Key features of Maya

From fantastic creatures to sweeping landscapes and explosive battle sequences, the Academy Award–winning Maya® toolset is a top choice for creating believable characters and the worlds around them.

Image courtesy of Prasanth Chundakkattil

Bifrost for Maya

Create physically accurate simulations in a single visual programming environment.

USD in Maya

Load and edit large datasets quickly and work directly with data using native tools.

Fast playback

Review animations faster and produce fewer playblasts with cached playback in Viewport 2.0.

Unreal Live Link for Maya

Stream animation data from Maya to Unreal in real time with the Unreal Live Link for Maya plug-in.

Time editor

Make high-level animation edits with a nondestructive, clip-based nonlinear editor.

Graph editor

Create, view, and modify animation curves using a graphical representation of scene animation.

Polygon modeling

Create 3D models using geometry based on vertices, edges, and faces.

NURBS modeling

Construct 3D models from geometric primitives and drawn curves.

Character setup

Create sophisticated skeletons, IK handles, and deformers for characters that deliver lifelike performances.

Integrated Arnold renderer

Use Arnold Render View to view scene changes in real time, including lighting, materials, and cameras.

More features of Maya

Dynamics and effects

Bifrost visual programming environment

Create physically accurate and incredibly detailed simulations in a single visual programming environment. (video: 4:49 min.) Learn more
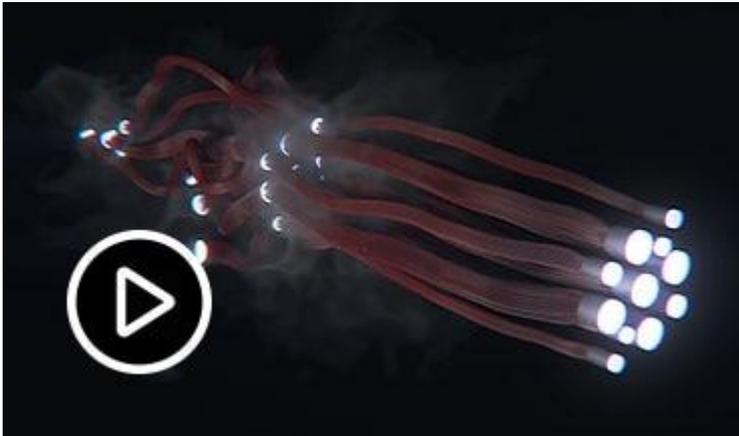
Ready-to-use graphs

Create great-looking effects, such as snow and dust storms, right out of the box with prebuilt graphs. Learn more

Interactive hair grooming

Use powerful interactive groom tools to create realistic hair and fur for your characters. Learn more

Bifrost Fluids

Simulate and render photorealistic liquid effects. Learn more

Bifrost Ocean Simulation System

Create realistic ocean surfaces with waves, ripples, and wakes. Learn more

Physics and effects

Create highly realistic rigid, soft-body, cloth, and particle simulations. Learn more

Lighting speed

Load and edit massive data sets in a matter of seconds using USD in Maya.

Seamless import/export

Import USD data as native Maya data and export native Maya data as USD data.

Lightweight previews

See quick previews of USD scene structure using the Hierarchy View window. Learn more

Native USD support

Work directly with USD data in common Maya editors, such as the Outliner, Attribute Editor, and Channel Box.

USD in the viewport

See USD natively alongside Maya data in the viewport.

Open source and fully customizable

The Maya USD plug-in is available as an open-source project for studios to customize as needed.

Fast playback

Review animations faster and produce fewer playblasts with cached playback in Viewport 2.0. (video: 12 sec.) Learn more


NEW

Unreal Live Link for Maya

The Unreal Live Link plug-in lets you stream animation data from Maya to Unreal in real time. Whether working between the two in a virtual production environment or building your next game, you can now work on character assets in Maya and see your work reflected immediately in Unreal as you make changes.

Time Editor

Make high-level animation edits with a nondestructive, clip-based, nonlinear editor. Learn more
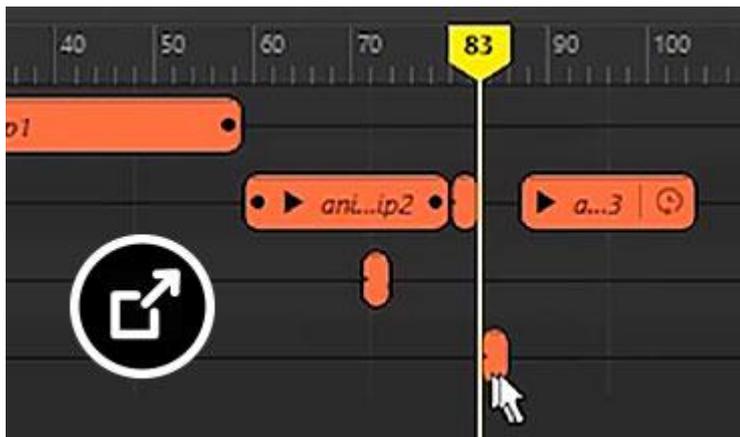
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Graph Editor

Create, view, and modify animation curves using a graphical representation of scene animation. Learn more

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Ghosting Editor

Precisely visualize movement and the position of animated objects over time.

NEW

Blue pencil toolset

Sketch poses over time, define motion arcs, mark up a shot, or add comments and annotations to your scene.

Deformation effects

Enhance character and object animation with powerful deformation effects. Learn more

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Native Motion Library plug-in

Access high-quality motion capture data right in Maya. Learn more

Polygon modeling

Create 3D models using geometry based on vertices, edges, and faces. Learn more

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NURBS modeling

Construct 3D models from geometric primitives and drawn curves. Learn more

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UV editing and toolkit

View and edit the UV texture coordinates for polygon, NURBS, and subdivision surfaces in a 2D view. [Learn more](#)

Integrated Arnold renderer

Use Arnold Render View to view scene changes in real time, including lighting, materials, and cameras. [Learn more](#)


GPU and CPU rendering

Use Arnold for production rendering on both the CPU and GPU. [Learn more](#)

Standard Surface Shader

Model materials such as car paint, frosted glass, and plastic, and preview renders in the viewport. [Learn more](#)
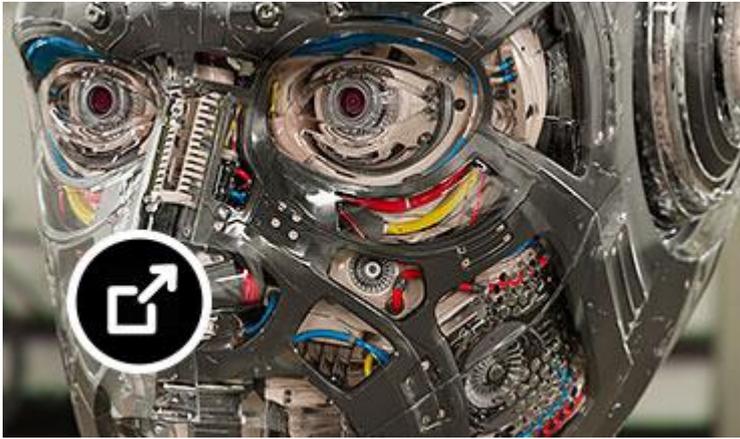
MASH procedural effects

Use MASH to create versatile motion design animations with procedural node networks. Learn more

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3D Type

Create branding, flying logos, title sequences, and other projects that require text. Learn more

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Adobe Live link

View a scene in both Maya and Adobe After Effects at the same time. Learn more