Features and Benefits

Autodesk® Maya LT™ 2017 is 3D animation and modeling software built for professional indie game makers. It has been designed to allow for great workflows with game engines. And, subscribers of Maya LT get access to the Autodesk® Stingray 3D game engine as part of their subscription, giving them a powerful art-to-engine workflow.

Maya LT 2017 includes updates to areas critical for indie game makers: modeling, animation, and better daily workflows. Maya LT users can now use preset or custom-defined UI workspaces to more quickly access the tools they need to perform specific tasks. Animation is improved through the addition of the all-new Time Editor and improvements to the Graph Editor. Finally, updates to the Shape Editor tools and new vertex order correction tools make it much easier to work with blendshapes, even between different tools.

New Features and Benefits

Workspaces

Maya LT 2017 now features Workspaces that give artists an easier way to setup and organize the Maya LT UI based on their current task. Workspaces are defined UI and tool layouts within Maya LT. Users can select Workspace presets for everyday tasks like modeling, sculpting, UV editing, rigging, and animation. The presets are designed to provide a smart layout of the most common tools used for each task, and are selected through a simple drop-down menu. Users can also create and save their own custom UI layouts that fit their specific workflow, making it easier for each artist to work the way they want.

Time Editor

The Time Editor is a powerful, new animation tool that makes it easier to create and edit much more complex animations than were previously possible in Maya LT. The Time Editor is a non-destructive, clip-based, non-linear editor that features an intuitive and familiar UI for working with scene objects that can be animated using curves in Maya LT. The high level design of the Time Editor makes it easier to work with animated objects while also providing a simple way to expose more granular keyframe data, if needed. The Time Editor also helps Maya LT users import and edit motion capture data through the FBX format.

Improved Graph Editor UI/UX

The Graph Editor gets a number of updates in Maya LT 2017. The new Graph Editor features a UI refresh that improves the visibility of animation curves and also shifts the timeline to the top of the Graph Editor. Usability improvements help reduce the time and number of clicks needed to perform everyday tasks in the Graph Editor. Users benefit from keys that can be moved without selecting the Move Tool, a more easily adjustable the time range, pre-weighted tangents, a scrubbable Time Marker, and interactive keyframes.

Shape Editor improvements

New improvements to the Shape Authoring tools in Maya LT give artists more control to create, tweak, and make corrections to animations in a very detailed way. The tools help artists make more complex animations for areas where high levels of detail are required, like facial animations, and they also give artists an easier way to manage corrective blendshape animations on top of rig-based deformation. The new tools in the Shape Editor include: Merge Targets, Clone Target, Combination shapes, and show/hide in-between targets.

Vertex order transfers and corrections

Maya LT 2017 adds two ways to adjust for changes in vertex order that can occur when working between different tools in a games pipeline. For assets that have incompatible vertex orders, users can correct them using the Vertex Reorder and Transfer Vertex Order tool. This makes it easier to work between different game creation tools without losing valuable data as an asset moves through the pipeline.

Viewport 2.0 improvements

Viewport 2.0 in Maya LT is now updated to respond faster to user select requests. Selection performance is now faster for scenes with large numbers of nodes and in scenes containing hidden objects. The Viewport helps artists to save time when switching between selected objects, adding a cumulative time savings for day-to-day workflows.

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