

Arnold for Maya User Guide



Scene from Autodesk **Hyperspace Madness** production

For Arnold 5

This manual introduces MtoA, a plug-in for Autodesk Maya which allows you to use the **Arnold renderer** directly in Maya. Before beginning, you should read the sections on **installation** and **licensing**. There is also a short **introductory tutorial** taking new users through the steps necessary to get their first Arnold render using MtoA. Also, don't forget to look at the **Tutorials** section.

Make sure to check the **release notes** for the latest Arnold 5 features. There is also an **FAQ** page that endeavors to answer any questions related to transitioning to Arnold 5. Ensure that you are using the **latest version** of the plugin.

Arnold Answers is a reputation-based forum where Arnold users of all kinds can ask their colleagues and peers questions related to Arnold.

Use the / key to perform a quick search.

The Arnold for Maya User Guide consists of the following sections:

- [Release Notes](#)
- [Getting Started](#)
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