

3 3DS MAX

3D Modeling, Animation, and Rendering
Software for Games and Design
Visualization



Overview

Model your vision down to the last detail

3ds Max offers a rich and flexible toolset to create premium designs with full artistic control.

- Create massive worlds in games
- Visualize high-quality architectural renderings
- Model finely detailed interiors and objects
- Bring characters and features to life with animation and VFX



Features

3ds Max Modeling, Rendering, and Animation Software

Produce professional-quality 3D animations, renders, and models with 3ds Max® software. An efficient and flexible toolset to help you create better 3D content in less time..



Spline workflows

Create and animate geometry in several intuitive ways with enhanced spline tools.



Open shading language support

Create or use pre-existing procedural OSL maps with any supported renderer.



General animation tools

Use keyframe and procedural animation tools and also view and edit animation trajectories directly in the viewport.



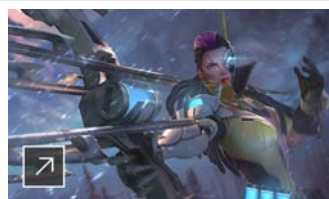
3ds Max Fluids

Create realistic liquid behaviors such as water, oil, lava as well as replicate gravity and collisions effects.



Improved viewport quality

As part of our OSL integration, you can display procedural maps created with OSL at 1:1 quality using Nitrous viewport.



Character animation and rigging tools

Create procedural animation and character rigging with CAT, biped, and crowd animation tools.



Chamfer modifier

Create best-in-class procedural edge modeling details with simple and precise tools.



Arnold for 3ds Max

Use Arnold GPU Renderer to view scene changes in real time, including lighting, materials, and camera.