



New capabilities in Maya improve artists' creativity and collaboration. Artists can enjoy both continuous improvements to its core modeling, rigging, animation, and simulation tools, as well as newer tools, like LookdevX, an agnostic material editor integrated with USD.

This information is under embargo until March 27, 2024.

## Highlights

Feature	About	Outcome	V.
<b>Modeling</b>			
<b>Smart Extrude</b>	Extrude faces on a mesh in a flexible and predictable way with Smart Extrude.	Boost creativity with the ability to iterate on complex forms and avoid geometry cleanup.	<b>2025</b>
<b>Bevel Improvements</b>	Bevel Filtering and Bevel Boolean Intersections enable diverse edge interactions and filtering on a mesh.	Enhance productivity with reliable, no friction modeling tools.	<b>2025</b>
<b>Rigging &amp; Animation</b>			
<b>Rewritten Dope Sheet Editor</b>	The Dope Sheet Editor has been reworked with intuitive controls, a cleaner interface, and customizable tools.	Increase efficiency with easier management of large-scale animation changes.	<b>2025</b>
<b>Deformation Widget</b>	A new widget in the Attribute Editor demonstrates deformers and topology modifiers affecting an object.	Iterate more quickly with access to information on each deformer.	<b>2025</b>
<b>Motion Trail Updates</b>	Find new and versatile Motion Trail tools in one location, the Motion Trail Editor.	Boost productivity with a more efficient Motion Trails system.	<b>2025</b>
<b>Rigging Enhancements</b>	New and improved tools such as Joint Label text size, a new Matrix-based node, and new Joint Orient options.	Raise the creative bar with fast and reliable rigging tools.	<b>2025</b>
<b>Proceduralism &amp; Simulation (Bifrost)</b>			
<b>BOSS &amp; Dynamic Waves</b>	Bifrost Ocean Simulation System is now available in the Bifrost graph, allowing you to create spectral and dynamic waves.	Increase process automation with new nodes for simulating ocean waves.	<b>2.9</b>
<b>Liquid Meshing</b>	Meshing algorithm for Bifrost liquids is now available in a redesigned compound.	Swiftly simulate liquids and mesh any point cloud.	<b>2.9</b>
<b>Look Development</b>			
<b>LookdevX Enhancements</b>	Enhanced support for MaterialX data format. You can now assign materials directly to Maya geometry.	Work across multiple DCC tools with standardized materials.	<b>2025 (1.3.0)</b>
<b>Technologies</b>			
<b>USD Improvements</b>	New improvements such as bulk loading and unloading multiple prims simultaneously, and stability fixes.	Improve collaboration with improvements to Maya USD.	<b>2025 (0.27)</b>

## Learn More

[Maya Enhancements Timeline](#)

[Maya Release Notes](#)

[Maya Blog](#)