Tutorials in Maya

Here you will find a growing list of documentation tutorials for simple tasks and workflows.

Please visit the community site for complex solutions and examples made by Pixar staff and Community members like yourself!

- Introduction to best practices covers some basics using the Cookies and Milk example.
- Using PxrMatteID - This tutorial will help you create an RGB or textured set of passes sometimes referred to as masks, mattes, or a clown pass for later compositing use.
- Cryptomatte is an excellent way to create mattes for composting operations later. It's simple and covers setting custom mattes as well as automatic scene-wide mattes.
- Using Trace Sets in Maya shows you how to group objects and selectively trace their shadow, reflection, or refraction (transmit)