NVIDIA® IRAY® FOR MAYA PERFECT ANY SCENE WITH PHYSICALLY BASED RENDERING.

Image courtesy of Tom Grammerstorf

NVIDIA Iray for Maya is a plug-in for Autodesk Maya® that delivers exceptional physically based Iray rendering.

Scene lighting and design are extremely interactive and intuitive throughout the entire look-development process using native Maya controls. This means you can easily create or modify physically based lights and materials with material nodes integrated directly into Maya. All the materials and lights, including the NVIDIA vMaterials Library, are built with the NVIDIA Material Definition Language, so they can be shared with other MDL-compatible tools.

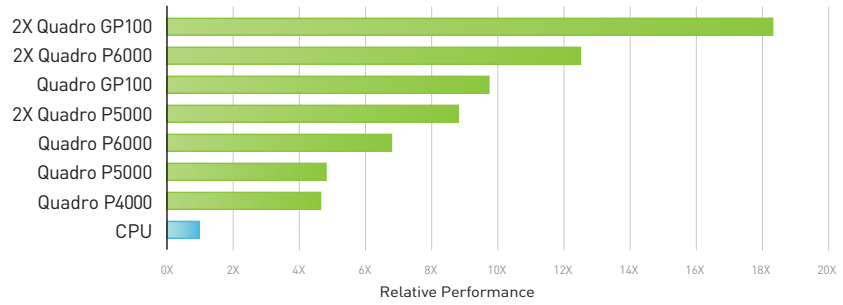
NVIDIA IRAY FOR MAYA MAIN FEATURES

- Physically based accurate previews of final results during look development directly in the IPR
- Seamless integration in Maya's UI and workflow
- Scalable distributed rendering with Iray Server
- NVIDIA Quadro® VCA support for remote interactive rendering

SYSTEM REQUIREMENTS

SOFTWARE	**Autodesk Maya 2017** **Autodesk Maya 2016**
OPERATING SYSTEM	**64-bit Windows,** **64-bit Linux**

IRAY PERFORMANCE SCALING WITH QUADRO DESKTOP GPUs



Tests run on a workstation with Intel Xeon E5-2697 V3, 14 cores 2.6GHz, 32GB RAM, running Win 7 64-bit SP1 and driver version 375.86. Performance testing completed with internal NVIDIA Iray tests at HD resolution.

NVIDIA® Iray®

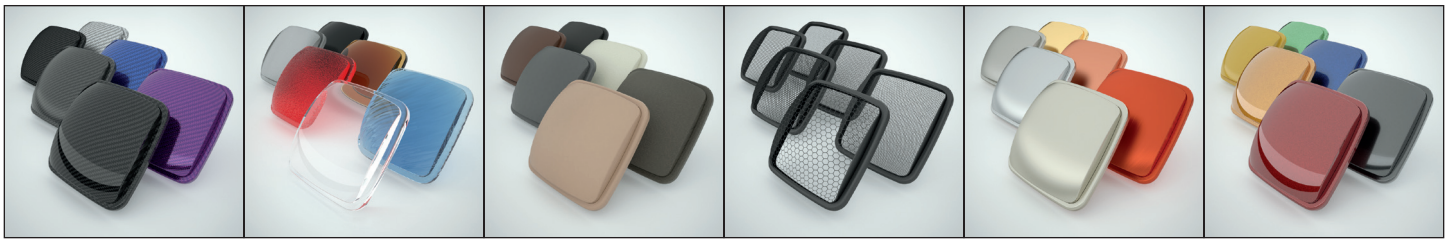
$295/year per machine

TRY IT FREE FOR 90 DAYS

www.nvidia.com/irayformaya

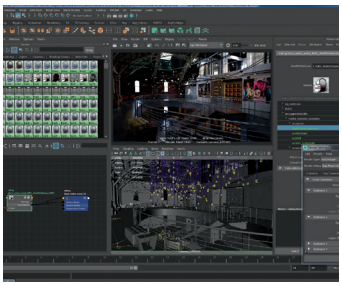
PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

vMaterials



Composites | Glass | Leather | Mesh | Metal | Paint

The NVIDIA vMaterials catalog for product and building design is a collection of real-world materials described in the NVIDIA Material Definition Language (MDL). Designed and verified by NVIDIA material specialists for accuracy, control, and consistency, vMaterials provide a fast, reliable way to add realistic materials to your designs. Easily browse, change, and adjust materials to get just the look that's needed within the supported applications. While vMaterials is the perfect addition to the Iray plugin products, it can be used in any application that supports NVIDIA MDL.



FEATURES

Rendering

Uses all supported GPUs and CPUs within the machine

Physically based Iray Photoreal path-tracing within Maya's IPR window

Super-fast Iray Interactive ray-tracing within Maya's IPR window

Optimized sampling for accurate caustics and highly indirect lighting

Accurate motion blur

Simultaneous render element generation with negligible speed impact

Custom Light Path Expressions for tremendous flexibility in post

Depth of Field quickly responds upon adjustment

Matte shadow and reflection support for compositing flexibility

Backplate images supported independent of lighting

Degrain filter

Lighting

Interactive updates (in IPR) upon adjusting light parameters and position

Image-based lighting using multiple IBL nodes for fast and flexible environments

IES light support

Real-world units of lighting attributes for accurate simulation

Lighting from emissive materials and geometry

Physical sun and sky system

No slowdown from adding additional light sources

Materials

Interactive updates (in IPR) upon adjusting scene materials

Physically based materials using an intuitive layering approach leveraging the NVIDIA Material Definition Language (MDL)

Up to 16 layers per material for substantial flexibility

Extensive material flexibility, including subsurface scattering, thin film, gem, etc.

Ability to work directly within Maya material editing interfaces

MDL material saving for building custom, shareable libraries

MDL import and export for sharing materials between different Iray applications or MDL compliant renderers (e.g., mental ray)

Direct support of Maya's shading networks

Support for native Maya procedurals and custom MDL procedurals (always GPU-accelerated)

Material measurements from supported devices

Extensive verified material library to confidently represent real-world results

Workflow

Continual feedback with progressive rendering of final results after scene adjustments

Effortless switching between fast ray tracing and accurate path tracing in Maya 2016

Interactive tone mapping for quickly achieving desired exposure and white balance

Full animation support of all material and light parameters

MEL scripting support

Interactive Iray Server support for streaming from an external machine

For more information on Iray for Maya, visit: **www.pny.com/iray**

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