

Product Comparison		Maya LT 2014	Maya 2014
3D MODELING			
Polygon and subdivision mesh modeling			
	Primitive Creation	✓	✓
	Mesh Creation Tools	✓	✓
	Polygon/Mesh Refinement Tools	✓	✓
	Polygon Reduction tool	✓	✓
Polygon display and selection			
	Selection Culling	Soft selection and Pre-selection	✓
	Edge & Ring Loops	✓	✓
UVs, normal, and color-per-vertex			
	Streamlined Texturing Workflow	✓	✓
	Multiple UV Set Support	✓	✓
	Per-instance UV sets	✓	✓
	Multiple Sets/Color Per Vertex	✓	✓
NEX accelerated modeling workflow			
	Mesh-Editing Modeling Toolkit	✓	✓
	Topology-based Symmetry Tools	✓	✓
	Quad Draw Tool	✓	✓
	Multi-Cut Tool	✓	✓
3D ANIMATION			
General animation tools			
	Keyframe animation	✓	✓
	Graph and Dope Sheet Editors	✓	✓
	Generalized Constraints	✓	✓
	Animation Layers	X	✓
	Trax Nonlinear Animation Editor	X	✓
	Set Driven Key Tool	X	✓
	Animation Deformers	nonlinear, blendshape, skin	Complete Set of deformers
	Editable Motion trails	✓	✓
	Animation Transfer Object Model (ATOM) offline file format	X	✓
Character Creation and Joint Tools			
	Full-body Inverse Kinematics HumanIK animation system	✓	✓
	Built-in Spline IK, Spring IK	X	✓
	Natural articulation IK	✓	✓
	Live Animation Retargeting	X	✓
	Maya Muscle deformation system	X	✓
	Substitute Geometry Tool	X	✓
	Unbind skeletal rig	✓	✓
	Heat Map Skinning	✓	✓

	Create centered joints/joint chains	✓	✓
Camera Sequencer			
	Timeline-based Multi-Camera Layout and Management Tools	X	✓
	Sequencer Playlist clip editing	X	✓
	Playblast clip review	X	✓
Grease Pencil			
	Draw in viewport	X	✓
	Store pencil strokes	X	✓
	Performance Markup	X	✓
3D rendering & imaging			
Next-gen viewport and shading			
	Microsoft® DirectX® 11 support	✓	✓
	DX11 real-time shader effects	✓	✓
	HLSL; CgFX support	✓	✓
	Viewport 2.0	✓	✓
Integrated renderers			
	mental ray® renderer	X	✓
	Vector renderer	X	✓
	Hardware renderer	X	✓
	Turtle Render	✓	✓
Rendering, shading, and camera features			
	2d and 3d procedural textures	✓	✓
	PSD file support	X	✓
	Interactive Photorealistic Renderer	X	✓
	HyperShade and Visor tools	✓	✓
	ShaderFX	✓	X
	Node-based render representations	X	✓
	Transfer Map feature	X	✓
	Library of Substance procedural textures	X	✓
	Third-party viewport renderer override	X	✓
Maya Composite			
	Advanced compositing and image processing tools (keying, Tracking , Color Correction)	X	✓
	3D compositing environment	X	✓
	Rotoscoping tools	X	✓
	Disk-based playback	X	✓
	Support for render layers	X	✓
	Python Script-based Compositing	X	✓
Brush-based tools			
	500 editable, preset brushes	X	✓
	Brush-based surface manipulation	✓	✓
	Maya Paint Effects	X	✓
	3D Paint Tool (Texture)	✓	✓
	Paint Selection	✓	✓
	Sculpt Geometry Tool	✓	✓

	Paint Skin Weights Tool	✓	✓
Paint Effects surface and volume attributes			
	Paint skin weights	✓	✓
	Complex, natural effects	X	✓
	Animation simulation	X	✓
	Surface Snap tool	X	✓
	Surface Attract tool	X	✓
	Surface Collide tool	X	✓
	Space Colonization algorithm	X	✓
Toon Shader			
	Non-photorealistic drawing styles	X	✓
	Maya Paint Effects brushes	X	✓
	Interactive previews	X	✓
	Render results in mental ray	X	✓
Professional camera tracking			
	Automatic 3D camera tracking	X	✓
Enhanced Node Editor			
	Multiple LOD editing	X	✓
	Rewire nodes with drag-and-drop	X	✓
	Node color coding	X	✓
	Detailed grid display and selection	X	✓
DYNAMICS AND EFFECTS			
	Maya Fluid Effects	X	✓
	Maya Fur	X	✓
	Maya nHair	X	✓
	Maya nParticles	X	✓
	Maya nCloth	X	✓
	Rigid and soft-body dynamics	X	✓
	Bullet physics	X	✓
	NVIDIA® PhysX® integration*	X	✓
	Digital Molecular Matter plug-in	X	✓
PIPELINE INTEGRATION			
Scripting and API			
	MEL and Python® scripting	X	✓
	Write custom plugins	X	✓
	Create custom Maya objects	X	✓
	Customize UI for proprietary tools	X	✓
2D and 3D integration			
	Render Layer	X	✓
	Compositing tree for render layers	X	✓
	File edit interaction with Adobe® Final Cut Pro®	X	✓
	File edit interaction with Adobe® Illustrator®	✓	✓
Data and scene management tools			
	View and edit node relationships	X	✓
	Segment scenes	X	✓
	Group nodes for user-specific views	X	✓

	Modify modeled data without rebuilding	X	✓
	Read/write Alembic framework format	X	✓
Scen Assembly tools for smarter data			
	Production asset management	X	✓
	Swap between scene representations	X	✓
	Apply, animate, or query edits	X	✓
	Track overrides on Assemblies	X	✓
	Robust API to customize toolset	X	✓
Enhanced file path handling			
	File Path Editor UI	✓	✓
	Fix broken file paths	✓	✓
	Set paths to nonexistent files	✓	✓
	Access files on nonstandard paths	✓	✓