framatai · For IT and security teams

framatai for Maya

What the plugin does, what leaves the computer, and what your network needs to allow

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In short

1. **Day to day:** allow HTTPS (TCP 443) from the artist's computer to `framatai.com`. The site is served through Cloudflare, so allow it **by host name**; its IP addresses change.
2. **Installing (once):** allow `pypi.org` and `files.pythonhosted.org`. Maya's own pip adds ffmpeg for playblasts and the certificate packages, about 30 MB — and, the first time an artist copies a camera move from a video, the video tools (OpenCV), about 40–80 MB.
3. **No inbound connections:** the plugin's local ports listen on `127.0.0.1` only, so nothing on the network can reach them.
4. **Optional:** the UniRig add-on (AI rigging on an NVIDIA card) downloads about 12 GB once, from PyTorch, PyG, GitHub, Astral and Hugging Face (section 3E). AI tools (Claude Desktop, Claude Code, Cursor, VS Code, Windsurf, Gemini CLI, Codex…) reach Maya on `127.0.0.1` only, each with its own key; web AI tools (ChatGPT, claude.ai) never connect to the computer — Maya asks `framatai.com` for their calls (section 3F).

1. What the plugin is

framatai for Maya is a Maya plug-in written in Python, published by فريمات for its online studio framatai.com. Most of what it does is free and stays on the computer: cinematic camera moves, copying the camera of a reference video, playblasts, frame checks and rigging. Two features use a framatai account: making 3D models with framatai, and sending a playblast the artist approved to framatai as a reference video.

Part	Where it runs	Network
Maya plug-in panel, cameras, copying a camera move, playblasts, rigging	Inside Maya 2022–2026 on Windows or macOS, for the signed-in Windows/macOS user	`framatai.com` (HTTPS) only when the artist signs in, makes a 3D model or sends a playblast. Everything else is offline.
Installer once	Maya's own Python (`mayapy`), started by dragging `install.mel` into Maya	PyPI, once
Video tools optional	Maya's own Python, added the first time the artist copies a camera move from a video	PyPI, once. The video itself is read on the computer and never sent.
Claude Desktop extension optional	Inside Anthropic's Claude Desktop app on the same computer	Only `127.0.0.1` (it talks to Maya on the same computer)
AI tools (MCP) optional	Any AI app on the same computer that speaks MCP (Claude Code, Cursor, VS Code, Windsurf, Gemini CLI, Codex…), each with its own key made in the panel's AI · MCP tab	Only `127.0.0.1` (Maya's MCP address)

Web AI tools optional · off	ChatGPT and claude.ai, for team accounts: Maya asks framatai for their calls with the artist's own sign-in, runs them and answers	`framatai.com` (HTTPS, out only)
UniRig add-on optional	A separate Python 3.11 in the user's profile, using an NVIDIA card (Windows or Linux)	Downloads once (about 12 GB); rigging then runs offline
framatai.com	The online studio (Cloudflare)	Accounts, balances and files. It sends the AI generation requests to its provider (BytePlus ModelArk) from its own servers; the artist's computer never connects to the provider.

2. What leaves the computer

Nothing is sent in the background: there is no telemetry and no automatic upload. Every transfer below starts with something the artist does, and the paid ones ask first and show the price.

The artist…	What is sent	Where it goes
Signs in once	Nothing from Maya. The system browser opens framatai's sign-in page, and the browser hands a one-time code back to the plugin on `127.0.0.1`.	framatai.com (the browser and the plugin)
Makes a 3D model paid	The description they typed, and/or the pictures they chose (files, or a snapshot of the viewport)	framatai.com, which passes them to its AI provider (BytePlus ModelArk) from its servers. The finished FBX is downloaded from framatai.com.
Sends a playblast	That one MP4, after they watched it and said yes. A customer account also confirms they have the rights to it.	framatai.com, to the artist's own uploads, through a one-time link that works for 15 minutes
Copies a camera move from a video	Nothing. The video is read on the computer (OpenCV); its reading and a picture of its shots stay in `~/.framatai/copies`.	—
Uses an AI tool optional	What the AI tool needs to do the task: object names, sizes and positions in the scene, pictures of the frames it checks, and — when it copies a camera move — the picture of the reference video's shots	The AI tool's own provider (Anthropic, OpenAI, Google, Cursor…), as part of the artist's own conversation, under their terms with it
Lets web AI tools in optional · off	The same, plus Maya's tool list. Each call and its answer (with a frame picture, at most 800 KB) passes through framatai.com, which keeps it a day at most	framatai.com, then the artist's ChatGPT (OpenAI) or claude.ai (Anthropic)
Rigs with Quick Rig or UniRig	Nothing; it all runs on the computer	—

Scenes, project files and other files are never read or sent, except the ones the artist picks. Only FBX, OBJ and ZIP files are brought into Maya from framatai, and never Maya scene files, which can run code. Files are downloaded only from the framatai address the artist signed in to.

3. Network requirements

A. Day to day required for the account features

Host	Port	Used for
framatai.com	TCP 443 (HTTPS)	Sign-in (/oauth/…) from both the browser and Maya, the plugin's requests (/mcp), playblast and picture uploads (/api/upload/link/…), and downloads of finished models. With web AI tools let in: one request to /mcp after another, each held open up to about 25 seconds while it waits for work — a proxy must let a request last at least 30 seconds. To test the connection: /.well-known/oauth-protected-resource

framatai.com is behind Cloudflare: allow it by its fully qualified host name, not by IP address. Uploads can be up to 100 MB (videos) or 30 MB (pictures); downloads of 3D models are usually a few to tens of MB.

B. On the computer only loopback

Address	Listens	Used for
127.0.0.1 TCP 53682–53686	During sign-in only (closes after the answer, or after 5 minutes)	The browser hands the one-time sign-in code back to the plugin (the standard OAuth "loopback" method for desktop apps, with PKCE). The first free port is used.
127.0.0.1 TCP 7720–7729	While Maya runs with "Let AI tools work in this Maya" on	The bridge between Maya and the Claude Desktop extension. It needs a secret key stored in the user's profile. Turn AI tools off in the panel if they are not used.
127.0.0.1 TCP 8720–8729	While Maya runs with "Let AI tools work in this Maya" on	Maya's MCP address for the other AI tools on the computer (Streamable HTTP at /mcp). Every AI tool needs its own key; the first free port from 8720 is used and kept.

Both listen on the loopback address only, so Windows Defender Firewall does not ask about them and no inbound rule is needed. Endpoint-protection tools that block local listeners should allow maya.exe (and Maya.app on macOS) to listen on 127.0.0.1. The browser must be allowed to open http://127.0.0.1:5368x/callback once, at the end of sign-in.

C. Installing once

Host	Port	Used for
pypi.org files.pythonhosted.org	TCP 443	Maya's pip installs imageio-ffmpeg (ffmpeg, for playblasts), certifi, and on Maya 2024 and later truststore (certificates) into ~/.framatai/lib, about 30 MB. Only exact versions and pre-built wheels are installed, with nothing else pulled in.

If PyPI is blocked, the plugin still installs and runs. Playblasts then need an ffmpeg executable, either in ~/.framatai/bin or on the PATH, which IT can place.

D. Video tools optional · once · about 40–80 MB

Copying a camera move from a reference video reads the video on the computer with OpenCV. The first time an artist uses it (or presses *Install the video tools* in the panel), Maya's own pip adds it from the same two hosts as in 3C.

Host	What is downloaded
`pypi.org` `files.pythonhosted.org`	`opencv-python-headless` 4.10.0.84 (39 MB on Windows, 57 MB on macOS) and, on Mayas without numpy (Maya 2022), `numpy` (14–21 MB), into `~/.framatai/lib/cvNN`. Every file is checked against a SHA-256 fixed in the plugin (`pip --require-hashes`); pre-built wheels only, nothing else pulled in. After that it works offline.

If PyPI is blocked, everything else works; only copying a camera move waits until the video tools can be added.

E. UniRig add-on optional · once · about 12 GB

UniRig is an open AI model (VAST-AI Research, MIT licence) that rigs any shape on the computer's NVIDIA card. It installs only when the artist presses *Install UniRig* in the panel, into `~/.framatai/unirig`, with its own Python, separate from Maya's. After that it runs offline: it sends nothing and downloads nothing. It needs Windows 10/11 64-bit or Linux, an NVIDIA card with 8 GB or more and a current driver, and about 15 GB free on the drive with the user's profile. It is not available on macOS.

Host	What is downloaded
`pypi.org`, `files.pythonhosted.org`	The installer (uv), spconv, and UniRig's libraries (Blender's bpy, Open3D, Transformers, Lightning, ...), at fixed versions
`releases.astral.sh`; if that fails, `github.com`, `release-assets.githubusercontent.com` and `objects.githubusercontent.com`	A standalone Python 3.11 (python-build-standalone), fetched by uv
`download.pytorch.org`	PyTorch 2.11 and torchvision 0.26, built for CUDA 12.8 (or 12.6 for older cards), about 3 GB
`data.pyg.org`	torch_scatter and torch_cluster wheels
`github.com`, `codeload.github.com`	UniRig's code, at a fixed commit
`huggingface.co` and `hf.co` with its subdomains	The model weights (about 6 GB) and a small model settings file, each at a fixed revision and checked against a fixed fingerprint before use (SHA-256 for the model files); a file that does not match is deleted. Hugging Face lists these storage hosts: `cas-server.xethub.hf.co`, `transfer.xethub.hf.co`, `us.aws.cdn.hf.co`, `us.gcp.cdn.hf.co`, `cdn-lfs-us-1.hf.co`, and the EU ones (`*-eu`).

Hugging Face hosts: huggingface.co/docs/hub/en/models-downloading (allowing hf.co and huggingface.co as suffixes is their recommendation; they publish the current list at huggingface.co/.well-known/meta.json).

F. AI tools optional

The framatai extension inside Claude Desktop connects only to Maya on 127.0.0.1, and so do the other AI apps the artist connects (Claude Code, Cursor, VS Code, Windsurf, Gemini CLI, Codex...). Each app is its maker's application and needs its own access; follow its maker's requirements (for Claude Desktop: claude.com/docs/third-party/claude-desktop/installation, which links to its list of required egress paths).

Web AI tools (ChatGPT, claude.ai) need nothing more on the artist's computer: Maya reaches them through `framatai.com` (3A), and only when the artist turns on «Let web AI tools in through framatai.com» with a team account.

4. Proxies and HTTPS inspection

Proxy

The plugin uses the computer's proxy: Windows (Internet Options / WinINET static proxy and bypass list), macOS (network proxy settings), or the `HTTPS_PROXY` / `NO_PROXY` variables. The installers of the video tools and of UniRig pass the same proxy on to their downloads.

Not supported: automatic configuration scripts (PAC/WPAD), and proxies that require authentication (NTLM, Kerberos or Basic). For these, either let framatai.com through without authentication, or set `HTTPS_PROXY` for Maya users to a proxy that does not ask for it.

HTTPS (TLS) inspection

Recommended: exempt framatai.com from inspection. Its traffic carries sign-in tokens.

If it is inspected, the computer must trust the inspection certificate:

- **Maya 2024–2026:** the operating system's trust store is used (truststore). A company root already deployed by Group Policy or MDM works with nothing else to do.
- **Maya 2022–2023 on Windows:** the Windows certificate store is used, together with certifi's public roots.
- **Maya 2022–2023 on macOS:** point the plugin to the company root certificate (PEM). The artist does this in the panel: Settings → Connection (company networks). IT can do it for many computers with the environment variable `FRAMATAI_CA_BUNDLE` set to the PEM file's path.

When a company certificate is set, the plugin also gives it to the installers of the video tools and of UniRig (as `SSL_CERT_FILE`, `PIP_CERT` and `REQUESTS_CA_BUNDLE`). uv uses the system's certificates. Inspection devices must not alter these downloads; exempting the hosts in 3C, 3D and 3E is the simplest option.

There is no certificate pinning.

5. Security

- **Sign-in:** OAuth 2.1 with PKCE in the system browser, so the plugin never sees the password. Tokens are kept in `~/.framatai/maya_token.json`, readable by that user only. Refresh tokens change on every use, and a reused one ends the whole sign-in. *Sign out* in the panel revokes the token, and the account's menu on framatai.com can disconnect the plugin.
- **Customer accounts** can connect only programs on their own computer (loopback address), not web services. They get a narrow set of actions: 3D models from their prepaid balance, their own uploads, their own renders.
- **Paid actions** show the price and need the artist's yes. Customers pay from a prepaid balance, and framatai.com limits how many requests each person can make.
- **Uploads** happen only after the artist approves, each through a one-time link (15 minutes, one file, of the kind it was made for).
- **Claude Desktop bridge:** it listens on 127.0.0.1 only and needs a random key that is stored in a file readable by the user only.
- **MCP server (AI tools on the computer):** HTTP on 127.0.0.1 only. Every AI tool gets its own key, shown once; only its SHA-256 is kept (`~/.framatai/maya_mcp.json`, readable by the user only), at most 20. A request with another Host, or with a web page's Origin, is refused (no DNS rebinding, no CORS); bodies over 4 MB and more than 240 calls a minute per key are refused. The artist sees each tool's last use and can disconnect it at once.
- **Web AI tools:** off by default, for team accounts only, with the artist's own framatai sign-in: Maya connects out to framatai.com (nothing inbound), and only that person's AI apps can send it work. framatai keeps each call a day at most.
- **Python:** AI tools cannot run Python in Maya unless the artist turns that on in the panel; it is off by default, and never available to web AI tools.
- **Video tools:** exact versions from PyPI, pre-built wheels only, each file checked against a SHA-256 fixed in the plugin. A reference video is only read on the computer; nothing about it is sent.
- **UniRig:** it runs in its own Python, at fixed versions and a fixed commit, offline once installed. Its model files come from fixed revisions and must match fixed fingerprints, and UniRig is given exactly those files. Nothing is compiled from unofficial sources: flash-attention is replaced by a small framatai module that uses PyTorch's own attention.

6. Files on the computer

Where	What
`Documents\maya\modules\` (Windows) `~/Library/Preferences/Autodesk/maya/modules/` (macOS)	The plug-in (`framatai_maya\`) and `framatai.mod`, which loads it with Maya
`%USERPROFILE%\.framatai\` `~/.framatai/` (macOS)	Settings, the sign-in token, the bridge key, the AI tools' key fingerprints (`maya_mcp.json`), Maya's id for web AI tools (`maya_relay.json`), playblasts, snapshots, downloaded models, readings of reference videos (`copies`), the pip packages (`lib`, with the video tools in `lib/cvNN`), and optionally ffmpeg (`bin`) and UniRig (`unirig`, about 12 GB, with its logs)

Removing it: in Maya's Plug-in Manager, untick *Auto load* for `framatai.py`. Then delete the `framatai_maya` folder, `framatai.mod` and the `.framatai` folder. The panel's *Rig → Remove* deletes UniRig on its own.

7. Checking the connection

- **In Maya:** framatai menu → framatai panel → Settings → *Check the connection*. It shows the proxy and the certificates in use, and what failed: DNS, a refused or reset connection, a timeout, an untrusted inspection certificate, or a proxy asking for a password.
- **From a command prompt:** `curl -sSI https://framatai.com/.well-known/oauth-protected-resource` should answer `HTTP/2 200`. curl is included in Windows 10 and 11.

Summary for the firewall

Need	Allow (HTTPS, TCP 443, by host name)
Using the plugin's account features	`framatai.com`
Installing the plugin (once), and its video tools (optional, once)	`pypi.org`, `files.pythonhosted.org`
UniRig add-on (optional, once)	`pypi.org`, `files.pythonhosted.org`, `releases.astral.sh`, `github.com`, `codeload.github.com`, `release-assets.githubusercontent.com`, `objects.githubusercontent.com`, `download.pytorch.org`, `data.pyg.org`, `huggingface.co`, `hf.co` and its subdomains
On the computer	`127.0.0.1` TCP 53682–53686, 7720–7729 and 8720–8729 (loopback only, no inbound rules)

Questions: through framatai.com. This document covers plugin version 0.4.0; framatai.com/maya always has the current version.