



We built all of the game's characters, weapons, interactive objects, and environments in 3ds Max. Characters modeled in 3ds Max were detailed in Mudbox to create a more believable look and feel, with realistic emotions.

—Adrien Cho
Lead Technical Artist, Mass Effect
BioWare Corp.

Learn More or Purchase

For more information and a complete list of features and enhancements in Autodesk 3ds Max 2009, visit www.autodesk.com/3dsmax.

Autodesk offers a wide range of 3D and 2D solutions to artists, production studios, and game development facilities looking to fully experience their creative ideas. These solutions include 3ds Max, as well as Autodesk® 3ds Max® Design, Maya, MotionBuilder, Mudbox, and FBX.

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Create stunning 3D in less time.

**Autodesk®
3ds Max®**

2009





Model Efficiently, Animate Easily, Achieve Stunning Results in Less Time

Autodesk® 3ds Max® 2009 software is a full-featured 3D modeling, animation, rendering, and visual effects solution used in the creation of top-selling games and award-winning film and video content. Quickly and efficiently generate convincing characters, seamless CG effects, and jaw-dropping environments.



We have used 3ds Max on every single project, from *Amplitude* through to *Guitar Hero* and *Rock Band*. In *Rock Band*, 3ds Max was our character creator, level editor, and animation tool alongside MotionBuilder. 3ds Max has always been the studio's tool of choice as an all-around workhorse for video game development.

—Ryan Lesser
Art Director
Harmonix Music Systems

Image courtesy of Harmonix Music Systems, Inc.

Precise Visual Feedback and Professional Final Renders

Reveal™ rendering streamlines and accelerates iterative workflows by providing precise control over what is rendered in the viewport or framebuffer. 3ds Max 2009 also provides access to a ProMaterials™ library for the award-winning mental ray® rendering engine, with materials for creating real-world design and building surfaces.

Streamlined Character and Mapping Workflows

Biped now offers animators a more efficient workflow for rigging quadrupeds, together with other features that facilitate the character animation process. The release also delivers new UV editing features, including a UV spline mapping tool, and enhanced Pelt and Relax toolsets that streamline the UVW unwrap workflow.



Image courtesy of BioWare Corp.

Fast and Accurate Data Transfer

Get the information you want, the way you want it. Greater OBJ file format translation fidelity and more import and export options mean more accurate data transfers between 3ds Max and Autodesk® Mudbox™ software or other digital modeling packages. 3ds Max 2009 also delivers improved FBX® memory management and new import options that support interoperability between 3ds Max and other products such as Autodesk® Maya® and Autodesk® MotionBuilder™ software applications.

3ds Max 2009 Key Features

Reveal Rendering

The new Reveal rendering system gives you the precise control you need to quickly refine your renders. Choose to render your entire scene minus a specific object; render a single object or even a specific region of the framebuffer. The rendered image framebuffer now contains a simplified set of tools to quickly validate changes in a render by optionally filtering out objects, regions, and processes, balancing quality, speed, and completeness.

Biped Enhancements

The addition of a new Biped workflow means you can now have your Biped character's hands behave like feet with regard to the ground plane. This new feature dramatically reduces the number of steps needed to create quadruped animations. 3ds Max 2009 also supports rotation of Biped objects around the working pivot as well as the pick pivot, which facilitates the creation of certain kinds of dramatic character performances, such as a character falling to the ground.

Improved Support for OBJ and FBX

Greater OBJ translation fidelity, along with more export options, makes it easier to move data between 3ds Max and Mudbox, as well as other digital sculpting applications. Take advantage of new export presets; additional geometry options, including hidden splines or lines; and new optimizing options for reduced file size and improved performance. Game artists can enjoy enhanced texture map handling and improved Mudbox import information with regard to face counts per object. 3ds Max 2009 also delivers improved FBX memory management and new import options that support interoperability between 3ds Max and other products, such as Maya and MotionBuilder software.



Image courtesy of Codemasters Software Company Limited

Streamlined UV Texture Editing

3ds Max continues to lead the industry in intelligent, easy-to-use mapping tools. Use the new spline mapping feature to map tubular and splinelike objects, such as mapping a road onto terrain. In addition, improved Relax and Pelt workflows streamline UVW unwrapping, enabling you to achieve your desired results in fewer steps.

.NET Support in the SDK

Support for .NET extends your software through use of Microsoft's efficient, high-level application programming interfaces. The 3ds Max 2009 software developer kit ships with sample .NET code and documentation, helping developers take advantage of this powerful set of tools.

ProMaterials

A new library of easy-to-use, physically based materials for mental ray enables you to quickly create frequently used building and design surfaces, such as solid glass, concrete, or professional wall paint—with glossy or matte finish.

Photometric Lighting Enhancements

3ds Max now supports new types of area lights (circular, cylindrical), photometric web previews in the Browse dialog box and Light UI, and improved near-field photometry quality and spot distribution. Plus, distribution types can now support any emitting shape and you can have light shapes appear as objects in the rendered image.

For a complete list of the 3ds Max 2009 software system requirements, visit www.autodesk.com/3dsmax.



Image courtesy of Act3Animation



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