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Marvelous Designer 2
NUKE
PIXAR's RenderMan
CHAOSGROUP
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FXGear
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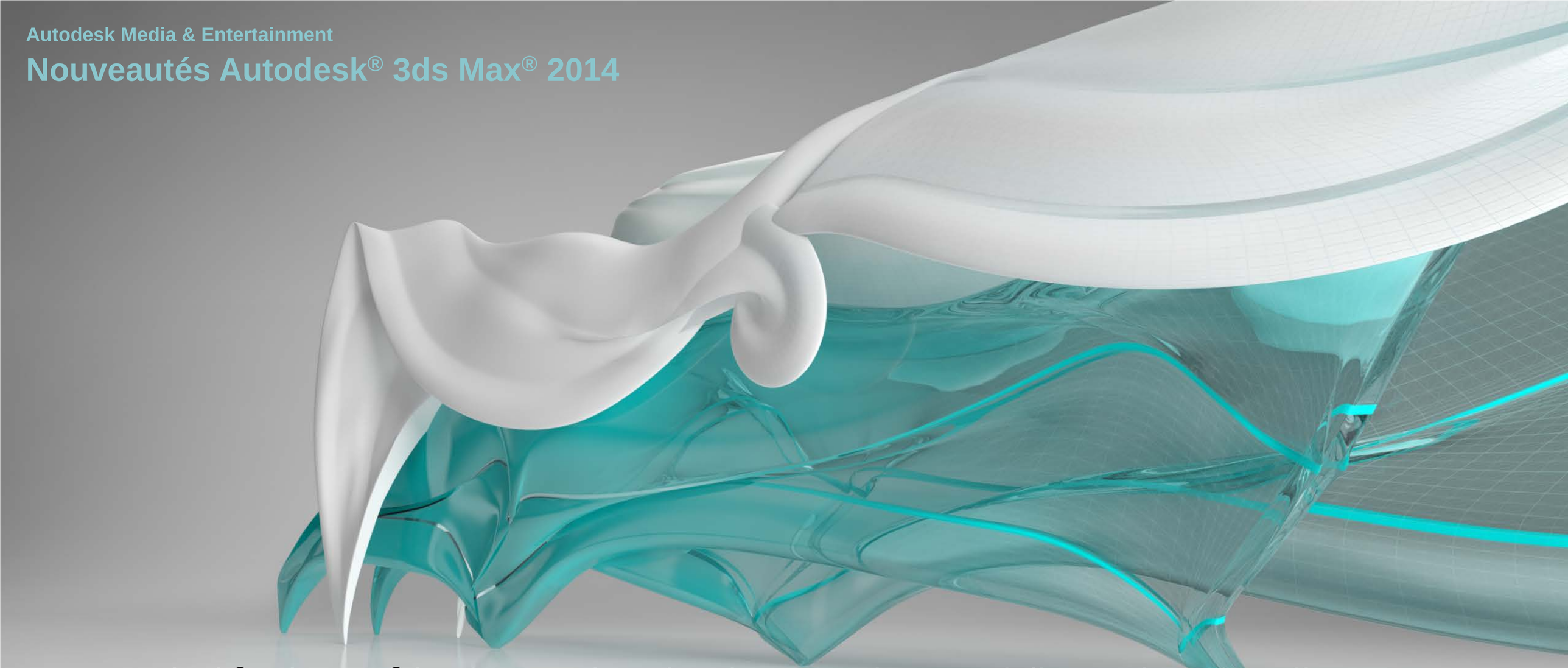
Nouveautés Autodesk® 3ds Max® 2014



Autodesk® 3ds Max® is a comprehensive, integrated 3D modeling, animation, effects, rendering, and compositing software used by game developers, visual effects artists, and artists in the advertising industry.

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Who uses 3ds Max?

Industries
- Film
- Games
- Television
- Advertising, publishing, and graphic design

Artists
- Professionals
- 3D Enthusiasts
- Students

image courtesy of Bent Image Labs

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3ds Max key strengths

Out-of-the-box productivity

- Powerful, easy-to-use, out-of-the-box capabilities
- Interfaces optimized for the way you work
- Easier handling of larger data sets
- Single-step data exchange

Robust modeling / texturing tools

- Freeform sculpting, texture painting, and advanced polygonal modeling with Graphite modeling toolset
- Parametric replication of objects
- Model optimization with ProOptimizer

Image courtesy of Drive Productions

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3ds Max key strengths

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A material advantage

- Powerful tools for lighting, shading, and rendering
- 1,200 real-world Autodesk Materials and 80 Substance procedural textures
- Create and edit complex materials with the Slate schematic material editor
- New support for vector maps

Compelling dynamics and effects

- Powerful, customizable, event-based Particle Flow system
- Integrated Hair, Fur, and Cloth systems
- MassFX unified simulation solver system
- Easily generate moving or idle crowds

Image courtesy of Snowball

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3ds Max key strengths

A rendering revolution

- mental ray® photorealistic raytracer
- iray® ”point-and-shoot” rendering with ActiveShade support
- Quicksilver GPU renderer
- Traditional scan-line renderer

Animation made easy

- Rig characters more quickly with CAT
- CAT Muscle and Skin modifier
- Sequence, blend, and mix animation clips using MotionMixer

Image courtesy of White Rabbit Animation

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3ds Max key strengths

Flexible pipelines with smart data

- Bidirectional 2D/3D workflows
- Single-step 3D data exchange

A global community

- Available in six languages
- Large talent pool & extensive job opportunities
- A large online community

Image courtesy of Pixomondo

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3ds Max key strengths

Powerful partners

- Extensive network of development partners
- Access to a wide range of hardware and software tools

Make it your own

- MAXScript built-in scripting language
- Powerful development tools, C# and .NET

Learning resources

- Autodesk training and documentation
- Partner and third-party books, DVDs, tutorials, and training facilities
- A large online community

Image courtesy of Image courtesy of Quad Productions

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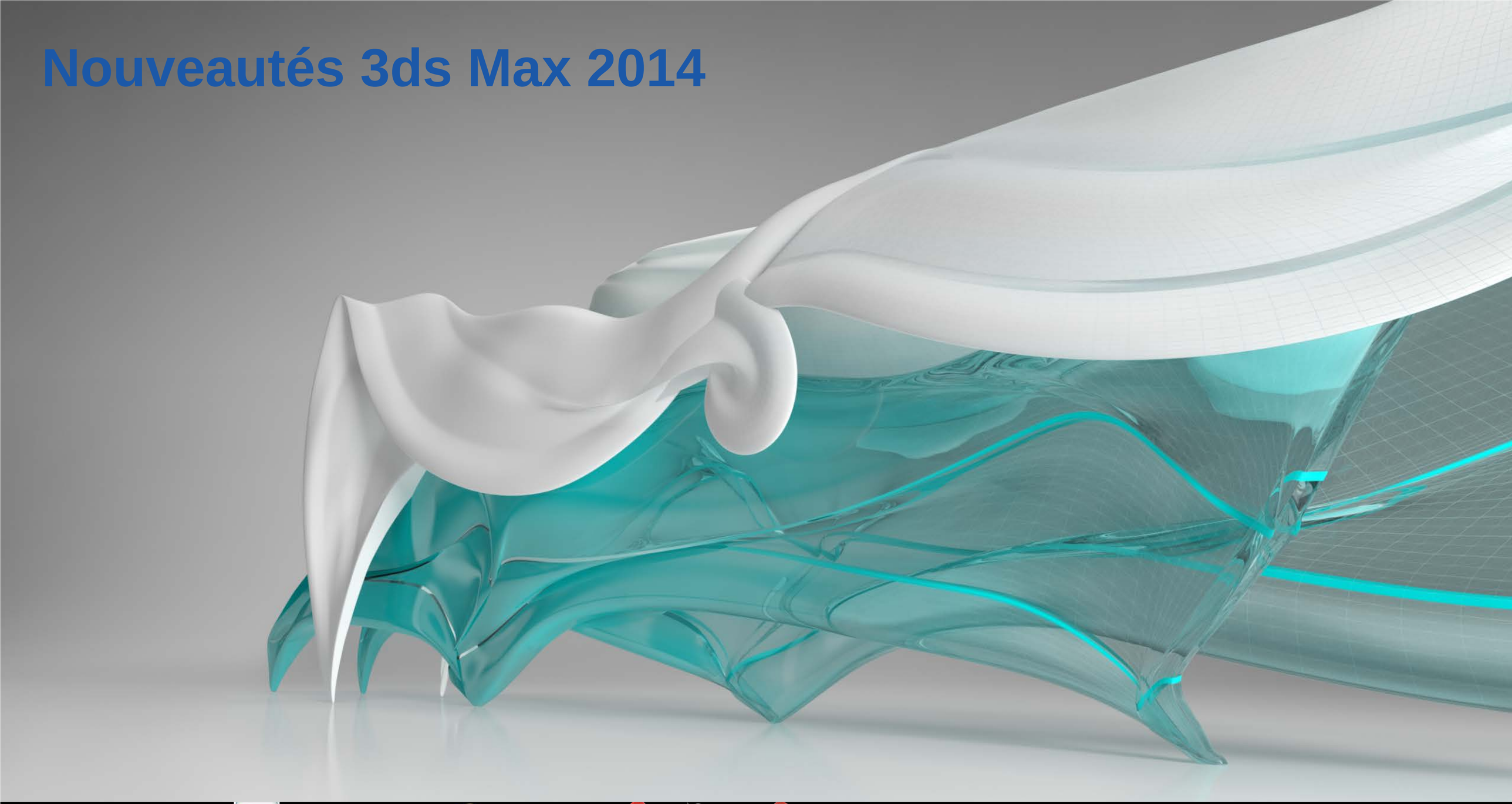

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Highlights

Based on concepts and technology required by today's modern pipelines, 3ds Max 2014 brings a fresh approach to 3D animation that provides new ways of working, helping artists extend their creative capabilities.

Key Features

- Populate
- Improved Viewport Performance
- DX 11 Viewport Rendering
- Augmented Particle Flow System
- Perspective Match
- Vector Map Support

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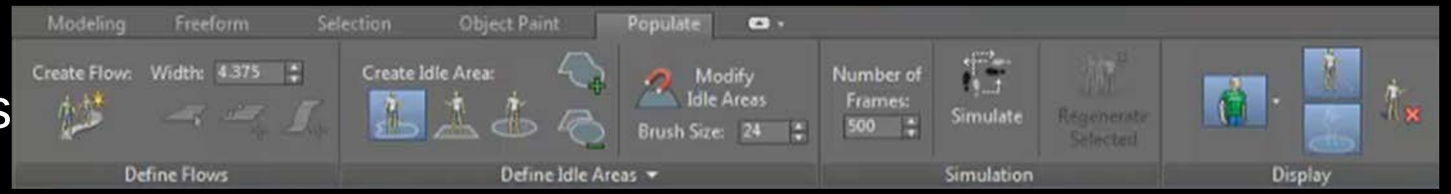
Populate

- Crowd animation feature set
- Generate moving or idle crowds
- Includes a set of animations and characters



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Improved Viewport Performance

- New adaptive degradation techniques
- Improved texture memory management
- Parallelized modifier computations

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DX11 Viewport Rendering

- Support for Microsoft® Direct X® 11 software shaders
- Create and edit high-quality assets and images in less time
- New API with HLSL support

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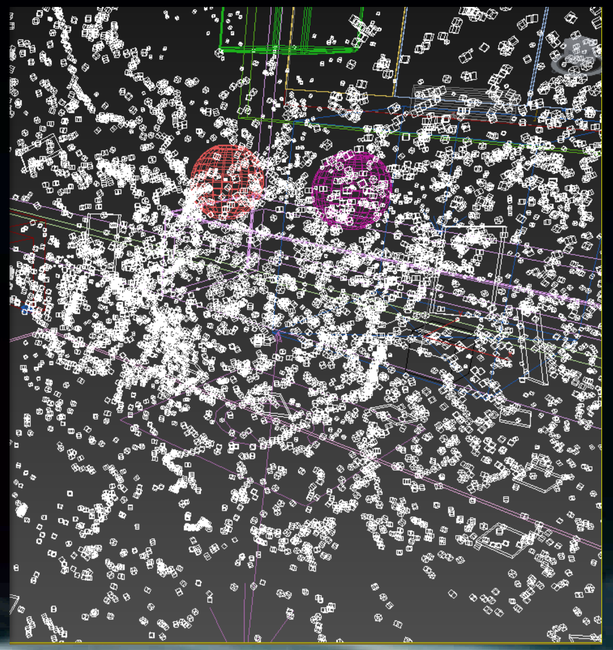
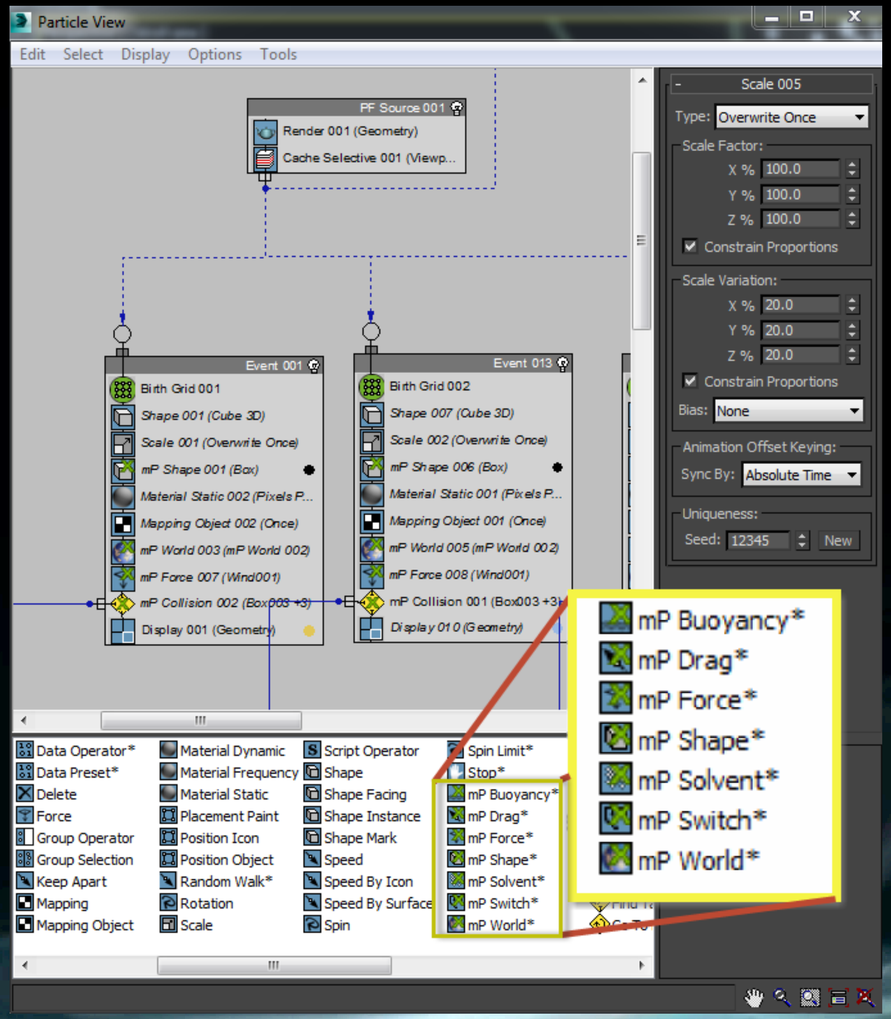
Augmented Particle Flow System

- New Advanced Data Manipulation toolset
- New mParticles module for the MassFX simulation system
- New Cache Disk and Cache Selective operators
- Includes a default set of Particle Flow ‘Freebies’ from Orbaz Technologies





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Perspective Match

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- Interactively match the camera view to the perspective of a photo background
- Place a CG element into the context of a still-frame photographic background

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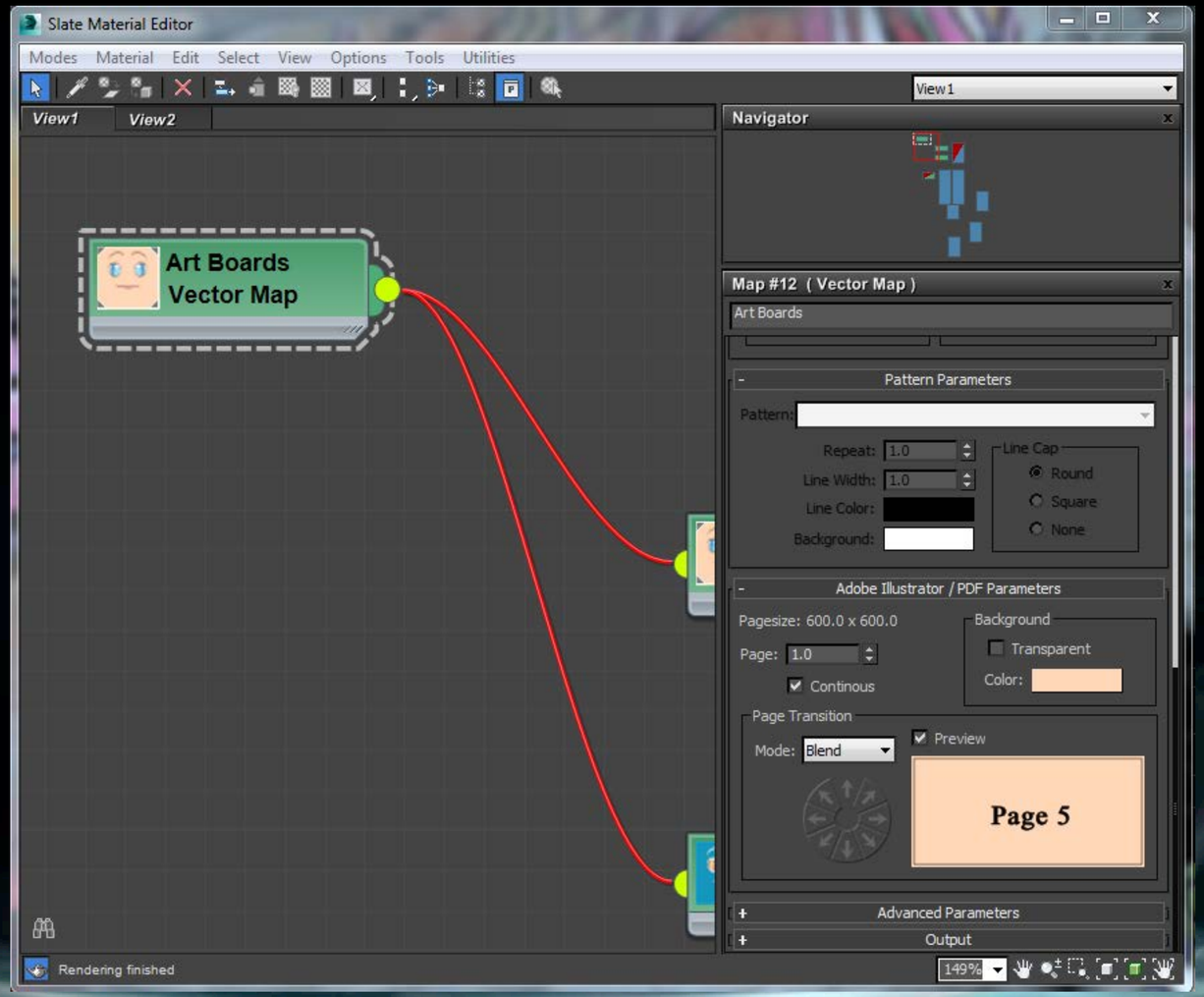
Vector Map Support

- Load vector graphics as texture maps and render them at dynamic resolutions
- PDF support with animated page transitions
- Support for AutoCAD® software PAT Hatch Pattern files
- Support for Adobe® Illustrator® software, SVG, and SVGZ formats



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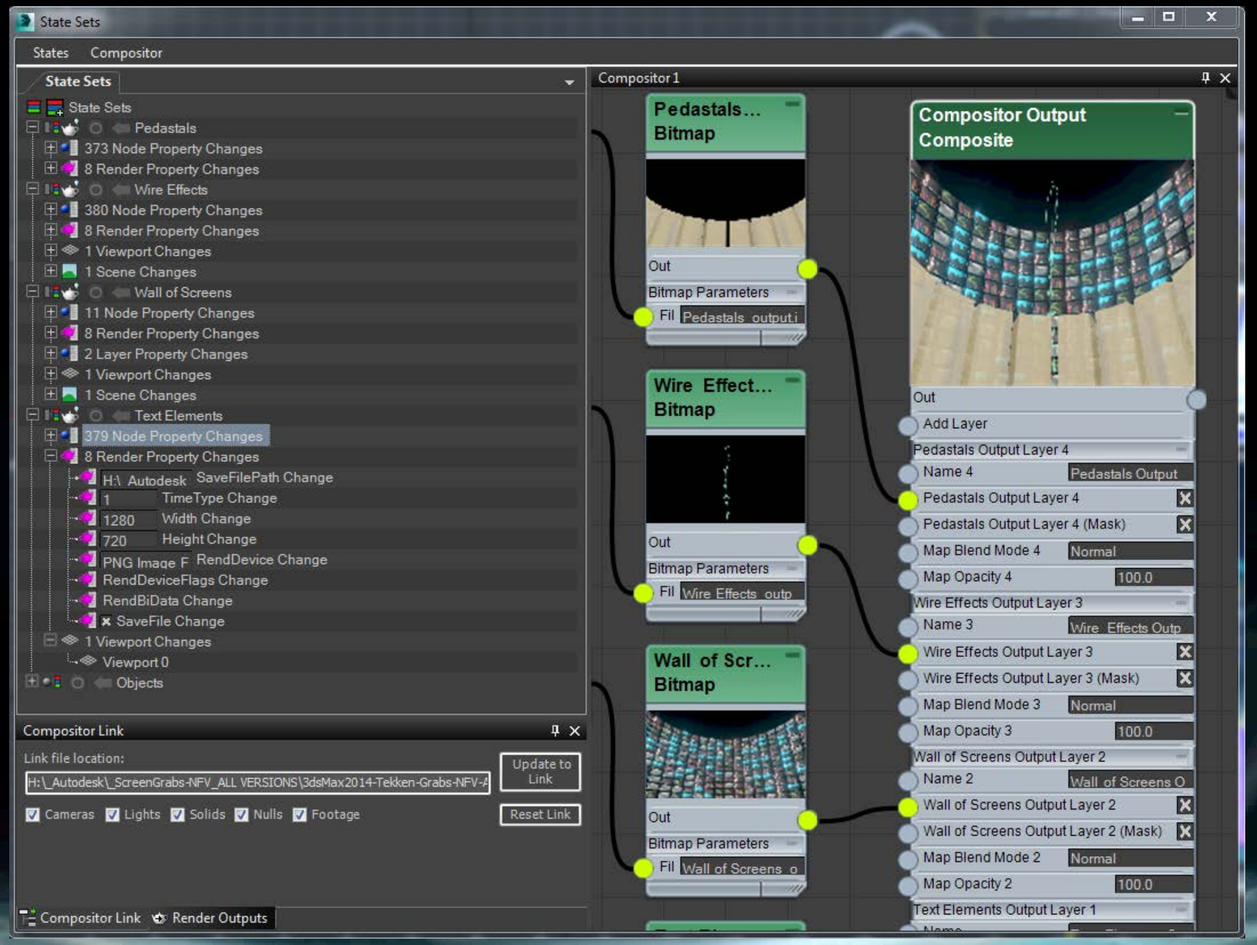
Other key features

3ds Max 2014 also has the following key features:

- Focus on workflow
- Microsoft® Windows® 8 support
- 2D pan and zoom
- Automatic gamma
- Enhanced State Sets
- Enhanced Adobe® After Effects® interoperability



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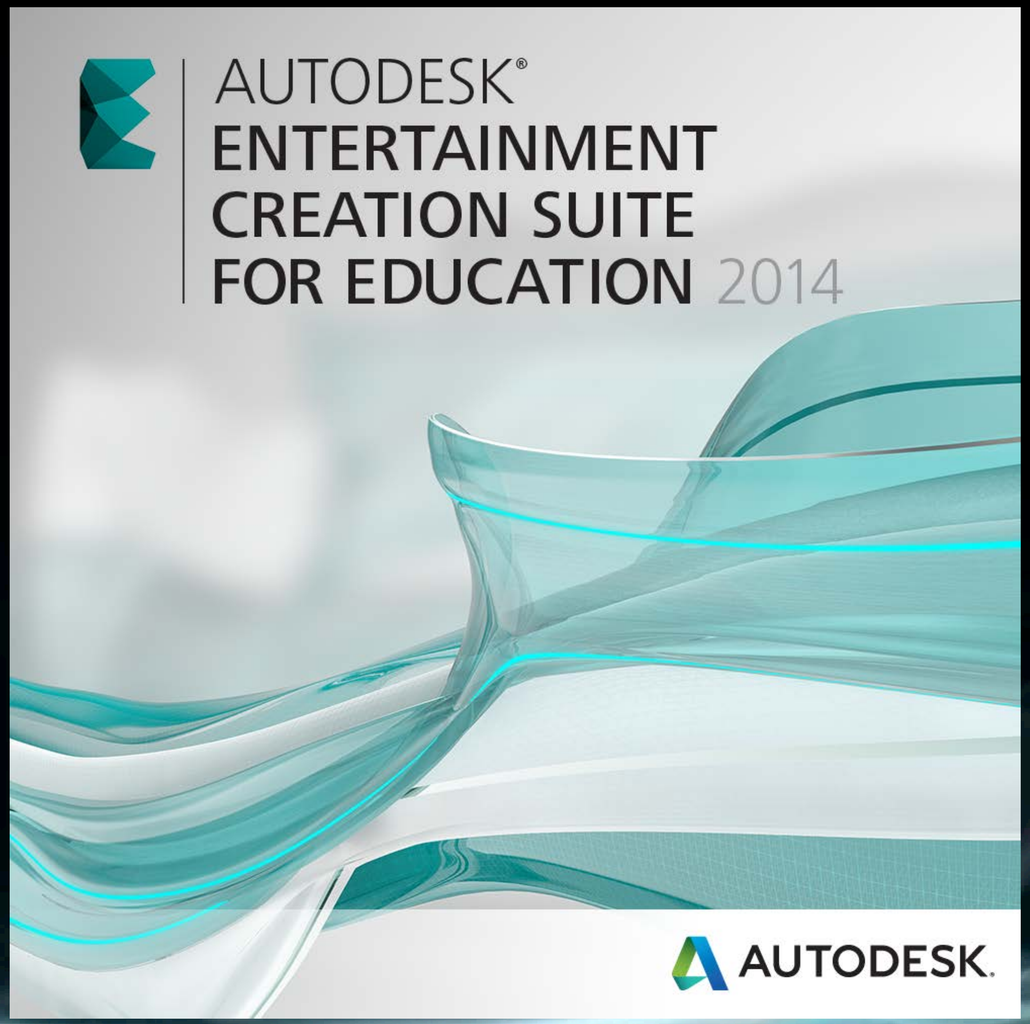
Providing a comprehensive solution

- Community (AREA.com)
- 30-day trial* software
- Learning Path
- Education software
- Autodesk® Subscription options
- Consulting and custom development
- Complete Suite of 2D and 3D tools
- Complete Suite of design tools



*Free products are subject to the terms and conditions of the license and services agreement that accompanies the software.

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