

Examples in Maya

Here you can find projects which exemplify different new features within the XPU and RIS toolset.



Created by artist [Harsh Agrawal](#).

Cookies & Milk

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- Aces
- Pixar Surface
- Subsurface



Created by Pixar artist [Leif Pedersen](#) .

Animatable Digital Double of Louise by Eisko © (www.eisko.com).
Micro displacement detail supplied by [Cronobo Nexture](#).

Louise

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- Pixar Surface
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- Xgen
- Bump Roughness



Crocostrich was created by artist [Victor Besseau](#).

Crocostrich

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- Displacement
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Fridge was created by artist [Fabio Sciedlarczyk](#).

Fridge

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The Walking Teapot was created by Pixar artist [Dylan Sisson](#).

Onward Walking Teapot

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- MaterialX Lama
- Animation
- Bump Roughness



The Hidden People was created by artist [Luke Cutler](#).

The Hidden People

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- Subsurface
- Xgen



Stirling shading and lighting was created by Pixar artist [Leif Pedersen](#).

Stirling

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- Aces
- MaterialX Lama
- PxrSurface
- Bump Roughness



Stylized Shipshape was created by Ernst Janssen Groesbeek of [9 to 3 Animation](#).

Ship concept by Ian McQue.

Robot concept by Ruslan Safarov.

Models by Cheyenne Chapel, Aliya Chen, Damian Kwiatkowski, Alyssa Minko, Anthony Muscarella, and Miguel Zozaya

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Shipshape

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