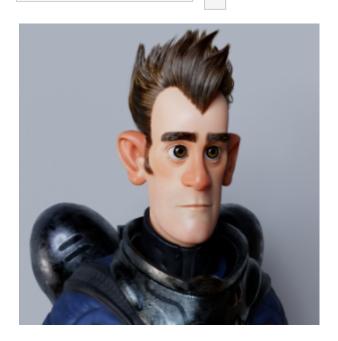# Arnold for Maya User Guide

Scene from Autodesk **Hyperspace Madness** production

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 features. There is also an **FAQ** page that endeavors to answer any questions related to transitioning from Arnold 4. 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
- Tutorials
- Getting Started with Arnold GPU
- Arnold Render Settings
- Shapes
- Lights
- Cameras
- Shaders
- Textures
- Operators
- Utilities
- Override Sets
- Rendering
- Denoising
- Extensions
- FAQ