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Arnold for Maya User Guide.
This manual introduces MtoA,
a plug-in for Autodesk Maya
which allows you to use the
Arnold renderer directly in
Maya. Before beginning, you
should read the sections on
installation and licensing .
There is also a short
introductory tutorial taking
new users through the steps
necessary to get their first
Arnold render using MtoA.

Arnold for Maya User Guide -
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Legacy Shaders When using Color Management in Maya (2017), normal maps, vector displacement maps and HDR maps should be set to RAW. More information can be found here. Tutorials that cover writing shaders for

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use in MtoA can be found here.

Shaders - Arnold for Maya User Guide - Arnold Renderer
The standard_surface shader is a physically-based shader capable of producing many types of materials. It includes a diffuse layer, a specular layer with complex Fresnel for metals, specular transmission for glass, subsurface scattering for skin, thin scattering for water and ice, a secondary specular coat, and light emission.

Standard Surface - Arnold for Maya User Guide - Arnold

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In this comprehensive tutorial we will guide you through the process of creating optimal UV texture maps with Unwrella in Autodesk Maya 8.5 or higher. Despite the fact that Unwrella is a single click solution, we have created this tutorial with a lot of material explaining basic

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UNWRELLA Autodesk Maya
Training Advantages Step by
step ...

The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data.

Arnold - Arnold for Maya
User Guide - Arnold Renderer
1.2 Using Maya plugin
through Simplygon Editor . .
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Simplygon Maya 4 2.1 MEL
Commands
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Simplygon Maya User Guide
Pages 1 - 8 - Text Version
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Chapter 1: Learning the Maya Interface 2 One of the quickest ways to access advanced-user commands is with the Secret menus. These context-specific pop-up menus appear when you right-click in the interface. Another quick way to access commands is with keyboard shortcuts, known as hotkeys. Maya gives users the option to customize the interface.

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BASICS GUIDE - CAD

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Start off by creating a polygon plane for the marble to sit on. Assign a

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standard_surface shader to it and connect a suitable wood texture to the base_color.; Create a skydome_light and connect a suitable HDR map to its color attribute.; Glass Sphere. Create a polygon sphere and position it so that it sits on the center of the plane.

Marble Shading - Arnold for Maya User Guide - Arnold Renderer

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Whether you're new to Arnold or not, you'll find something of interest in our documentation. For the beginner, there are step-by-step installation and licensing guides together with videos covering the basics of lighting and rendering your first scene.

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