

# Autodesk® Maya LT™ 2014 vs. Autodesk® Maya® 2014

## Comparison Matrix

	Autodesk® Maya LT™ 2014	Autodesk® Maya® 2014
<b>Game Modeling</b>		
Primitive creation	✓	✓
Mesh creation tools	✓	✓
Polygon/mesh refinement tools	✓	✓
Brush-based surface manipulation	✓	✓
Sculpt geometry tool	✓	✓
Polygon reduction tool	✓	✓
True soft selection	✓	✓
Edge and ring loops display and editing	✓	✓
Streamlined texturing workflow	✓	✓
Multiple UV set support	✓	✓
Per-instance UV sets	✓	✓
Multiple sets/color per vertex	✓	✓
Mesh-editing modeling toolkit	✓	✓
Topology-based symmetry tools	✓	✓
Quad draw tool	✓	✓
Multicut tool	✓	✓
<b>Materials</b>		
ShaderFX graph-based authoring of real-time/hardware shaders	✓	X
HLSL and CgFX support	✓	✓
Turtle texture baking	✓	✓
3D paint tool (texture)	✓	✓
PSD file support	✓	✓
HyperShade and visor tools	✓	✓
Phong and hardware shaders	✓	✓
Advanced software shaders	X	✓
Basic 2D and 3D procedural textures	✓	✓
Advanced 2D and 3D procedural textures	X	✓
Substance procedural textures	X	✓
Maya paint effects	X	✓

	Autodesk® Maya LT™ 2014	Autodesk® Maya® 2014
<b>Game Animation</b>		
Keyframe animation	✓	✓
Graph and dope sheet editors	✓	✓
Editable motion trails	✓	✓
Animation layers	X	✓
Trax nonlinear animation editor	X	✓
Live animation retargeting	X	✓
ATOM animation file save and load	X	✓
Camera sequencer	X	✓
Grease pencil	X	✓
Autodesk® HumanIK® full-body IK animation system	✓	✓
General constraints	✓	✓
Geometry constraints	X	✓
Set driven key tool	X	✓
Spline IK, Spring IK	X	✓
Maya muscle deformation system	X	✓
Complete set of geometry deformers	X	✓
Subset of deformers: lattice, bend, flare, sine, squash, twist, wave.	✓	X
Substitute geometry tool for skin	X	✓
Heat map skinning	✓	✓
Paint skin weights	✓	✓
Create centered joints/joint chains	✓	✓

	Autodesk® Maya LT™ 2014	Autodesk® Maya® 2014
<b>Workflows and Integration</b>		
Viewport 2.0	✓	✓
Microsoft® DirectX® 11 enabled viewport	✓	✓
MEL and Python® scripting	X	✓
Write custom plugins with SDK	X	✓
File interaction with Adobe® Illustrator® software	✓	✓
Read/write Alembic framework format	X	✓
Scene assembly tools for smarter data	X	✓
File path editor for fixing broken file paths	✓	✓
Export assets up to 25,000 polygons with FBX® asset exchange technology	✓	X
Save work-in-progress to Maya LT format	✓	X
<b>Dynamics and effects</b>		
All dynamics and effects features	X	✓
<b>Rendering</b>		
Scene rendering and advanced software shaders	X	✓
<b>Compositing</b>		
Maya composite	X	✓