

Autodesk® Maya® 2019 software is focused on providing artists with a working environment that is **faster, visually beautiful, and more creatively engaging**. It will help artists feel more connected to the 3D content they are creating and make them more efficient.

## CHALLENGES



### **Animators can't work fast enough**

The common workflow for animators is to produce time-consuming Playblasts to be able to review their animation at their target frame rate. This causes them to waste large portions of their day waiting instead of animating. It's frustrating both logistically and creatively.



### **Slow tools**

Most artists lose time every day waiting on software that can't keep up with how fast they want to make changes. Loading files, interacting with scenes, and being able to see high quality previews of final results can crush creativity and waste artists' time, which is expensive for studios.



### **Hard to achieve high quality previews**

Artists often work with 3D content that is shown in lower quality within the viewport of their tools, which makes artistic iteration feel more like guesswork than creativity.

## SOLUTIONS IN MAYA 2019



### **Cached Playback**

Cached Playback in Maya 2019 can change the way animators work, helping them be faster.

- Cached Playback is a new background process that intelligently caches scene changes as animators work, helping to speed up animation playback in the viewport.
- Animators can use the Viewport itself to evaluate their animations which helps reduce the need to produce as many playblasts.
- Cached Playback lets you preview animations in a 3D environment and make changes as you go, which is better than traditional geometry caches and 2D previews.
- Users can adjust settings in a simple menu system to optimize performance for their hardware.



## A Beautiful Working Environment

Arnold updates in Viewport 2.0 in Maya 2019 give artists a beautiful working environment by making the Viewport 2.0 render closer to the final Arnold render. This makes it easier to see the results of your changes. It's more fun creatively and helps save time.

- The Arnold Standard Surface Shader has been updated to show better representation of the final rendered content, so artists have a better idea of what the final results will be if they are rendering with Arnold.
- Illuminations and lighting reflections are now shown in real-time in Viewport 2.0 so artists can assess lighting conditions and make changes quickly.



## A Faster Maya

Maya 2019 includes numerous performance improvements that most artists working with Maya will notice in their day-to-day work, and can cumulatively help improve productivity at the studio level.

- Faster loading of scenes that have MetaData
- Faster loading and interaction for scenes with hidden objects
- Faster material and texture load time
- Faster selection in Viewport 2.0
- Faster pre-select highlighting on dense meshes
- Faster snapping in Viewport 2.0



## Other Improvements

Maya 2019 receives improvements and addition in other key areas.

- New filters make it easier to refine and animate motion capture data.
- Rigging improvements make the work of riggers and character TDs easier.
- Pipeline integration is made easier through several development environment updates.
- Sample rigged and animated characters make it easier for novice animators to get started.