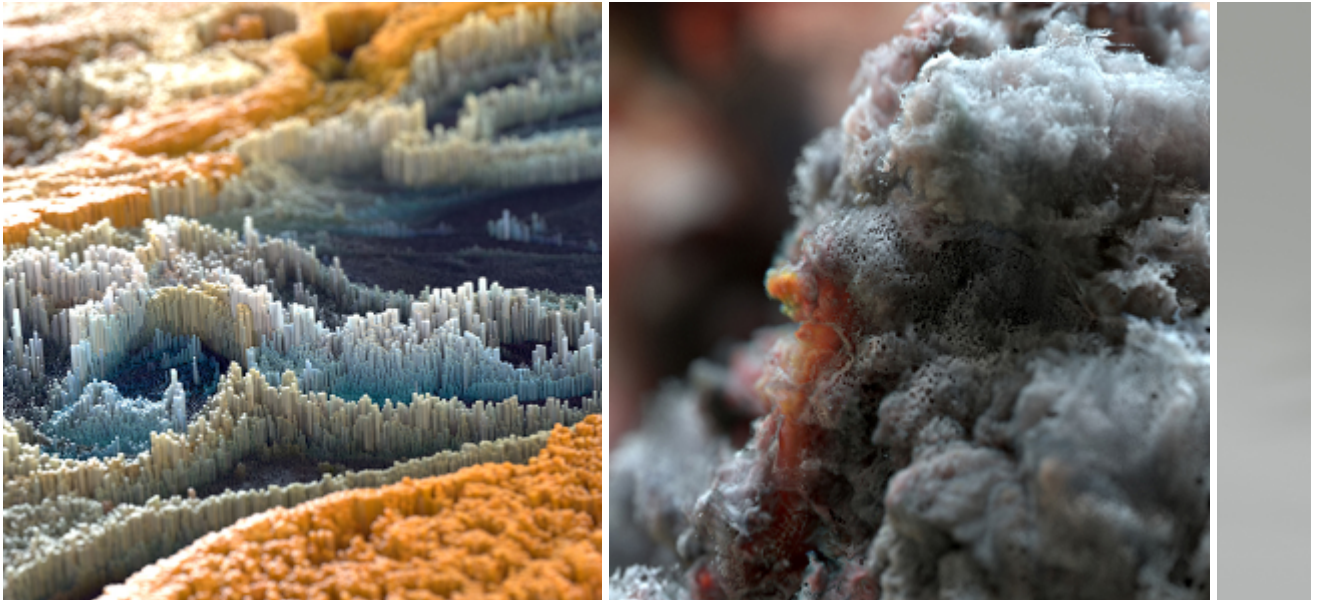


# Arnold for Maya User Guide



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.

**i** 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.

**w** **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](#)
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- [Operators](#)
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- [Extensions](#)
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