

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.





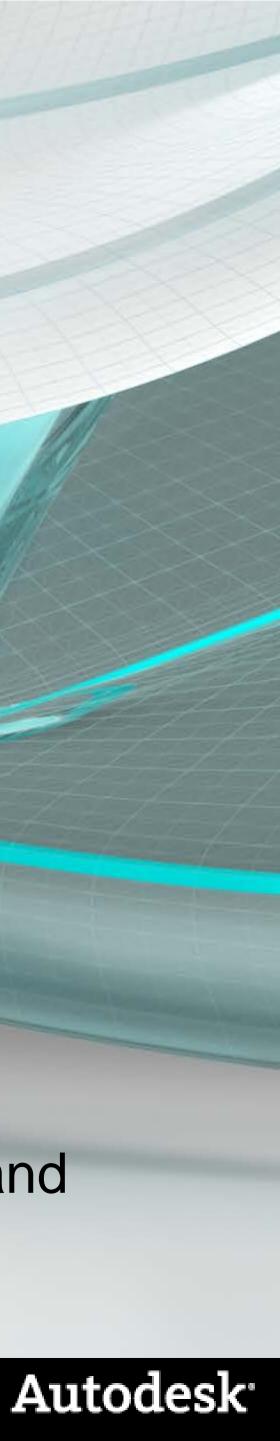












Industries

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

Artists

- Professionals
- 3D Enthusiasts
- Students











Who uses 3ds Max?



image courtesy of Bent Image Labs











ala



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













Autodesk[•]



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











3ds Max key strengths









Autodesk

Gold Partner Media & Entertainment





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













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











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













3ds Max key strengths





Image courtesy of Image courtesy of Quad Productions







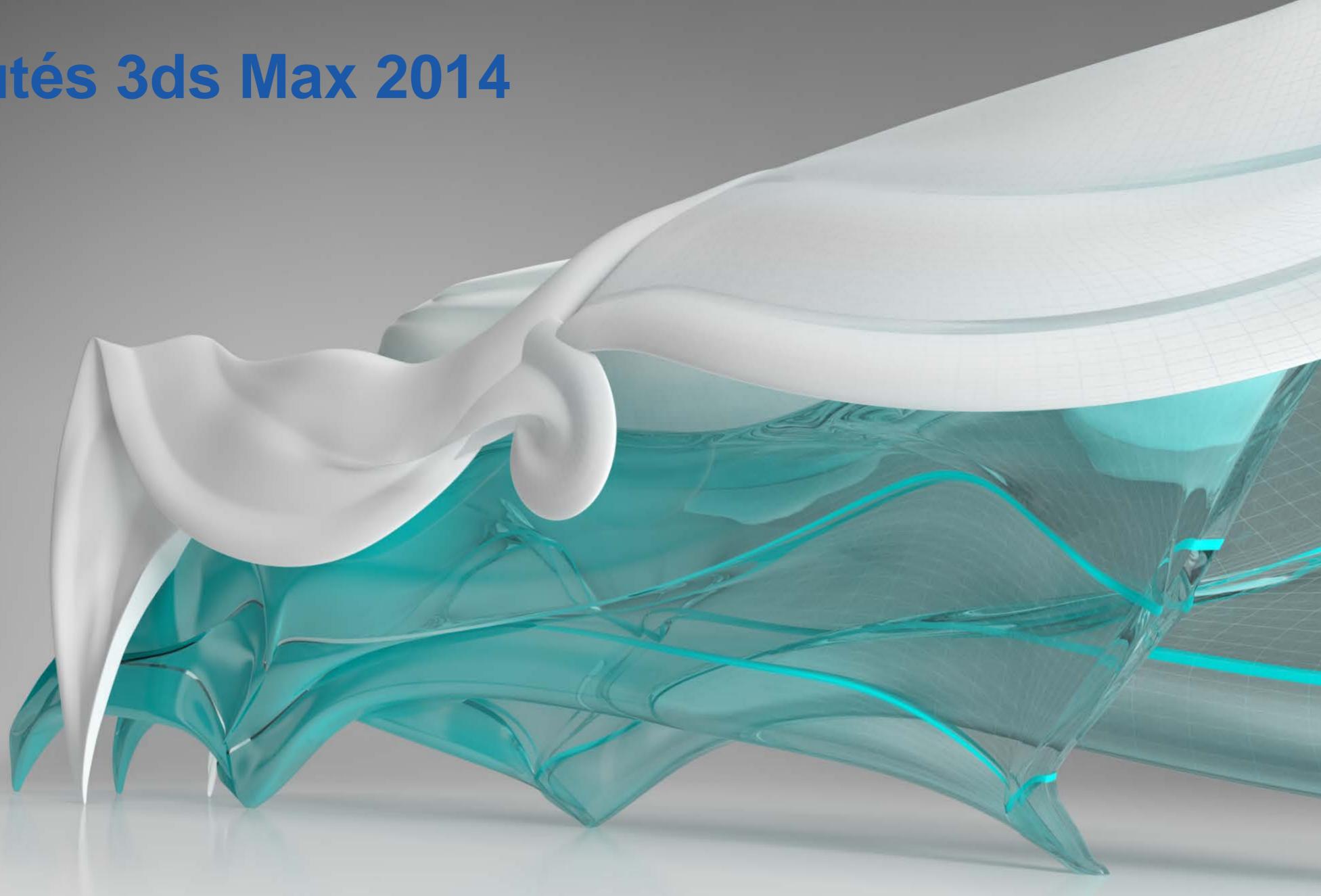








Nouveautés 3ds Max 2014











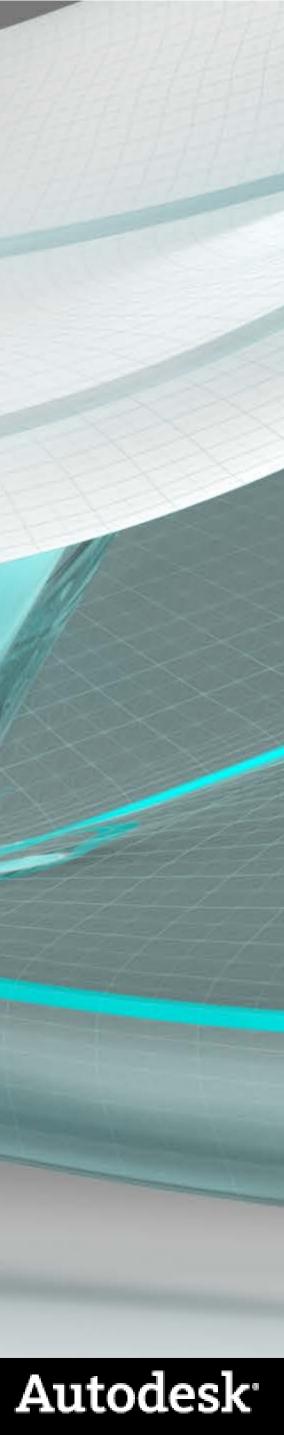














Based on concepts and technology required by today's modern pipelines, 3ds Max 2014 brings a fresh approach to 3D animation that provides new ways of working, helping artists extend their creative capabilities.

Key Features

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











Highlights













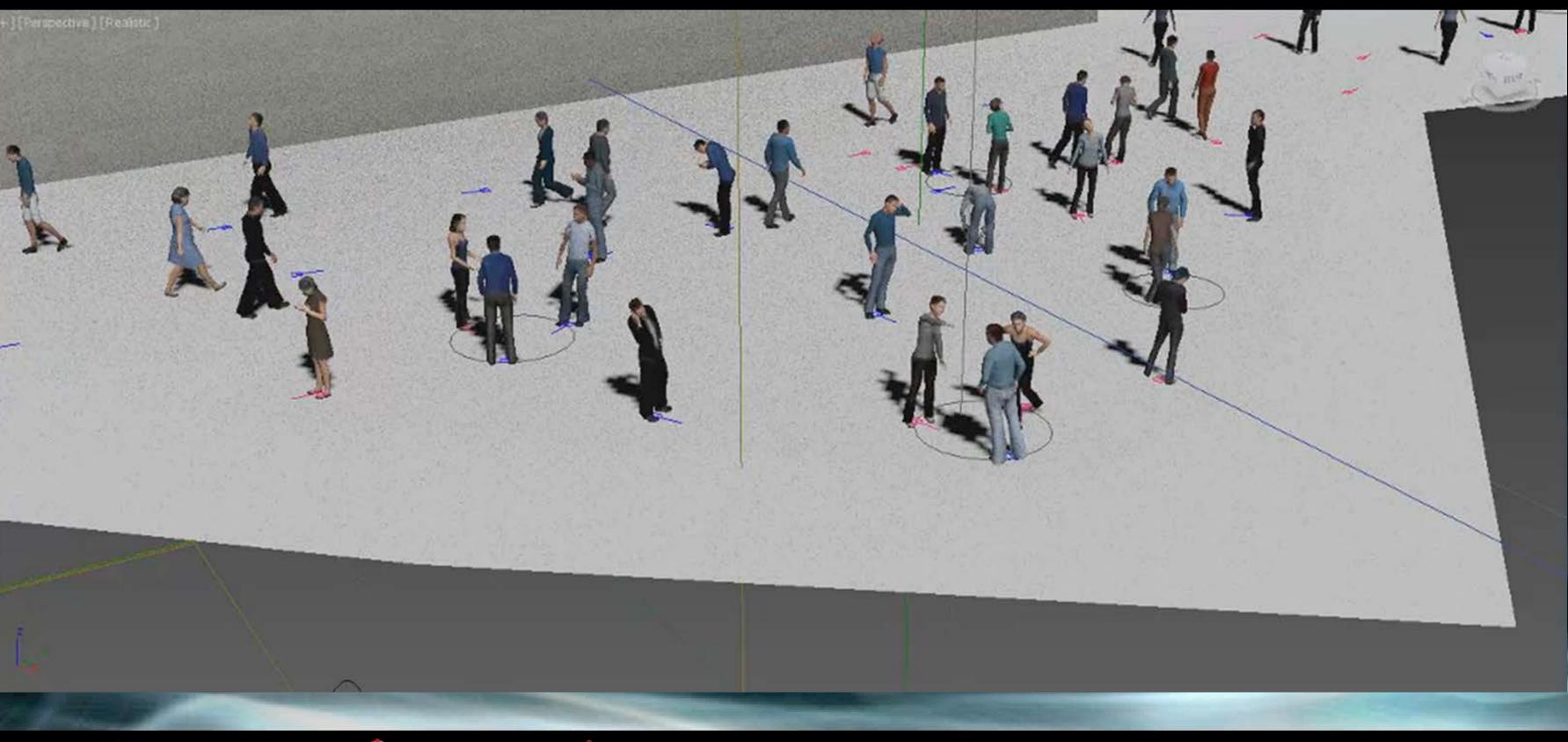




Modeling

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









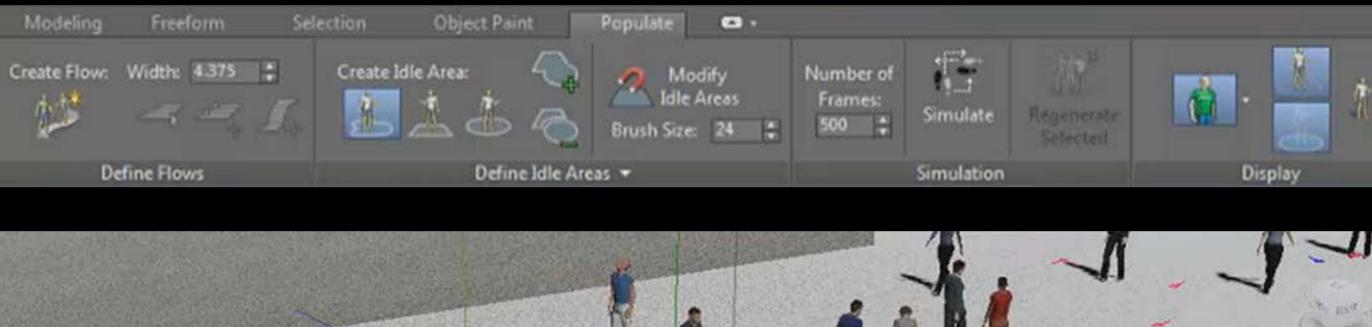






Populate





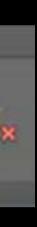


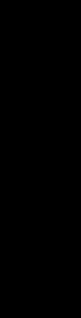


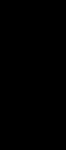
























- New adaptive degradation techniques
- Improved texture memory management
- Parallelized modifier computations













Improved Viewport Performance







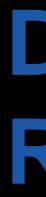












- Support for Microsoft[®] Direct X[®] 11 software shaders
- Create and edit high-quality assets and images in less time
- New API with HLSL support













DX11 Viewport Rendering





10

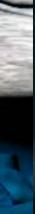






















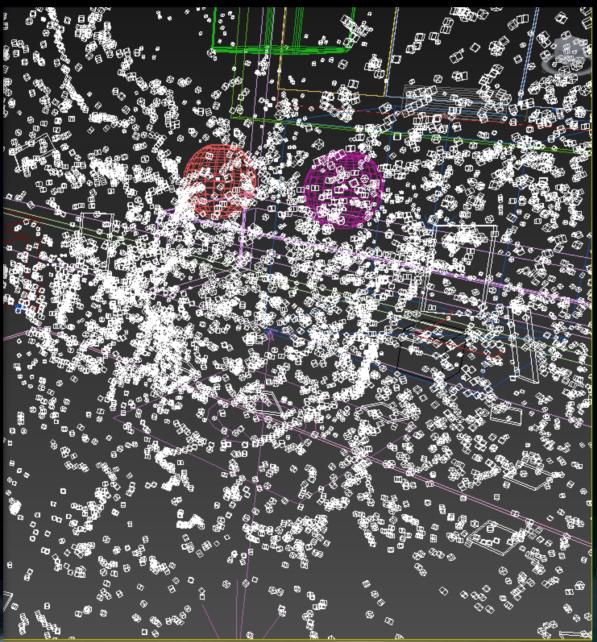








- New Advanced Data Manipulation toolset
- New mParticles module for the MassFX simulation system
- New Cache Disk and Cache Selective operators
- Includes a default set of Particle Flow 'Freebies' from Orbaz Technologies



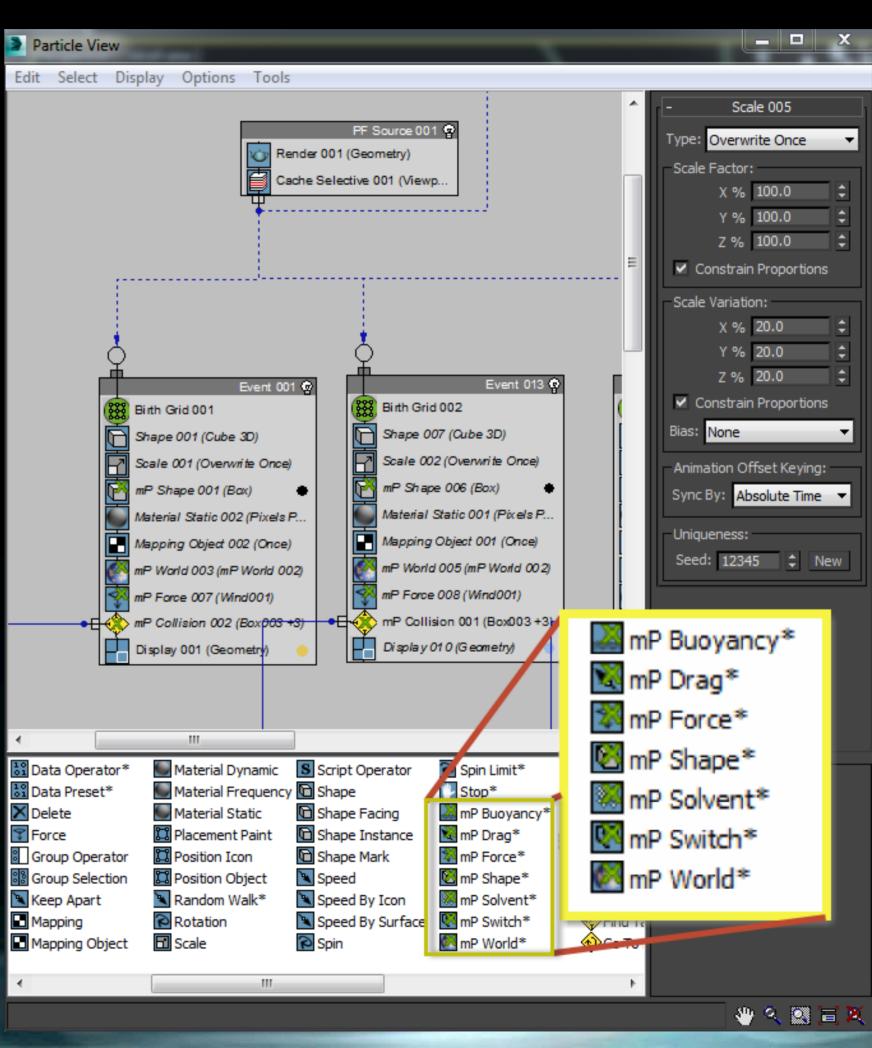








Augmented Particle Flow 3DVF.FR Svstem





(0)





Autodesk

Gold Partner Media & Entertainmen









- Interactively match the camera view to the perspective of a photo background



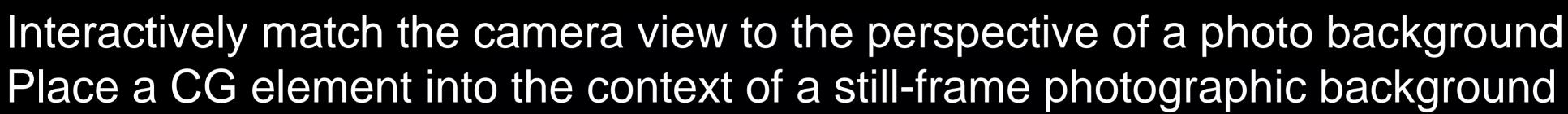








Perspective Match



🔅 📶 📠 💿 💆
16 Objects Selected
- Utilities
More Sets
Asset Browser
Perspective Match
Collapse
Color Clipboard
Measure
Motion Capture
Reset XForm
MAXScript
Flight Studio (c)
- Perspective Match Controls
Vanishing Lines
Hide Vanishing Lines
● XYZ ○ XY
⊙ xz ⊙ yz
Anchor Point
Pick Anchor Object

Camera Adjustments				
Horizontal:	0.0 🗘			
Vertical:	0.0 🗘			
Distance:	0.0 ‡			
Rotation:	+ +			







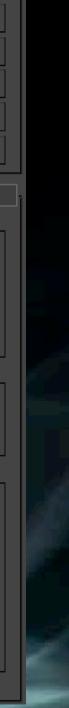


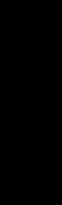
















- Load vector graphics as texture maps and render them at dynamic resolutions
- PDF support with animated page transitions
- Support for AutoCAD[®] software PAT Hatch Pattern files
- Support for Adobe[®] Illustrator[®] software, SVG, and SVGZ formats





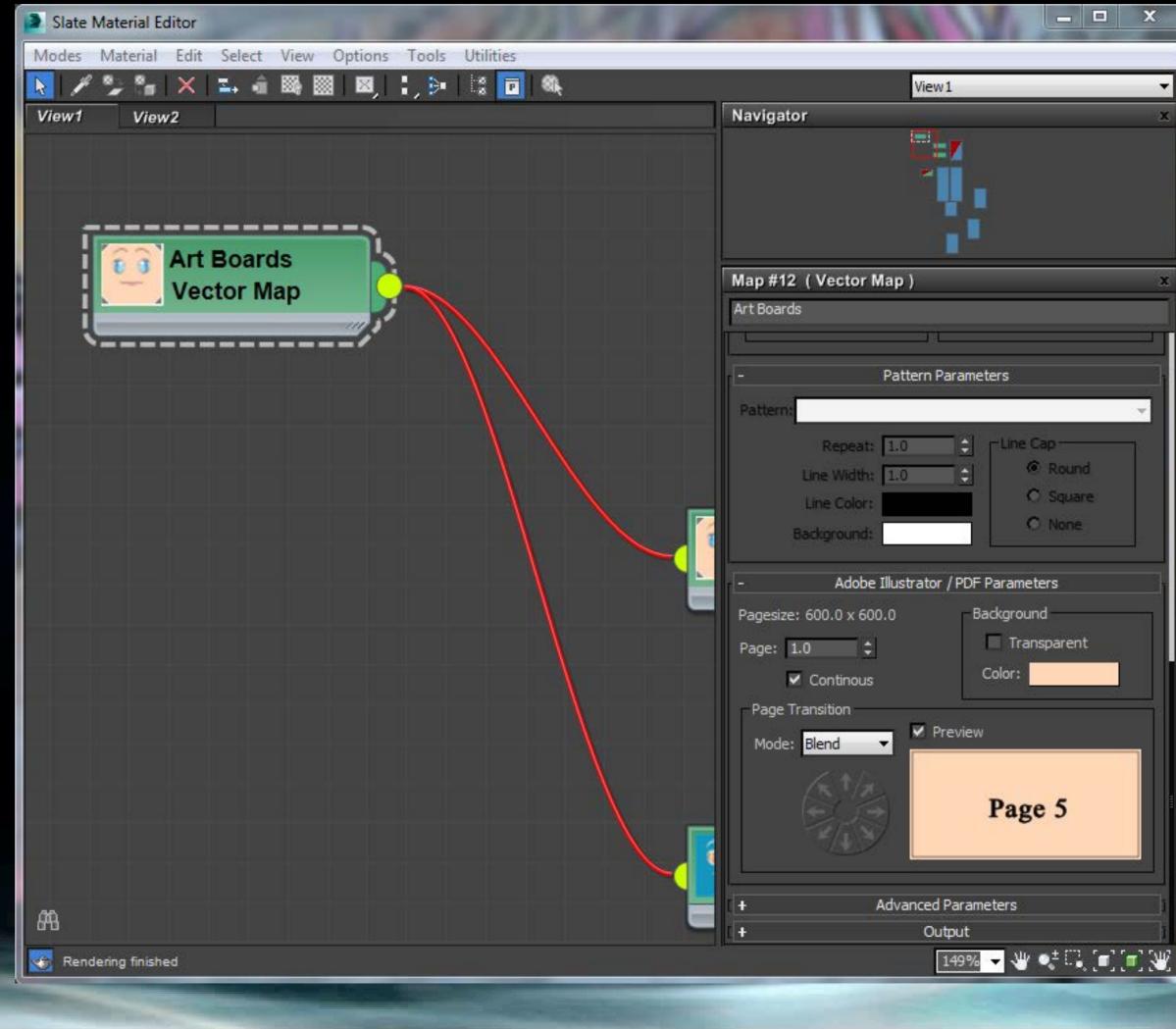








Vector Map Support





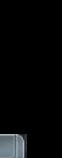
















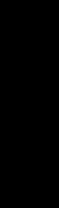


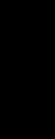
































3ds Max 2014 also has the following key features:

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











Other key features



State Sets				×
States Compositor				
State Sets	🕳 Compositor 1			4
🚍 🚍 State Sets	Ped	lastals	Compositor Output	
📮 🎼 😽 🔿 🧼 Pedastals	Bitn			
🕀 📲 373 Node Property Changes			Composite	
🗄 🐔 8 Render Property Changes				
🖓 🖬 🤡 🔘 🦛 Wire Effects				
🗄 📲 380 Node Property Changes			S 535. 1	Card -
🗄 🐖 8 Render Property Changes			NOSSIPPENEESS	
🗄 🗢 1 Viewport Changes				20
🗄 🔤 1 Scene Changes	Out	<u> </u>		
🕀 🎼 🍲 💿 🦛 Wall of Screens		p Parameters		
11 Node Property Changes	Fil 🖌	Pedastals output.i	- Andrew -	10 10
🗄 🐖 8 Render Property Changes			4	1.100
1 2 Layer Property Changes				
	Wire	e Effect		
E _ 1 Scene Changes	Bitn		Out	
C II C C Text Elements		iap 1	Add Layer	
1 379 Node Property Changes			Pedastals Output Layer 4	100
8 Render Property Changes	1 Sec. 1		Name 4 Pedastal	e Output
H:\ Autodesk SaveFilePath Change				
- 1 TimeType Change			Pedastals Output Layer 4	×
1280 Width Change			Pedastals Output Layer 4 (Mask)	X
720 Height Change	Out	\sim	Map Blend Mode 4 Normal	
PNG Image F RendDevice Change PNG Image F RendDevice Change	Bitma	Parameters –	Map Opacity 4	00.0
- RendBiData Change	🔰 🗌 🚺 Fil 🛛	Vire Effects outp	Wire Effects Output Layer 3	
- SaveFile Change				
B ≪ 1 Viewport Changes				ects Outp
Viewport 0	Wal	of Scr	Wire Effects Output Layer 3	X
🗄 • 🖬 🔿 🥌 Objects	Bitn		Wire Effects Output Layer 3 (Mas	sk) 🔀
		interp	Map Blend Mode 3 Normal	
Compositor Link	д х		Y	00.0
Link file location:			Wall of Screens Output Layer 2	
H:_Autodesk_ScreenGrabs-NFV_ALL VERSIONS\3dsMax2014-Tekken-Grabs-NFV-#	Update to Link			Screens O
			Wall of Screens Output Layer 2	X
🗹 Cameras 👿 Lights 💟 Solids 💟 Nulls 👿 Footage	Reset Link Out	0	Wall of Screens Output Layer 2 (
		o Parameters 🥏	Map Blend Mode 2 Normal	
	Fil 🛛	Vall of Screens o		00.0
				00.0
📲 Compositor Link 🛭 🕸 Render Outputs			Text Elements Output Layer 1	7.544



100















- 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.









Providing a comprehensive solution

AUTODESK®

ENTERTAINMENT

FOR EDUCATION 2014

CREATION SUITE

















Merci de votre attention





















