Autodesk® 3ds Max® 2010
Autodesk® 3ds Max® Design 2010
General FAQ

Q: What is 3ds Max Design 2010?
A: 3ds Max Design 2010 software is essentially a customized installation of Autodesk® 3ds Max® 2010 software, the result of which is an optimized user experience for architects, designers, engineers and visualization specialists.

3ds Max Design has the same functionality as 3ds Max, with the addition of the Exposure™ lighting analysis technology. The Software Development Kit (SDK) is not provided. Other differences between the two products include user interface and application defaults, tutorials, sample files, and product websites. Each of these components is tailored for its respective audience.

More generally, Autodesk 3ds Max Design 2010 software is a comprehensive 3D modeling, animation, and rendering solution designed to support the way designers and visualization specialists work: creatively, iteratively, and across multiple software applications. As compared with 3ds Max Design 2009, 3ds Max Design 2010 introduces a number of key new and enhanced features, including over 100 new modeling tools to let designers explore form-making, while refining their designs with a new render-quality viewport display; new interactive lighting analysis to help iterate more quickly, validate sustainable solutions and avoid costly mistakes early in the design process; and communicate a compelling vision is simplified with an extensive library of particle effects and flickerless rendering improvements.

3ds Max Design 2010 also delivers updated user interface and workflow features, which, together with data compatibility, enhance digital continuity between 3ds Max Design and products from the Revit® and AutoCAD® software families. This includes Recognize™ scene loading technology that significantly improves inter-application workflows with Revit Architecture 2010, through the accurate import of lights, materials and cameras.

Q: What is 3ds Max 2010?
A: Autodesk® 3ds Max® 2010 software is a full-featured 3D modeling, animation, rendering, and visual effects solution used in the creation of top-selling games and blockbuster film and television content. 3ds Max 2010 introduces several key new features, including the new Graphite modeling tools, which provides over 100 new modeling tools unified in an innovative user interface; powerful new referencing workflows to organize complex scenes; new Material Explorer for navigating or modifying all rendering-related assets in a scene; new xView mesh analysis technology for providing in-viewport reporting on several types of mesh errors; as well as ProOptimizer, PFlowAdvanced, and ProSound, which were formerly only available as a part of the Creativity Extension. Finally, 3ds Max 2010 offers compatibility with Autodesk® Mudbox™, Autodesk® Maya® and Autodesk® MotionBuilder™ software through Autodesk® FBX® and OBJ file translation. Each of these features are also available in 3ds Max Design 2010.

Q: Why are there two versions of 3ds Max?
A: In order to optimize the user experience for both entertainment and design visualization customers, there are two versions of 3ds Max; 3ds Max Design, and 3ds Max.

Entertainment users commonly specialize in areas such as character rigging, lighting, texturing, and animation. For these customers, 3ds Max 2010 continues to build on its legacy as an industry-leading content creation tool in the games, film, television industries. 3ds Max Design is directed towards maximizing a high-quality "out of the box" experience for design visualization specialists in the architecture, civil engineering, industrial and manufacturing industries.

Each "flavor" of 3ds Max is specifically tailored for its intended audience; from learning resources and sample files, to application defaults and even carefully selected features such as the Exposure lighting analysis technology for designers and visualization specialists.

Q: Is 3ds Max or 3ds Max Design right for me?
A: If you work primarily in entertainment and require the SDK, choose 3ds Max 2010. 3ds Max has all the features of 3ds Max Design except for the Exposure lighting analysis tool for assisting in attaining LEED EQ Credit 8.1 certification.

If you work primarily in the architecture, civil engineering, or manufacturing sectors, and you do not need to create your own plug-ins using the SDK, choose 3ds Max Design 2010. It has all the features of 3ds Max 2010 except for the SDK, and it includes the new Exposure lighting analysis tool for assisting with LEED EQ Credit 8.1 certification.

Q: Apart from the SDK and Exposure lighting analysis, what is the difference between 3ds Max and 3ds Max Design?
A: The key difference between 3ds Max and 3ds Max Design is that each product is tailored specifically for customers in different industries. 3ds Max Design is ideal for architects, engineers, designers and visualization specialists, while 3ds Max is a tool of choice for professionals in the games, film, and television industries.

While these sibling applications are nearly identical technologically, they differ in the following ways:

- User interface and application defaults are optimized for either visualization or entertainment workflows/pipelines in order to maximize productivity
- 3ds Max Design features Exposure technology for simulating and analyzing sun, sky, and artificial lighting
    - 3ds Max does not contain this technology
- 3ds Max includes a powerful SDK for developers
    - 3ds Max Design does not contain this SDK
- Tutorials and samples files will be customized to optimize the learning experiences of each customer group for each product
- Documentation also contains custom content for each product
- Icons and packaging for 3ds Max Design will be more closely aligned with Autodesk AEC solutions for quick visual recognition. 3ds Max 2010 icons will remain similar to 3ds Max 2009 icons.
- Online user experience will be greatly improved through content tailored for visualization or entertainment customers

Q. What features are the same between 3ds Max and 3ds Max Design?
A. With the exception of the SDK, 3ds Max Design has 100% of the features found in 3ds Max. 3ds Max and 3ds Max Design share a single binary. This means that both applications will be able to simultaneously advance from a technological perspective. When 3ds Max is updated for the latest version of Microsoft® Windows® operating system (OS) or DirectX® application programming interface (API), 3ds Max Design is updated . A single binary also means that there is 100% file compatibility as well as plug-in compatibility between the applications.

Q: I currently have an earlier version of 3ds Max, how do I get 3ds Max Design 2010?
A: If you are currently on Autodesk® Subscription for 3ds Max 2009 or 3ds Max Design 2009, you will receive notification via email when your 3ds Max 2010 or 3ds Max Design 2010 product is ready for download. If you are not on Subscription, choose one of the products and simply upgrade to it. See which product is right for you with a free 30-day trial download.

Q: How will 3ds Max and 3ds Max Design differ in the future?
A: Autodesk will carefully consider customer feedback, industry drivers and business needs in evaluating how to enhance both 3ds Max Design and 3ds Max in the future. It is Autodesk's intention to maintain the same binary code between products, as well as complete data compatibility and interoperability.

Q: I picked the wrong "flavor" of 3ds Max, now what do I do?
A: If you are using 3ds Max Design, and feel you need the SDK to write your own plug-ins, simply enroll in the Autodesk Developer Network (ADN) and continue using 3ds Max Design. If you are part of Autodesk Subscription, it will be possible to cross-grade from 3ds Max Design 2009 to 3ds Max 2009 or vice-versa through the 3ds Max Self-Select Program. All Subscription customers will be notified of this program via email.

Q: Can I run 3ds Max Design and 3ds Max side-by-side?
A: Yes, it is now possible to have both 3ds Max and 3ds Max Design on the same computer. As both of these applications are nearly identical in features and functionality, most customers will not have a need for side-by-side installs.

Q: Can I use both products in a production environment?
A: Yes. Since 3ds Max and 3ds Max Design are based on the same binary, data moves seamlessly between them and both can be used together in a Backburner rendering network.

Q: Will my MAXScripts work in both products?
A: Unless you have written a script that requires the Exposure lighting analysis feature to be present, there are no known differences between running a script created in 3ds Max on 3ds Max Design.

Q: I have floating licenses of 3ds Max, how will things work?

A: You will need to have separate licenses for 3ds Max and 3ds Max Design to use both products. For example, if you have a pool of five floating 3ds Max licenses, you can only use 3ds Max and not 3ds Max Design. You are required to crossgrade your license to use 3ds Max Design if you have purchased a license for 3ds Max.

Q: Will Autodesk Subscription benefits remain the same for each product?

A: Yes. Both products will offer the same Autodesk Subscription programs and benefits. This is subject to change.

Q. When will 3ds Max Design 2010 be available?

A. 3ds Max Design 2010 (English) is scheduled to ship in April 2009.

Q: What is the price of 3ds Max Design 2010?

A: 3ds Max Design 2010 software pricing is identical to that of 3d Max 2010. Please consult your local reseller for pricing.

Q: Will a manual be included in the product packages?

A: In a corporate-wide effort to support sustainable initiatives, no printed documentation will be shipped with either product. 3ds Max 2010 and 3ds Max Design 2010 documentation will be available in electronic form on the installation DVD and for download. To learn more about Autodesk's green initiatives, visit: http://www.autodesk.com/green

Q. Can I try the either product?

A. Yes. Users wishing to work with either 3ds Max 2010 or 3ds Max Design 2010 may download a free* 30-day trial from the Autodesk website. Visit: http://www.autodesk.com/3dsmax or http://www.autodesk.com/3dsmaxdesign.

Q: What is Autodesk Authorized Training, and how do I get it?

A: Autodesk Authorized Training is designed to accelerate your career with Autodesk® software. Get trained at an Autodesk Authorized Training Center (ATC®), with hands-on, instructor-led classes to help you enhance your productivity and heighten return on investment. You can make Autodesk Official Training Courseware (AOTC) a key part of your product training, and learn from the best with content developed by Autodesk subject-matter experts. Earn Autodesk certification to prove your experience, reliably validate your skills and knowledge, enhance credibility in your field and maximize your value. For more information about these learning solutions, visit www.autodesk.com/authorizedtraining, www.autodesk.com/aotc , and www.autodesk.com/certification

Q: Do 3ds Max 2010 and 3ds Max Design 2010 integrate with other Autodesk products?

A: Yes. The FBX®-based Recognize scene loading technology enables 3ds Max Design users to quickly and accurately import geometry, lights, materials, and cameras from Revit 2010 scenes. Support for DWG files results in faster, more accurate importing of data from other popular Autodesk applications such as the AutoCAD family of products. Also, the Autodesk® FBX® file interchange format and OBJ support allows users to easily transfer assets to and from 3ds Max, Autodesk Mudbox, Autodesk Maya, and Autodesk MotionBuilder software products, as well as any other content creation package that support FBX or OBJ.

Q: What operating systems are supported for 3ds Max Design 2010; 32-bit?
A: Microsoft® Windows Vista® and Microsoft® Windows® XP Professional operating system (SP 2 or higher). Full system requirements are available at www.autodesk.com/3dsMaxDesign

Q: What operating systems are supported for 3ds Max Design 2010; 64-bit?
A: Microsoft Windows Vista and Microsoft Windows XP Professional x64. Full system requirements are available at www.autodesk.com/3dsMaxDesign

Q: Is the price for 3ds Max Design 2010 64-bit the same as for the 32-bit version?
A: Yes. Customers purchasing 3ds Max Design 2010 will receive software for both 32-bit and 64-bit operating systems (Windows only). Both systems will use the same licensing so customers are able to use either 32-bit or 64-bit 3ds Max Design 2010 on their workstation (hardware and OS must be present that supports this capability).

Q. Can 3ds Max and 3ds Max Design be purchased as Network licenses?
A. Yes, 3ds Max and 3ds Max Design are available in Standalone and Network versions for Full System Commercial, Not for Resale (NFR), and Education license types.

Q. Will my plug-ins from the previous version of 3ds Max work with 3ds Max 2010 or 3ds Max Design 2010?
A. No. Autodesk 3ds Max 2009 and earlier versions of plug-ins will need to be recompiled with Microsoft Visual C++®, Service Pack 1 in order to be compatible with 3ds Max 2010 or 3ds Max Design 2010. In order for plug-ins to work with the 64-bit versions, they will require porting to that operating system.

Q. Will 3ds Max Design 2010 be able to access file data from 3ds Max 2010 and previous versions of 3ds Max?
A. Yes. To facilitate the transition to 3ds Max Design, files/scenes saved in 3ds Max 2009 are forward compatible with 3ds Max Design 2010. However, if a scene has been saved with plug-ins using a prior version of 3ds Max, it may not load properly if the plug-ins have not been updated for 3ds Max Design 2010.

Q: Can I load data created with the 64-bit versions in the 32-bit versions of 3ds Max 2010 and 3ds Max Design 2010?
A. Yes, data created with the 64-bit version of 3ds Max 2010 and 3ds Max Design 2010 will load in the 32-bit version of either product.

* This product is subject to the terms and conditions of the end-user license agreement that accompanies download of this software.