Image courtesy of Armstrong White

3ds Max 9 Key Features

64-bit Release for Windows
3ds Max 9 marks the first full release of 3ds Max software with both 32-bit (Windows®) and 64-bit (Windows®) executables. It enables you to address considerably more memory than you could in the past, allowing you to handle larger and more complex scenes than ever before.

Easily Render Realistic Scenes
mental ray 3.5 adds powerful rendering functionality to 3ds Max 9. Create photorealistic skies based on the position of the sun with Physical Sun and Sky mental ray shader. New Architectural and Design shaders make it easier for designers and architects to create effects such as blurred reflections, frosted glass, and glossy car paint. The ability to create bump mapping on glossiness only and to simulate round corners and soft edges makes objects appear even more natural and true to life.

mental ray 3.5 Core
mental ray 3.5 adds a simplified user interface for working with Final Gather. IT also has a unified indirect lighting model that provides consistent results when switching between different 3ds Max radiosity modes.

Performance Optimizations
Core performance enhancements have been made to 3ds Max 9 to maximize your productivity and accelerate your creative workflow. For example, enjoy greater viewport interactivity when working with dense meshes and the ability to switch between high-res and low-res bitmap proxies to allow for faster interaction.

Layered Animation
The ability to place animation into separate layers allows you to easily tweak dense and complex animations. Layers can be turned on or off to evaluate an animation, can blend new keys with existing motion, and can allow for a full range of adjustments without having to modify the key frames of the animated object.

Character Animation Workflow Improvements
Craft and refine your character animation more easily with numerous enhancements to Biped functionality. For example, you can now move keys past each other and work in negative frames. This saves steps when tweaking a Biped animation and is particularly useful when trying to reverse an animation, since one can now negatively scale an animation range.

ProBooleans
ProBooleans is a new tool for modeling with Boolean operations allowing you to quickly and easily model inorganic shapes—useful for prototyping geometry, creating game level layout designs, and complex architectural elements. Merge, intersect, subtract, or add meshes to create rich and complex objects. ProBooleans re-evaluates the topology to remove bad triangles, allowing you to create higher-quality meshes with fewer small edges and skinny triangles.

Hair and Cloth Improvements
Easily work with Cloth and Hair in 3ds Max 9. Create, manipulate, and style hair directly in the viewports using standard navigation and selection tools. As of 3ds Max 9, you can cinch waistlines, shorten hems, and tailor clothing in the stack without the need to edit the original pattern to make clothes fit.

XRef Object Enhancements
Many enhancements have been made to XRefs in 3ds Max 9. You can now reference scene geometry, materials, and controllers and can maintain dependencies between XRef'd items. The XRef system's new dependency handling lets you preview object relationships in both merge and XRef operations, providing more control over how external objects are used.

Enhanced FBX Support
The Autodesk® FBX® 3D authoring and interchange format allows you to exchange assets between 3D applications. Enhancements in FBX include improvements to mesh compatibility, pixel accuracy when transferring assets and data between 3ds Max, Maya and MotionBuilder software

Display Support for DirectX and CG Shaders
Support for all DirectX® shaders and performance enhancements have been made for 3ds Max 9. You can now load cgfx files into the DX material and have them displayed in the viewport.

Realize Your Full Potential

The products in the Autodesk® 3D Product Portfolio — 3ds Max, Maya, MotionBuilder, and Autodesk® VIZ — represent the broadest set of solutions, applications, development resources, and streamlined workflow available in 3D. Whether your project calls for out-of-the-box functionality or customized toolsets, Autodesk has a 3D solution for you.

For more information and a complete list of features and enhancements in 3ds Max 9, visit: **www.autodesk.com/3dsmax.**

For more information about our entire Autodesk 3D product portfolio visit: **www.autodesk.com/me.**

To purchase Autodesk products, contact an Autodesk Premier Solutions Provider or Autodesk Authorized Reseller. To locate the reseller nearest you, visit **www.autodesk.com/reseller**.

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Create stunning 3D in less time.

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Model efficiently, animate easily, and achieve stunning results in less time with Autodesk 3ds Max 9 software.

Accelerate your creative workflow and increase your pipeline efficiency. Autodesk® 3ds Max® 9 3D animation, rendering, and modeling software lets game developers, design visualization professionals, and visual effects artists maximize their productivity and tackle challenging animation projects.

Handle Massive Amounts of Data
Work with ever-increasing amounts of data and more complex scenes. The new 64-bit version of Autodesk 3ds Max 9 takes advantage of the latest technology advancements, to address challenges you face in next-generation production pipelines.

Experience Greater Productivity
Quickly model inorganic shapes with ProBooleans. Place animation into separate layers to easily tweak dense and complex animations. View scene complexity statistics along with the resulting frame rate to measure and optimize scene performance. Feature enhancements, such as faster solving of complex cloth dynamics, in 3ds Max 9 deliver the speed and precision needed to meet time-sensitive production deadlines.

Accelerate Creative Workflow
Easily share files, track work-in-progress assets, and customize production pipelines to accelerate creative workflows. Improvements to XRefs for better interaction with linked assets, support for relative paths and Autodesk Vault help production teams optimize workflow and manage collaboration among members of a creative team.

Image courtesy of BioWare Corp.

Create Realistic, True to Life Renderings
Produce stunning photo-real imagery. Use new mental ray® 3.5 shaders to easily create beautiful skies with shadows from the sun or simulate metallic car paint. In addition, new presets for ambient occlusion, rounded corner effects, reflections, and refractions make it easier to achieve realistic, stunning results. Harness the full power of the mental ray rendering engine within 3ds Max 9 software.

Image courtesy of Works Zebra Co., Ltd.Toyota Motor Asia Pacific Pte Ltd

Image courtesy of Neoscape

Image courtesy of GMJ Design Ltd.

"At GMJ, we are committed to pioneering new approaches to constantly improve upon on the service we provide to our clients. The new material shaders in 3ds Max 9, the physical sun and sky system, the inclusion of mental ray 3.5, and the improved pipeline management are helping us deliver the sophisticated content our clients expect from our 3D design visualizations."
Robert Graves, Creative Director, GMJ Design Ltd., London

Streamline Your Facility Workflow
Autodesk 3ds Max 9 delivers improvements designed to increase pipeline efficiency. Easily share files, track work-in-progress assets, and customize your production pipeline to accelerate creative workflow.

Use FBX to transfer animation data between Autodesk 3ds Max, Autodesk MotionBuilder, and Autodesk Maya software. Share scenes by referencing geometry, materials, and transformation controllers. Easily migrate projects from one system to another with new support for relative paths. Automate time-consuming tasks using MAXScript.

Autodesk solutions offer the possibility of unmatched interoperability and collaboration throughout your production pipeline.

Image courtesy of Sway Studio

Image courtesy of Silicon Knights

Games Development
Gear Up for Serious Productivity

Use 3ds Max and save hours of work on modeling and texturing. Design custom rigs to animate characters and transfer assets to and from Autodesk® Maya® and Autodesk® MotionBuilder™ applications using the Autodesk® FBX® file format. Build the scripts you need to make your pipeline more efficient.

Image courtesy of Neoscape

Design Visualization
Render Them Speechless

Autodesk 3ds Max software allows you to dramatically communicate abstract or complex concepts and visualize the possibilities. New mental ray sun and sky and architectural shaders help you create natural renderings that are more true-to-life than ever before. As part of our Design Visualization product portfolio, 3ds Max offers unmatched interoperability with Autodesk design tools, allowing you to streamline your entire visualization process.

Image courtesy of Red Rover Animation

Film and TV Effects
Blow Them Away

Both your customers and the viewing audience expect increasingly elaborate digital visual effects. When you need to get up to speed quickly and deliver results, 3ds Max software provides immediately available, out-of-box access to the widest range of 3D modeling, animation, and rendering functionality.

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