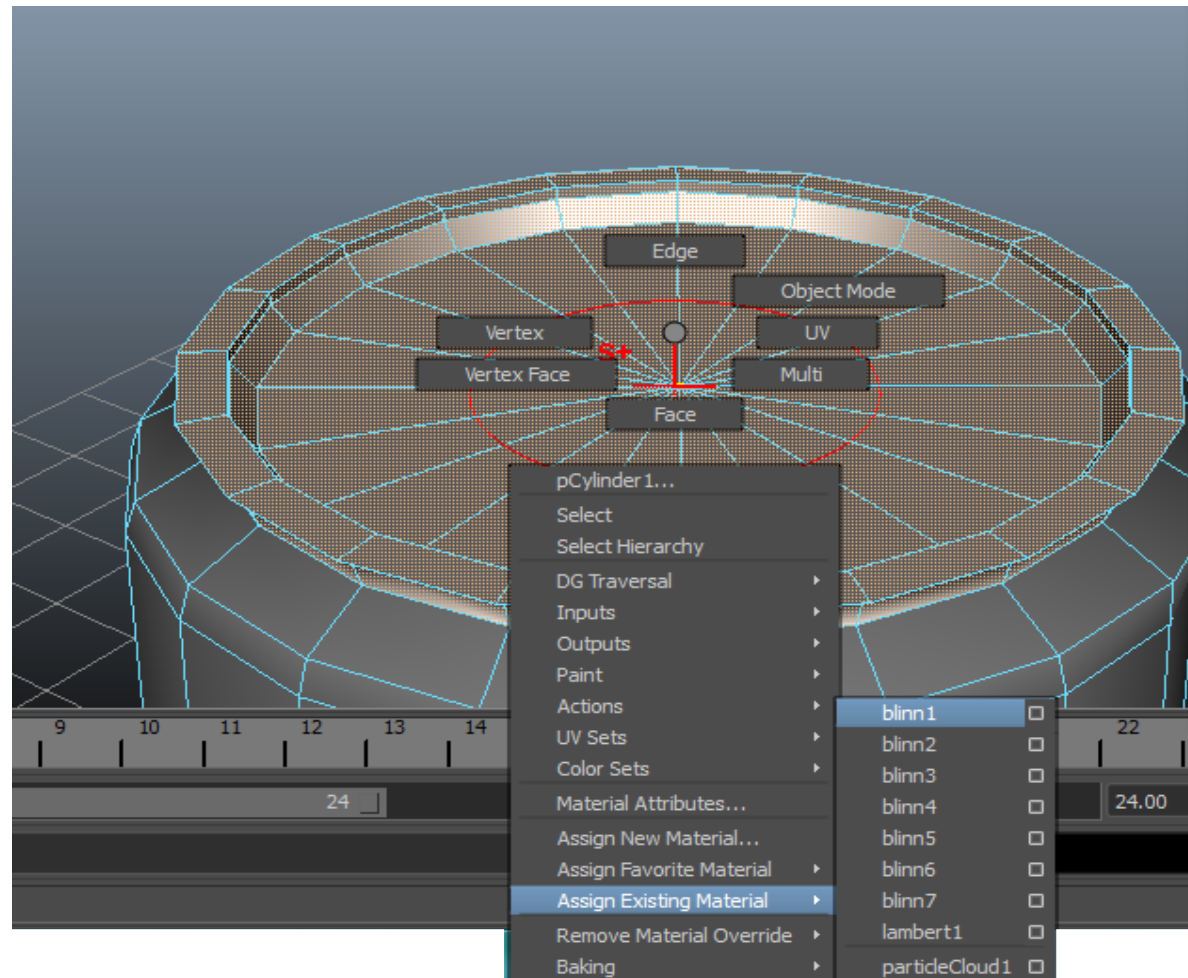
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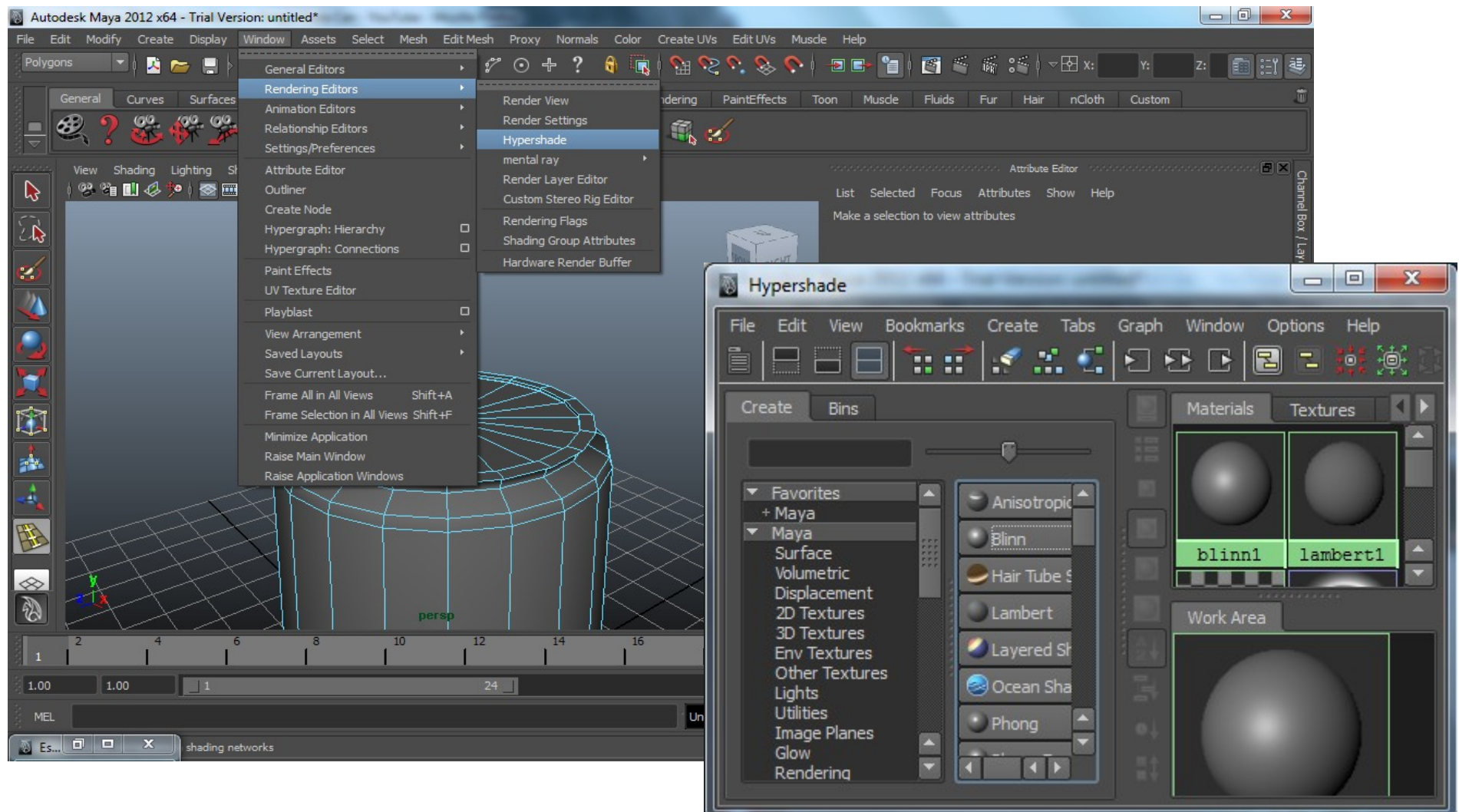
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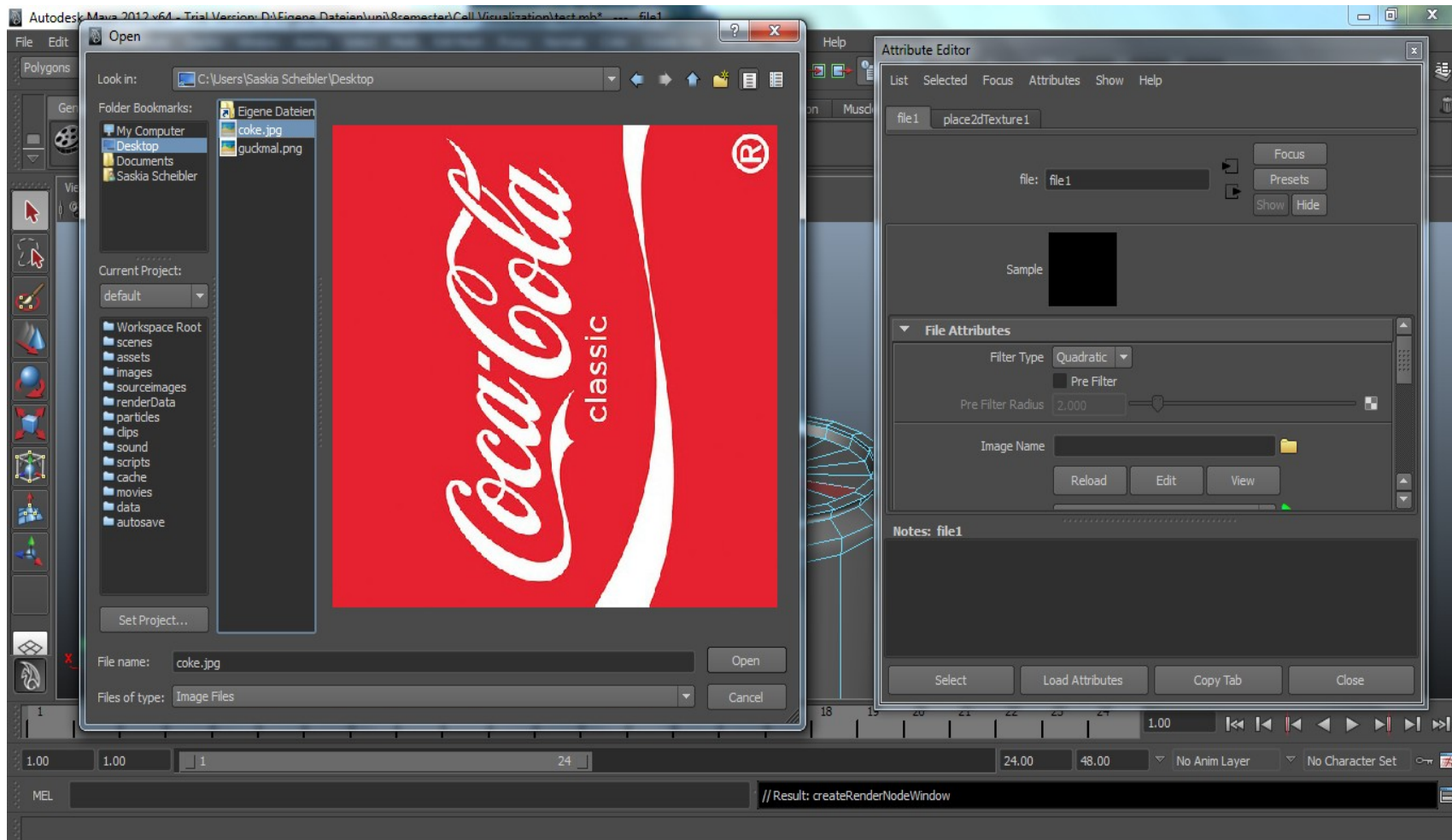
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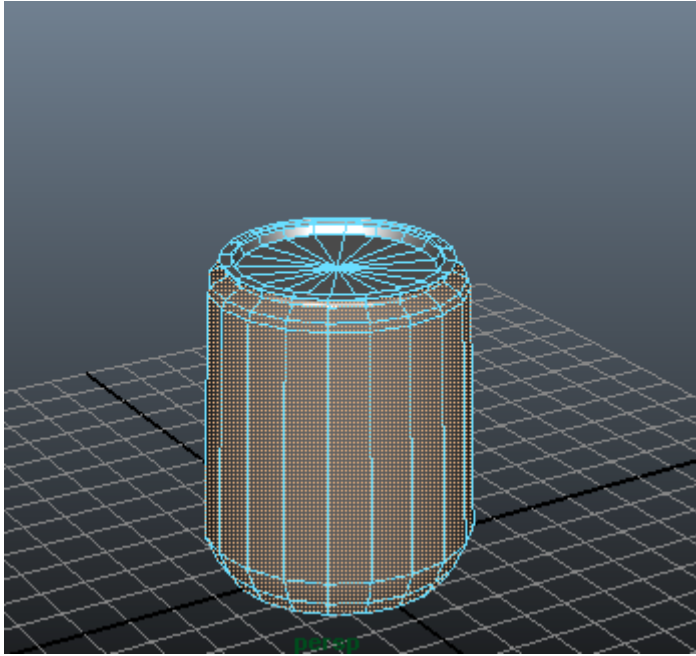
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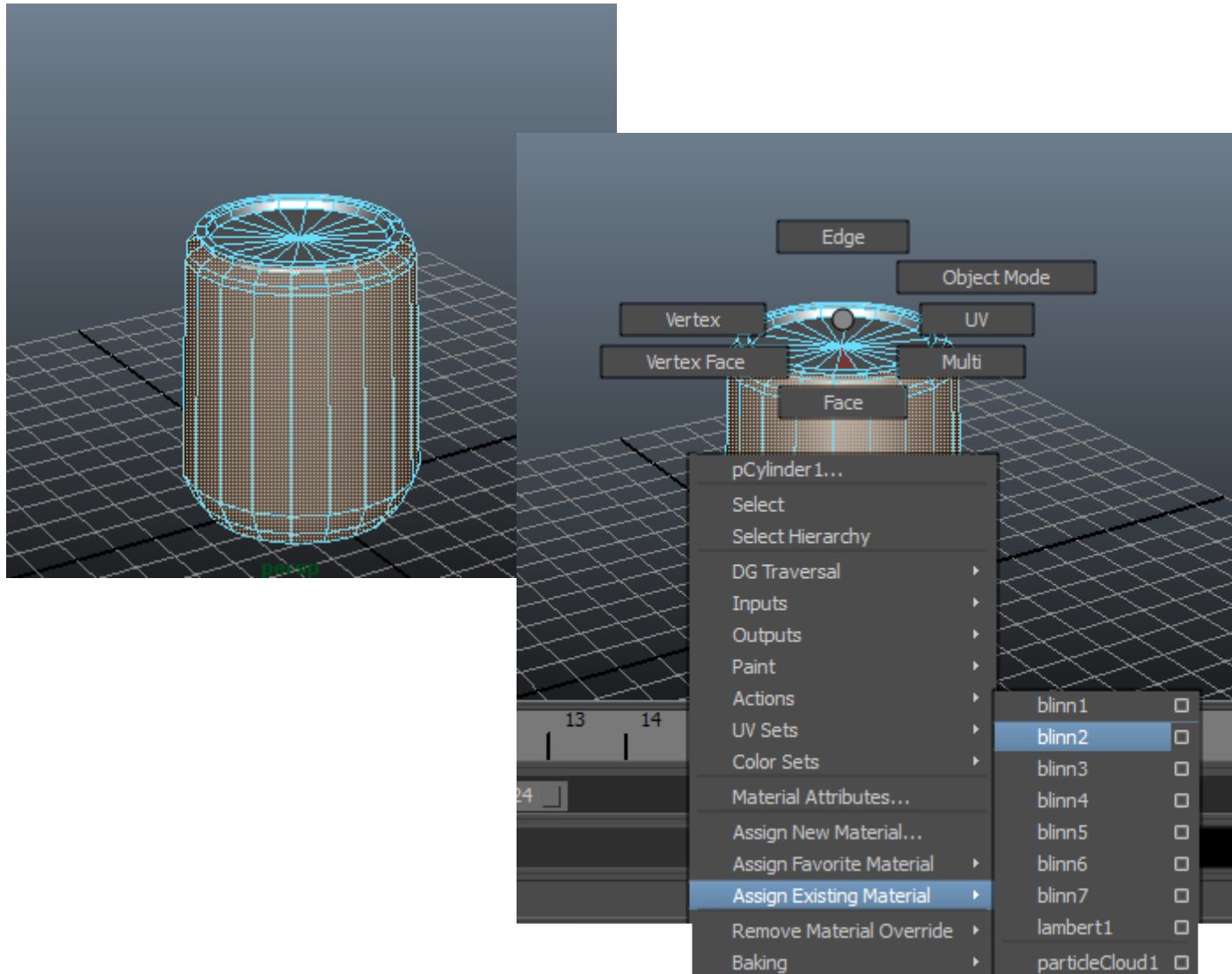
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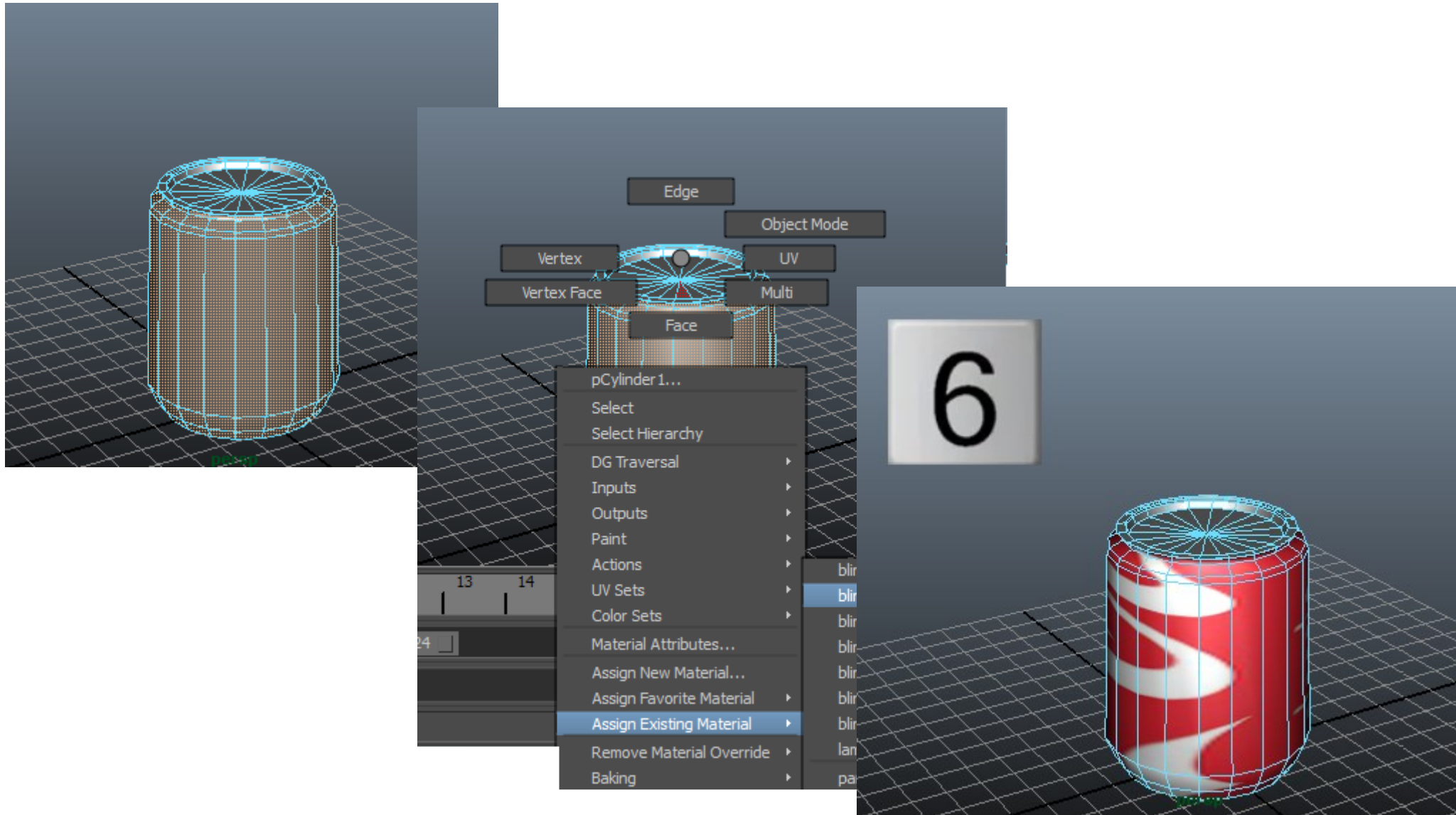
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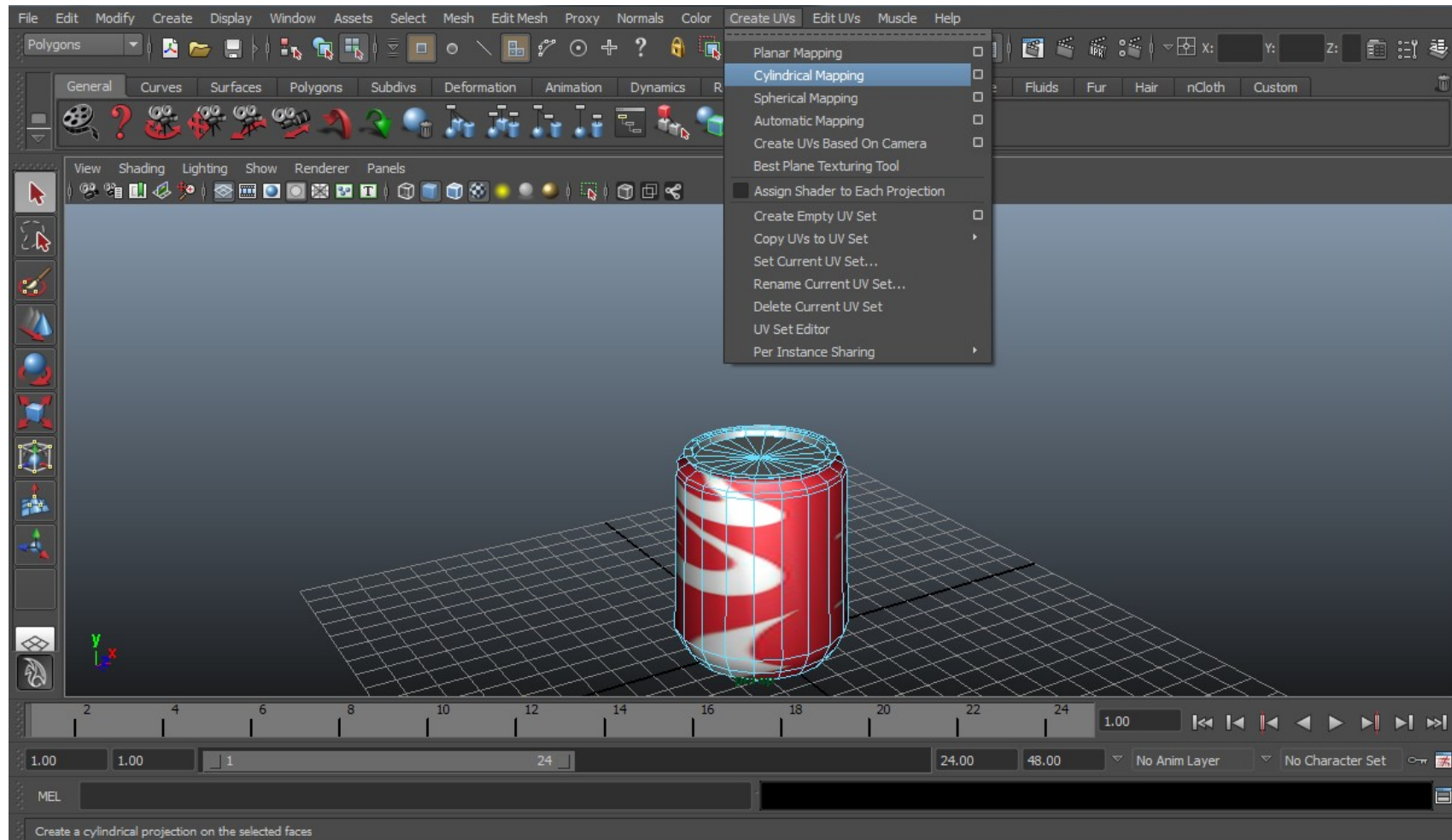
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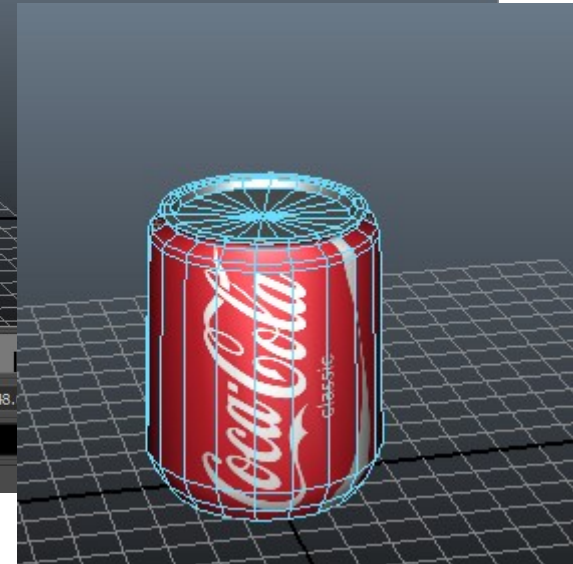
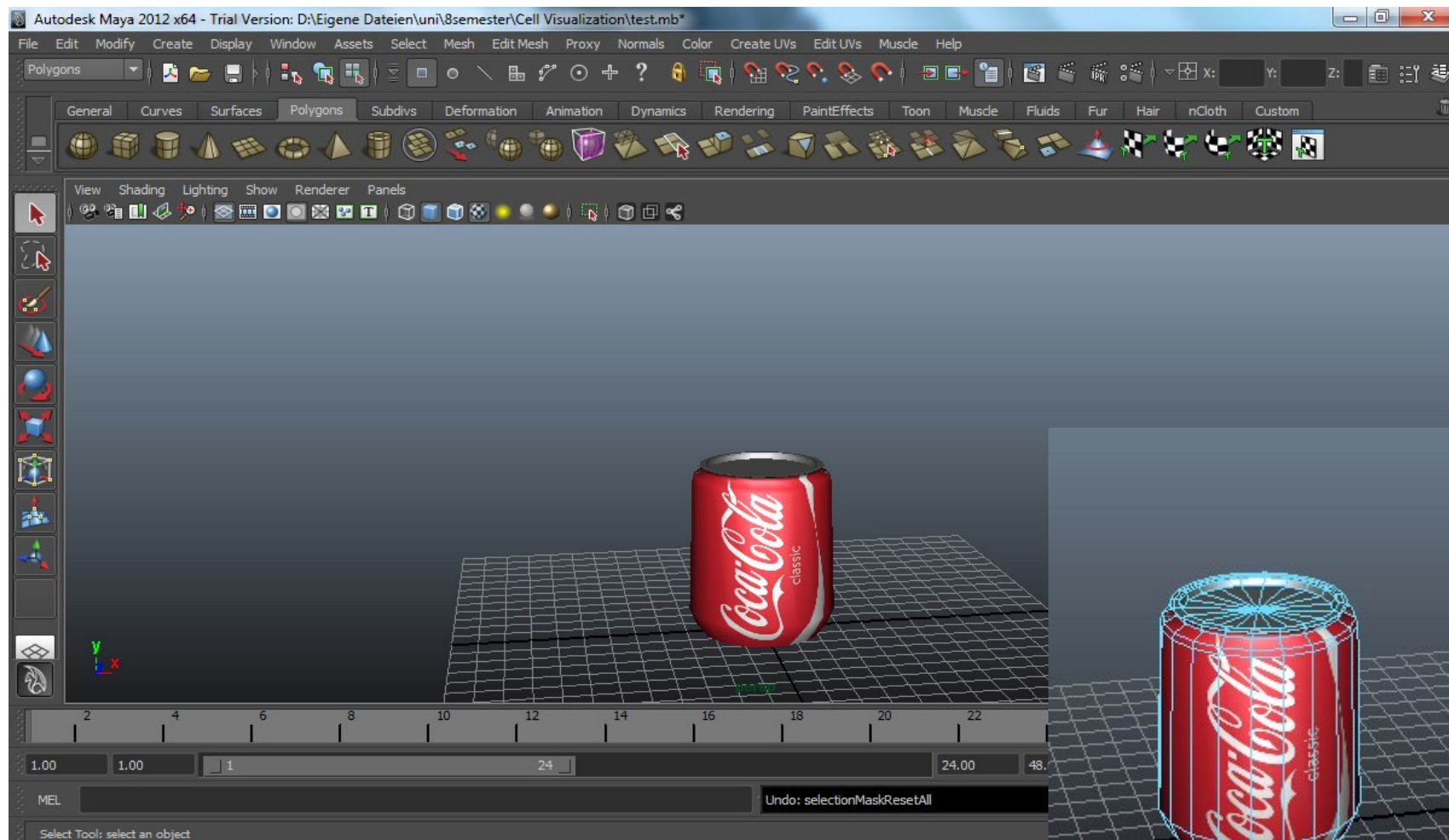
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# Sources

Tutorial:

- <http://www.youtube.com/watch?v=b575ihVFceM>

Maya Knowledge:

- [www.digitaltutors.com](http://www.digitaltutors.com)
- [www.sanatansociety.org](http://www.sanatansociety.org)