Image courtesy of Yuriy Dulich

A more robust experience in Maya

This update includes several improvements and fixes including: a new scaling section on the Solidify deformer for resizing tagged geometry, a streamlined Application Home, and a slew of improvements to USD, all contributing to an overall more stable, robust experience. Bifrost is also updated to be more interactive and expressive with several usability improvements.

What's new in Maya

Better Control of Deformation
A new Scaling section has been added to the Solidify deformer giving artists better control on resizing tagged geometry. Artists can use the Scale mode settings to determine how the deformation treats the geometry with Edge, Edge Global and Scale options. Normal Scale and Tangent Plane Scale fields let artists apply uniform offsets to the scale effect.

A Better Home experience
The Recent File list in Application Home has been upgraded, allowing artists to locate a file's location faster in the right-side menu.

Script Editor
New options are added in the Attribute Editor for a more artist-friendly experience. The new Save All Script Tabs option saves the script tabs open to a file so that they can be easily recovered. Show tabs and spaces displays tab and space indicators as well as white spaces in the Script Editor.

Improved USD Support
Building on the first integration, USD is updated with stability fixes, performance improvements and improved UV and geometry export as well as viewport drawing of curves and cards.

- The geomSideness flag has been added to the exporter
- Restrictions on when prims can be grouped have been added
- The Proxyshape node now has shareable stage support
- Uneditable layers now show as locked in the layer editor
- Patch curves now draw as wireframe in default material mode

- Added support for the cards drawing mode in Vp2RenderDelegate
- Improved color management support
- General Stability fixes have been addressed across the plugin

An interactive, Expressive, and Robust Bifrost
Bifrost is now more interactive, expressive, and robust than ever before. The latest update elevates the tool's level of maturity with several usability improvements. Artists can make fluid port changes with virtual sliders, fix broken graphs with unknown nodes, and enjoy terminals now out of beta. Bifrost also introduces more expressive simulation graphs and a slew of FX enhancements, helping artists create sophisticated simulations more easily.

Read more about the latest Bifrost updates on OTS.

See the release notes for more information on Maya 2022.2.

RESOURCES

Check out our Maya Timeline for a look back at how far Maya has come since 2016.

Visit the Bifrost hub for the latest news, tutorials, and forum discussions.

Visit the Maya learning channel for the latest how to's.

Learn how customers around the world are using Maya today on AREA

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