Setting up Maya Application Image

Process based off this article: http://vonnau.com/articles/maya-network-install

1. Maya

Copy the entire Maya application directory e.g. C:\Program Files\Autodesk\Maya2015 to a location of your choice.

2. Additional Assemblies

On order to run on the cloud, Maya needs access to some additional assemblies. These will vary with different versions of Maya. A full list of the included assemblies used for the POC is at the bottom of this document, and includes DirectX DLLs among others. All these additional files need to be placed in the Maya bin directory.

3. AdLM

Copy the AdLM directory from C:\ProgramData\Autodesk and paste it next to your copied Maya directory. The Maya Task Processor is set up to look for a LICPATH.LIC in this directory if the user has a license server they wish to point to.

4. Common Files

Copy C:\Program Files\Common Files\Autodesk into a directory call Common Files next to the previous two directories.

5. Mental Ray

Copy the Mental Ray installation e.g. C:\Program Files\Autodesk\mentalrayForMaya2015 and place this next to the others.

6. ImageMagick

This is an optional component and is used to compile image preview thumbnails for the rendered images. ImageMagick can be downloaded from http://www.imagemagick.org/script/binary-releases.php#windows

The Portable Win32 Static build is required. Download and unpackage the zip next to the earlier directories.

7. Package and Upload

By now there should be a total of 4 (optionally 5) directories. Select them all and zip them up. This file can be named anything, and can now be uploaded through the Batch Apps portal.

Note that uploading files upwards of 1GB in the current web portal can be problematic, so I would recommend shedding some unnecessary files from the components. As an example, the files I excluded have been listed at the bottom of this document.

8. 3rd Party Plugins

Any 3rd Party plugins will need to be added as additional components, and may involve a combination of any of the below:

- An installation directory to include.
- Components to add to the Maya directory.
- Modifications to existing components in the Maya directory.
- Modifications to the Maya Task Processor to setup environment variables, license info etc.

Appendix A: Additional Assemblies for Maya 2015

.\bin\acdetoured.dll
.\bin\actuser.dll
.\bin\avifil32.dll
.\bin\bcryptprimitives.dll
.\bin\cryptbase.dll
.\bin\d2d1.dll
.\bin\d3d11.dll
.\bin\d3d9.dll
.\bin\dciman32.dll
.\bin\ddraw.dll
.\bin\devobj.dll
.\bin\dwmapi.dll
.\bin\glu32.dll
.\bin\iphlpapi.dll
.\bin\mfc110.dll
.\bin\mfc110u.dll
.\bin\msacm32.dll
.\bin\msvcp100.dll
.\bin\msvcp110.dll
.\bin\msvcp60.dll
.\bin\msvcr100.dll
.\bin\msvcr110.dll
.\bin\msvfw32.dll
.\bin\netapi32.dll
.\bin\netutils.dll
.\bin\opengl32.dll
.\bin\pdh.dll
.\bin\profapi.dll
.\bin\secur32.dll
.\bin\shcore.dll
.\bin\shfolder.dll
.\bin\srvcli.dll
.\bin\sspicli.dll
.\bin\uxtheme.dll
.\bin\version.dll
.\bin\winmm.dll
.\bin\winmmbase.dll
.\bin\winnsi.dll
.\bin\winspool.drv
.\bin\wkscli.dll
.\bin\wsock32.dll

Appendix B: Files That Were Removed for POC Application Image

Maya2015\movies

Common Files\Autodesk Shared\directconnect2015 (64-bit)

Common Files\Autodesk Shared\peoplepower

Common Files\Autodesk Shared\revit interoperability

Other components in Autodesk Shared that did not appear to be required by Maya.