

Create stunning 3D in less time.

**Autodesk®
3ds Max®**

2008



Autodesk®

Model efficiently, animate easily, and achieve stunning results in less time with Autodesk 3ds Max 2008 software.

Accelerate your creative workflow and increase your pipeline efficiency. Autodesk® 3ds Max® 2008 3D modeling, animation, and rendering software helps design visualization professionals, game developers, and visual effects artists maximize productivity by streamlining the process of working with complex scenes.

Easily View and Handle Large, Complex Scenes

3ds Max 2008 software delivers new viewport technology and optimizations that result in vastly improved interaction with even the largest, most complex scenes. Common tasks and operations—selection, material assignment, transform, grouping, cloning, and many more—are now significantly faster, making 3ds Max 2008 the most streamlined version of the software ever. Plus, a new Scene Explorer makes managing large scenes—and interacting with hundreds, or even thousands of objects—far more intuitive.

Streamline Your Rendering Workflows

With 3ds Max 2008 software, Autodesk introduces Review—a powerful new toolset that supports iterative rendering workflows by delivering interactive previewing of shadows, the 3ds Max sun/sky environment, and mental ray® Architectural and Design material settings. This release also provides many new, timesaving 3ds Max/mental ray workflow features, including Sky Portal lighting options, a camera-based interface for exposure settings, and more.

Rapidly Automate and Customize Your Workflows

3ds Max 2008 marks the debut of MAXScript ProEditor. This new MAXScript editor provides script-writers with a professional, intelligent interface for working with MAXScript that streamlines the scripting workflow—making it easier to author scripts that automate and customize 3ds Max.

Import Data Quickly and Accurately

Deeper support for the DWG™ file format results in faster, more accurate importing of data from other popular Autodesk applications such as AutoCAD® 2008, AutoCAD® Architecture 2008, and Revit® Architecture 2008 software. New features, such as Select Similar, also facilitate working with imported data.

There's no other tool out that I feel is as universal as 3ds Max for creating 3D.

—Lon Grohs
Principal
Neoscape



Image courtesy of Neoscape.

3ds Max 2008 Key Features

Accelerated Performance

The integration of new technology into the software's Adaptive Degradation System improves interactive performance by automatically simplifying scene display to meet a user-defined target frame rate. You control how 3ds Max adjusts scene display—for example, whether the smallest objects are hidden or distant objects have less detail—and 3ds Max calculates how best to achieve it. When combined with the new Direct3D® mesh caching that groups objects by materials, the result is that tens of thousands of objects can be just as interactive as ten objects. In addition, loading, arrays, FBX® and OBJ export, and other areas of the software perform significantly faster.

Scene Explorer Scene Management

3ds Max 2008 delivers Scene Explorer, a robust new tool that provides a hierarchical view of scene data and fast scene analysis, as well as editing tools that facilitate working with even the most complex, object-heavy scenes. Scene Explorer gives you the ability to sort, filter, and search a scene by any object type or property (including metadata)—with stackable filtering, sorting, and searching criteria. This new tool also enables you to save and store multiple Explorer instances and to link, unlink, rename, hide, freeze, and delete objects, regardless of what objects are currently selected in the scene. You can also configure columns to display and edit any object property, and because this feature is scriptable and SDK extendable, you can use callbacks to add custom column definitions.

Review

This powerful new toolset gives you immediate feedback on various render settings, enabling you to iterate rapidly. This means you can now quickly hone in on your desired look without waiting for a software render—perfect for over-the-shoulder client/boss feedback sessions, and other iterative workflows. Based on the latest game engine technology, Review delivers interactive viewport previews of shadows (including self-shadowing and up to 64 lights simultaneously), the 3ds Max sun/sky system, and mental ray Architectural and Design material settings.



MAXScript ProEditor

3ds Max 2008 marks the debut of the new MAXScript ProEditor. This intuitive new interface for working with MAXScript includes multilevel undo functionality; fast, high-quality code colorization; rapid opening of large documents; line number display; regular expressions in search/replace; folding of sections of the script; support for user-customization; and many other features.

Enhanced DWG Import

3ds Max 2008 delivers faster, more accurate importing of DWG files. Significantly improved memory management enables you to import large, complex scenes with multiple objects in considerably less time. Improved support for material assignment and naming, solid object import, and normals management facilitate working with software products based on the Revit 2008 platform. Plus, a new Select Similar feature identifies all objects in an imported DWG scene that contain characteristics similar to those of a selected object. This capability lets you select and edit multiple imported objects simultaneously—dramatically streamlining DWG-based workflows.

Artist-Friendly Modeling Options

3ds Max 2008 gives you a more streamlined, artist-friendly modeling workflow through a collection of hands-on modeling options that let you focus on the creative process. These options include selection previewing and the ability to have existing modeling hotkeys and pivots become temporary overrides.

Biped Enhancements

This latest release provides new levels of flexibility with regard to your Biped rigs. A new Xtras tool lets you create and animate extraneous Biped features anywhere on your rig (for example, wings or additional facial bones) and save them as BIP files. These files are supported in Mixer and Motion Flow, as well as in layers where new layering functionality enables you to save BIP files as offsets from each layer to isolate character motion. As a result, you can save each layer as its own asset for export into a game.

Expanded Platform Support

3ds Max 2008 is the first full release of the software officially compatible with Microsoft® Windows Vista™ 32-bit and 64-bit operating systems, and the DirectX10 platform.

For a complete list of the 3ds Max 2008 software system requirements, visit www.autodesk.com/3dsmax.



Dreammaker, image courtesy of Leszek Plichta, Filmakademie.



Image courtesy of Silicon Knights.

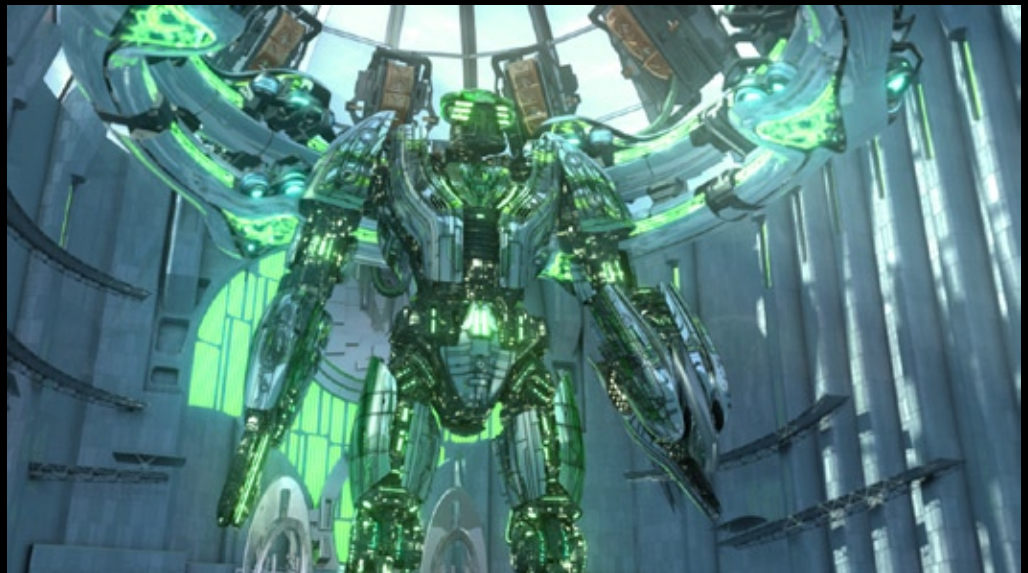


Image courtesy of Gas Powered Games.



Image courtesy of Hayes Davidson.



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Out-of-the-box 3ds Max just worked for us.

—Matthew Allen
Primary Art Lead
Monolith Productions, Inc.

Design Visualization

Autodesk 3ds Max software gives architects, designers, graphic artists, and visualization specialists the power to visually inform the design process through conceptual exploration, design validation, and visual communication. This is achieved through the software's intuitive user interface and workflow tools; its efficient, nondestructive, visual and parametric workflow; and its highly integrated mental ray rendering capabilities. Moreover, unmatched compatibility with standard production tools, such as Adobe® Photoshop® and Illustrator® software applications, as well as such prominent computer-aided design (CAD) packages as AutoCAD 2008, AutoCAD Architecture 2008, and Revit Architecture 2008 software enables users to quickly make 3ds Max a part of their visualization workflow.

Game Development

3ds Max is a favorite tool of leading game artists because of its world-class Biped character animation toolset, unparalleled polygon modeling and texturing workflow, and support for Microsoft® DirectX® and Cg in the viewport. Game developers benefit from a vast range of third-party plug-ins that let them quickly extend and customize the software. Plus, the integrated MAXScript scripting language and a full API (application programming interface)/ SDK (software developer kit) enable them to extend 3ds Max through direct access to the software.

Film and TV Effects

Today's directors and producers, as well as the viewing audience, expect increasingly elaborate digital visual effects. Whether the project is for film effects, broadcast graphics, short-form post content, or episodic television effects, 3ds Max provides immediately available, out-of-the-box access to the widest range of 3D tools—enabling artists get up to speed quickly and deliver results.

Turn great ideas into reality.

Autodesk Media & Entertainment solutions are designed to accelerate collaborative digital content creation workflow. Our innovative, industry-leading tools have changed the way entertainment is produced—from visual effects, color grading, and editing to animation, game development, and design visualization. Build a superior pipeline with Autodesk Media & Entertainment products, services, and solutions.

Learn More or Purchase

For more information and a complete list of features and enhancements in 3ds Max 2008, visit www.autodesk.com/3dsmax.

Autodesk offers a wide range of 3D and 2D solutions to artists, production and game development facilities, and design studios looking to fully experience their creative ideas. These solutions include Autodesk 3ds Max, Autodesk® Maya®, Autodesk® MotionBuilder™, Autodesk® VIZ, and FBX software and technologies.

For more information about the entire Autodesk 3D product portfolio, visit www.autodesk.com/me.

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