Maya - What's different at school?

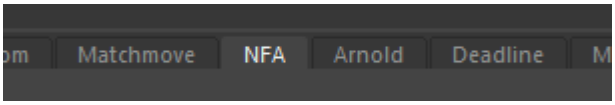
Maya at school has a couple of small additions.

Color management

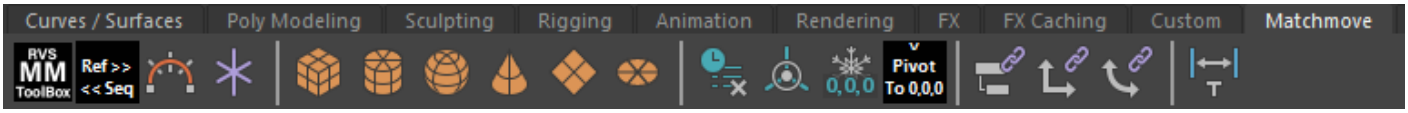
Color management is globally configured for all our applications at school and Maya is no exception. Luckily you don't have to worry about this too much. Textures going into Maya should already be in ACEScg and your renders will automatically be in ACEScg as well.

Custom shelves

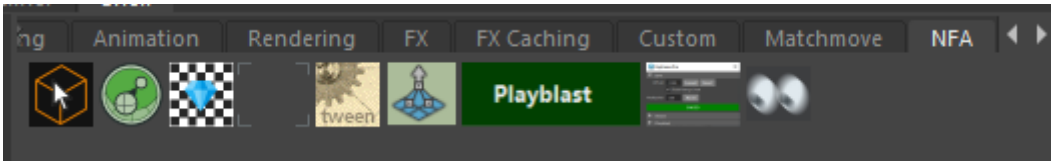
Maya will launch with three extra shelves: The matchmove shelf, the NFA shelf and the Deadline shelf.



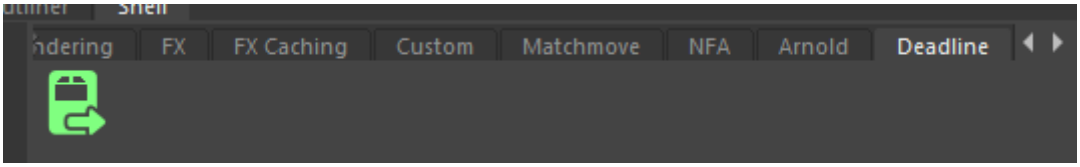
The matchmove shelf features a number of tools from alumni Rick van Soest, who teaches matchmoving here at school. These tools are used in combination with 3dequalizer.



The NFA shelf features some random plugins that we have globally installed.



The Deadline shelf is used for farm submission, which you can read more about over here.



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