Autodesk® **3ds Max** 2015
Top reasons to buy/upgrade

Work the way you want

User-driven development, accelerated performance, and streamlined workflows

Out-of-the-box productivity

Autodesk® 3ds Max® 2015 software offers powerful, easy-to-use, out-of-the-box capabilities for creating professional quality 3D animation. With Graphite modeling, CAT advanced character rigging, and intuitive toolsets for dynamic simulation and crowd animation, 3ds Max helps you focus on creativity. Meanwhile, customizable workspaces and tabbed layouts make it easier to configure and switch between interfaces that are optimized for the way you work. Moreover, the Nitrous accelerated graphics core with support for Microsoft® DirectX® 11 shaders offers dramatic improvements in performance and visual quality—so you can handle larger data sets, iterate faster, and make better creative decisions in context.

Robust modeling and texturing tools

Well known by modelers for the depth and breadth of its tools, 3ds Max features Graphite, an extensive 3D polygon modeling and texturing toolset. Graphite combines freeform sculpting, texture painting, object painting, and advanced polygonal modeling with a highly efficient user interface. Models you've created or imported can be easily optimized to help reduce the number of vertices while preserving appearance with ProOptimizer. In addition, the new ability to import, visualize, and snap to massive datasets captured from reality as point clouds enables you to create more precise models from real-world references.

A material advantage

When every pixel matters, professionals turn to the powerful tools in 3ds Max for lighting, shading, and rendering. Achieving the look you need has never been easier with 1,200 real-world Autodesk Materials to select from, while up to 80 Substance procedural textures provide an extensive range of look variations. What's more, creating and editing complex materials is as simple as drag-and-drop with the intuitive Slate schematic material editor, while a new node-based visual shader editor enables you to easily create advanced HLSL real-time viewport shaders. In addition, support for vector maps adds PDF animated page transitions, Adobe® Illustrator® software files, and AutoCAD® software PAT Hatch Pattern files to the range of texturing possibilities.

Compelling dynamics and effects

With the powerful, customizable, event-based Particle Flow system, and the integrated Hair, Fur, and Cloth systems, 3ds Max helps you bring more realistic dynamic motion to your scenes. And with the development of the MassFX unified system of simulation solvers, and its first two modules—mRigids and mCloth—you can take advantage of the multi-threaded NVIDIA® PhysX® engine to create compelling, dynamic rigid-body and cloth simulations directly in the 3ds Max viewport. Moreover, the Populate crowd animation feature set enables you to quickly and easily generate moving or idle crowds to bring worlds to life in a few simple steps.

A rendering revolution

3ds Max continues to revolutionize the world of rendering, giving you an extensive array of options that help you create stunning images in less time. With the integrated mental ray® photorealistic raytracer and the iray® "point-and-shoot" rendering technology both from NVIDIA; a traditional scan-line renderer; and the Quicksilver GPU renderer, you can choose the tool best suited for the job at hand. Moreover, with a more responsive ActiveShade that now supports both mental ray and iray, you can iterate more effectively using an interactive rendering session that constantly updates as changes are made to cameras, lighting, materials, and object transformations. For even more options, choose from an evolving list of third-party rendering plug-ins.
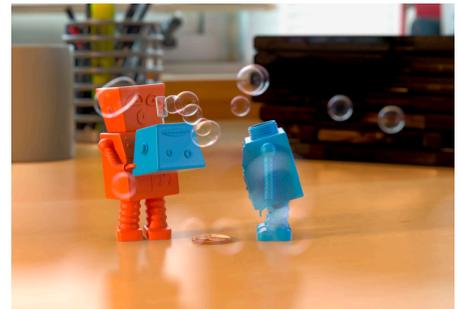

Image courtesy of Straightface Studios

BATMAN: ARKHAM ORIGINS software © 2013 Warner Bros. Entertainment Inc. image courtesy of WB Games Montréal

Image courtesy of Studio Sokerov

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Animation made easy

Creating sophisticated, believable, character animation is easier with 3ds Max. You can rig characters more quickly with CAT and use CAT Muscle and the Skin modifier for more precise control of realistic body deformations. Animate CAT, Biped, and 3ds Max objects using layered motion capture data while preserving the underlying animation keyframes. And creatively sequence, blend, and mix animation clips using the intuitive NLA system, MotionMixer, with biped or certain other animated object types.

Flexible pipelines with Smart Data

With the 3ds Max Smart Data initiative, you can adopt a flexible, efficient, nonlinear approach to working with both 2D and 3D assets. Whether you're refining rendered passes in Adobe® After Effects® or Adobe® Photoshop® software; working with linked files from AutoCAD® or Autodesk® Revit® Architecture software; or converting CAT bipedal characters into characters that are compatible with the Autodesk® HumanIK® solver used in Autodesk® Maya® 2015 software and Autodesk® MotionBuilder® 2015 software, Smart Data workflows help you iterate faster and reduce rework. What's more, with single-step 3D data exchange, and bidirectional 2D/3D workflows, working with other creative tools is now easier.

A global community

Available in six languages and used by hundreds of thousands of artists and designers around the world, 3ds Max enjoys a strong, vibrant community. So, whether you're a facility looking to hire or a student looking for your first job, your search is made easier with 3ds Max. The extensive 3ds Max online community, including AREA (area.autodesk.com), provides an invaluable resource for anyone looking for some expert advice for a challenging project, while the breadth of partner and third-party books, DVDs, tutorials and training facilities supplement the first-class materials included with 3ds Max to offer a broad array of learning choices to help get you up to speed.

Make it your own

With the MAXScript built-in scripting language, you can customize modeling, animation, materials, rendering, and certain other aspects of your 3ds Max toolset with ease. Create custom import/export tools using the built-in file I/O and write procedural controllers that can access the entire state of a scene, or build batch-processing tools—the possibilities are many. Meanwhile, new support for the popular and easy-to-learn Python® scripting language offers another choice for extending and customizing 3ds Max, and helps technical directors and developers more easily integrate it into a Python-based pipeline, while more low-level modifications can be made with the powerful development tools, C# and .NET.

Powerful partners

Enjoy the ability to extend and tailor 3ds Max to meet your specific production needs through Autodesk's extensive network of development partners. Autodesk collaborates with some of the best and brightest experts in the industry to spearhead continued technological innovation in 3D, offering 3ds Max customers access to a wide range of complementary hardware and software solutions.

God Of War: Ascension, image courtesy of Imaginary Forces

Quantum Break, image courtesy of Remedy Entertainment Ltd.

The Crew, image courtesy of Unit Image

Now is the time

Autodesk 3ds Max 2015 software delivers efficient new tools, accelerated performance, and streamlined workflows to help increase overall productivity for those working with complex, high-resolution assets.

Try 3ds Max today, autodesk.com/3dsmax-trial.

For more information about 3ds Max, go to autodesk.com/3dsmax.

To locate the reseller nearest you, visit autodesk.com/reseller.

Discover why so many artists worldwide use 3ds Max software.

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