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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.

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AxF files can be imported into Maya for use with MtoA via the aiAxfShader. New aiLookSwitch operator node: This makes it easier for users to add different looks to a procedural asset by automating the practice of adding a switch\_operator and merge operators at the root of the procedural operator graph.

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