

Installation

Before you can use Arnold in Maya, you will need to [download](#) and install the MtoA plug-in and then configure Maya to use it.

Note that there is one plug-in for each supported version of Maya for each supported operating system:

- [Windows 64 bit](#)
- [Linux 64 bit](#)
- [Mac OS X](#) (64 bit 10.7 Lion or later)

There is also a [troubleshooting](#) page.



A video showing the installation process can be found [here](#).