

FAQ – Autodesk® Maya LT™ 2016

1. What is new in Maya LT 2016?

Autodesk® Maya LT™ 2016 adds the following new features:

- Integrated sculpting tools – Brush-based sculpting tools are now available directly in Maya LT, giving artists a way to do high level sculpting or adjustments to a sculpt without having to export to a different tool.
- Physically based ShaderFX nodes – New nodes in ShaderFX allow for the creation of physically based materials within Maya LT, bringing material creation to a whole new level.
- Improved modeling and UV tools – New brushes based on Autodesk® Mudbox® brushes provide a more intuitive workflow for artists creating and editing UV maps.
- New animation tools and Game Exporter update – SplineIK and cluster deformations are now in Maya LT 2016, allowing for the creation of more complex game characters; along with updates to the Game Exporter tool, creating animations in Maya LT has never been easier.
- Viewport improvements – Maya LT can now load textures in the background, letting artists start working on a scene much faster than before; a new fog effect can be enabled in the viewport so artists can better focus on certain objects and gauge distance from the viewport camera.
- Increased poly cap for asset export – The export limit has been raised from 65,000 to 100,000 quads when exporting scenes or selections from Maya LT in the FBX or OBJ formats. Artists can still work in polygon-unlimited scene sizes within Maya LT.
- User-requested enhancements – Maya LT gains several small updates that were submitted and up-voted by the user community. Customers can suggest their own improvements at <http://mayaltfeedback.autodesk.com>

To learn more, visit the [Maya LT Product Page](#) on Autodesk.com.

2. When will Maya LT 2016 be available?

Maya LT 2016 is expected to be available for download on or after March 26, 2015.

3. Who is eligible to receive Maya LT 2016?

Maya LT customers with active maintenance plans on the date of the release will be entitled to Maya LT 2016. Maya LT subscribers will also have access to the release for the duration of their term (i.e., monthly term, quarterly term, annual term, multi-year term).

4. If eligible to receive Maya LT 2016, where can I go to get it?

Maya LT customers with active maintenance plans will be able to download Maya LT 2016 via their [Autodesk Account](#). Maya LT subscribers will have access to the 2016 release via their [Autodesk Account](#) for the duration of their term (monthly, quarterly, or annual, and multi-year term).

5. Will there be any licensing changes to Maya LT 2016?

No, eligible licensees will not require new license activation. The current specific Maya LT 2016 software license activation can be used to activate Maya LT 2016.

6. Will documentation be available for Maya LT 2016?

Yes. Documentation for Maya LT 2016 is expected to be available through the standard online documentation process. In addition, release notes are expected to be available for download alongside Maya LT 2016 from the customer's [Autodesk Account](#).

7. If I didn't purchase a maintenance plan with my perpetual software license or I'm not currently subscribing to Maya LT, is there any way I can gain access to these new features?

No. To get access to the features in Maya LT 2016, you must either own a perpetual license of Maya LT with an active maintenance plan, or subscribe to Maya LT (monthly, quarterly, annual or multi-year term lengths available). If you do not currently have an active maintenance plan for Maya LT or are not subscribing to Maya LT and wish to subscribe, simply contact your local Autodesk channel partner or representative using the [Locate a Reseller](#) tool online.