

Explore. Validate. Communicate.

Autodesk 3ds Max Design 2010 delivers tools for free-form 3D modeling, contextual studies, advanced lighting analysis, and cinema-quality presentations.

Combined with mental ray, Autodesk 3ds Max Design is hands down the most indispensable 3D visualization package on the market.

—Robert Stava
Creative Director
3D MEDIA GROUP - ARUP



Image courtesy of Design Hive.

Autodesk® 3ds Max® Design software—a complete version of the award-winning Autodesk® 3ds Max® software—is specifically tailored to architects, designers, engineers, and visualization specialists. Explore, validate, and communicate your creative ideas fully, from initial conceptual models to final, cinema-quality presentations. 3ds Max Design also offers digital continuity with the AutoCAD®, Revit®, and Autodesk® Inventor® software families of products.

Explore Unique Designs

Experience extreme creativity and artistic freedom with the 3ds Max Design 2010 Graphite modeling tools—featuring more than a hundred new tools for free-form design and advanced polygonal modeling. Take the guesswork out of your final renders with Review 3 technology. This major leap forward in viewport display offers support for ambient occlusion, High Dynamic Range Images (HDRI)-based lighting, and mental mill® shaders. 3ds Max Design 2010 also offers productivity-enhancing feature sets, including Containers (for powerful referencing workflows) and a new Material Explorer.

Validate Throughout the Process

Simulate the lighting in your designs with confidence: Exposure™ lighting analysis technology has been validated by the National Research Council (NRC), Canada's leading organization for scientific research. Improved support for Revit® Architecture building information modeling (BIM) helps you generate broader, more detailed contextual studies. Finally, the new xView mesh analyzer enables you to validate your 3D models before exporting or rendering—so that you can avoid costly mistakes early in the design process, when errors are easier to fix.

Communicate with Impact

Quickly aggregate your scene elements: 3ds Max Design 2010 delivers extensive support for 2D and 3D file formats and enhanced workflow interoperability with the AutoCAD, Inventor and Revit families of products. Then use advanced entertainment technologies to create cinema-quality presentations that fully express your design intent. Some of these technologies include the PFlowAdvanced particle design system, robust animation capabilities, ProSound multitrack audio system, and advanced rendering toolsets.



Image courtesy of Vyonyx.

Graphite Modeling Toolset

Graphite takes the renowned Autodesk 3ds Max Design polygon modeling tools to a new level by delivering one hundred new tools for advanced polygonal modeling and free-form design. Graphite tools are displayed in one central location, making it easy to find the right tools for the job.

Exposure

Achieve more sustainable designs by analyzing sun, sky, and artificial lighting and accurately predicting how light will interact with your design. Exposure has now been validated by the NRC, the same organization that validated Radiance as a daylight-simulation tool.

Containers

Container objects enable you and your team to manage large scenes better. Just place related objects in a container—then you can delete, transform, hide, load, unload, and reference those objects as if they were a single entity.

Review 3

Review 3 viewport display technology now offers support for ambient occlusion, HDRI-based lighting, soft shadows, hardware anti-aliasing, interactive exposure control, and the revolutionary mental mill shader technology from mental images.

Material Explorer

Using this productivity-enhancing toolset you can quickly browse the materials in your scene, replace them at will, and view material properties and relationships.

xView Mesh Analyzer

Validate your 3D models before exporting or rendering using the new xView mesh analyzer technology. Providing an interactive view of where problems may lie, xView helps you avoid costly mistakes early in the design process when mistakes are easier to fix.

PFlowAdvanced Particle Effects

Twelve operators new to 3ds Max Design software are included in this toolset, including precision painting operators, the Shape Plus operator, as well as utilities and grouping operators.

OBJ Import

Expanded support for the OBJ file format streamlines the import and export of 3D model data between 3ds Max and Autodesk® Mudbox™ software and with other, third-party digital-sculpting applications.

ProOptimizer

ProOptimizer enables you to precisely control the number of faces or points your scene or model has. Useful faces are removed last, so a selection can be reduced up to 75 percent without loss of detail.

ProSound

With this toolset you can add up to 100 audio tracks to your presentations: voice-overs, ambient sound, or musical scores. The technology supports both PCM and compressed audio in AVI or WAV format and up to six output channels.

Performance Improvements

Expanded multiprocessor support along with GPU optimizations from previous versions of the software result in a much more responsive viewport.