Create stunning 3D in less time

Autodesk 3ds Max 2011 software delivers compelling new techniques for helping create and texture models, animate characters, and produce higher-quality images in less time.

The new Object Paint tool and the updated Viewport Canvas are like gold for game artists. Those two things alone are going to save tons of time creating our game assets. And the fact that we can save back to version 2010 means that we can safely make the jump to 2011 mid-project without the usual upgrade jitters.

— James Haywood
Senior Technical Artist
Bungie

©2009, Planet 51. Image courtesy of Ilion Animation Studios.

Whether you're looking to create differentiated 3D assets for games, compelling broadcast graphics for television, or stunning visual effects for the latest box-office attraction, Autodesk® 3ds Max® 2011 software provides a comprehensive, integrated 3D modeling, animation, rendering, and compositing solution that enables you to more quickly ramp up for production.

Accelerate Everyday Workflows
Model and texture characters, props and environments more efficiently in 3ds Max 2011, with expanded Graphite and Viewport Canvas toolsets that deliver intuitive new brush-based interfaces for 3D painting, texture editing, and object placement. Meanwhile, a new in-context direct manipulation UI helps make polygon modeling faster and helps you maintain focus on the creative task at hand, while customized user interface (UI) layouts keep your choice of frequently used actions and macro scripts readily accessible. And, for projects where collaboration is critical, a significantly enhanced workflow with Containers enables multiple users to work in parallel, helping to meet tight deadlines.

Create Believable Movement Faster
Achieve higher-quality results in less time when creating animations and simulations in 3ds Max 2011. With the flexible, approachable Character Animation Toolkit (CAT) now fully integrated, you can use default settings to more quickly create working rigged characters or customize rigs for more demanding set-ups.

Polish Your Image
Whether an image sequence is the final, refined product of a production, an animatic for review, or part of an interactive experience, 3ds Max 2011 offers new tools to help you create it more easily. An intuitive new node-based material editor, Slate, helps make it easier to create and edit complex material networks, while the innovative Quicksilver hardware renderer can render at incredible speeds and it supports advanced lighting effects.

Meanwhile, the new ability to view 3ds Max texture maps and materials in the viewport means that you can make interactive decisions in a higher-fidelity context, helping to reduce errors. Finally, the inclusion of 3ds Max Composite, a fully featured HDR-capable compositor based on technology from Autodesk® Toxik® software, provides a powerful toolset that incorporates keying, color correction, tracking, camera mapping, raster and vector paint, spline-based warping, motion blur, depth of field, and tools to support stereoscopic productions.

Image courtesy of Zee Network.

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Image courtesy of Krome Studios.

Slate Material Editor

More easily visualize and edit material component relationships with Slate, a new node-based editor that helps significantly improve workflow and productivity for creating and editing complex material networks.

Quicksilver Hardware Renderer

Create higher-fidelity pre-visualizations, animatics, and games-related marketing materials in less time with Quicksilver, an innovative new hardware renderer that uses both the CPU and the GPU to help produce higher-quality images at incredible speeds.

Local Edits to Containers

Collaborate more efficiently with significantly enhanced workflows for Containers that enable you to meet tight deadlines by working in parallel: multiple users can layer local edits nondestructively on top of referenced content, working simultaneously on different aspects of the same container.

Viewport Display of Autodesk 3ds Max Materials

Develop and refine scenes in a higher-fidelity interactive display environment that enables you to help make better decisions in context with the new ability to view most 3ds Max texture maps and materials in the viewport.

3ds Max Composite

Enhance rendered passes and incorporate them into live action footage with 3ds Max Composite: a fully featured, high-performance, HDR-capable compositor, based on technology from Autodesk Toxik software.

In-Context Direct Manipulation UI

Save time when modeling and maintain focus on the creative task at hand with a new in-context UI for polygon modeling tools that enables you to more interactively manipulate properties and enter values directly at the point of interest in the viewport.

CAT Integration

More easily create and manage characters, and layer, load, save, remap, and mirror animations with CAT. Now fully integrated into 3ds Max, CAT provides an out-of-the-box advanced rigging and animation system.

UI Customization

Focus on the features that matter most for specialized workflows with customizable UI layouts that enable you to store personalized configurations that include frequently used action items and macro scripts.

Save to Previous Release

Manage the transition to the Autodesk 3ds Max 2011 release with the option to save scene files in a format compatible with the 2010 version*. This enables you to take advantage of the new features in 2011 before your entire studio, pipeline, or client base is ready to upgrade.

Autodesk 3ds Max Entertainment Creation Suite 2011

3ds Max 2011 is part of the Autodesk® 3ds Max® Entertainment Creation Suite 2011, which also includes Autodesk® Mudbox™ 2011 and Autodesk® MotionBuilder® 2011 software —offering you more creativity at a reduced price**. Learn more at **www.autodesk.com/entertainmentcreationsuites**

www.autodesk.com/3dsmax
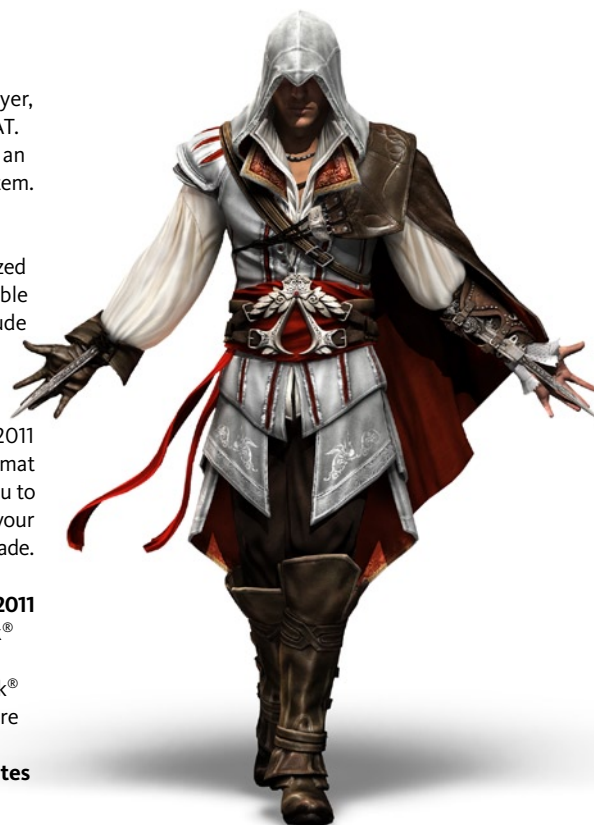
Assassin's Creed II. Image courtesy of Ubisoft.

* Restrictions apply. Refer to the End User License Agreement regarding upgrades and crossgrades.
** International discounts may vary.

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