

Driving Creative Excellence with modern tools in 3ds Max



Autodesk® 3DS Max is a 3D computer graphics software developed and produced by Autodesk® Media and Entertainment for making a comprehensive 3D design, modelling, animation and rendering solution for architects, 3D designers, TV commercial studios, civil engineers and visualisation specialists. Evaluate and sell designs before they're built, with rapid iterations, accurate daylight analysis and high-impact visuals and animations

INDUSTRY APPLICATION

- Game Development
- VFX for Film and TV
- Animation
- Architecture & Design
- Advertising
- Virtual Reality



The Key Features in 3Ds Max >



Retopology tools

Automatically optimize the geometry of high-resolution models to create a clean, quad-based mesh geometry.



Smart Extrude

Extrude faces on 3D objects in an intuitive and flexible way. Rebuild and stitch together adjacent faces automatically.



Open Shading Language (OSL) support

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



Baking to texture

Experience streamlined, intuitive, and fully scriptable texture baking.



Integrated Arnold renderer

Arnold for 3ds Max (MAXtoA) supports interactive rendering directly from the interface.



Interactive viewports

Reduce design iteration with render-quality viewport previews, displaying PBR (physically based rendering) materials and camera effects directly.



Software security

Use Safe Scene Loading to protect your work from potentially malicious scripts that could be part of scene files.

