

MENTAL RAY® STANDALONE 3.7.1 FOR AUTODESK® MAYA® 2009 FREQUENTLY ASKED QUESTIONS

1. What is mental ray Standalone for Maya?

mental ray® Standalone is an offline rendering product co-developed by mental images and Autodesk Media & Entertainment. It works independently of Autodesk® Maya® software or Autodesk® 3ds Max® software through a command-line interface, or acts as the foundation of your distributed rendering solution when used with Maya or 3ds Max. mental ray Standalone is used primarily when additional rendering capabilities are required beyond the built-in mental ray capabilities of other Autodesk applications. mental ray is typically used in a render farm setup and can be used to supplement and accelerate interactive rendering (for example, Maya software's interactive photorealistic rendering).

2. What is the latest version of mental ray Standalone for Maya available?

mental ray Standalone 3.7.1 for Maya 2009.

3. Which Autodesk applications are compatible with mental ray Standalone 3.7 core?

mental ray Standalone 3.7.1 for Maya provides compatibility only with Autodesk Maya 2009 software. For previous version compatibility, please consult the [compatibility table](#).

4. Will the mental ray Standalone that I use with Autodesk Maya work with Autodesk 3ds Max?

No. mental ray Standalone for Maya is not compatible with Autodesk 3ds Max software. Separate versions of mental ray Standalone exist, one for Autodesk Maya and one for Autodesk 3ds Max. For more information on mental ray compatibility with other Autodesk applications, consult the [compatibility table](#).

5. Why are there different versions of mental ray Standalone?

Because each version contains the appropriate installer, licensing, and most importantly the shader libraries associated with the software in use. These shader libraries are required for the software to operate properly.

6. What is new in mental ray Standalone 3.7?

The latest release of mental ray Standalone for Autodesk Maya software—mental ray 3.7.1—delivers improved performance, Maya Render Pass Support, and superior-quality motion blurred displacement maps. For more information on key features and enhancements, see [mental ray for Maya highlights](#).

7. What are the minimum system requirements to run mental ray Standalone 3.7?

See the [mental ray System Requirements](#).

8. Can I have both mental ray Standalone 32-bit and 64-bit in the same render farm?

Yes you can, assuming each renderfarm node runs under a 64-bit operating system.

9. Is there an upgrade path from mental ray Standalone 32-bit to mental ray Standalone 64-bit?

Yes, consult your local Autodesk channel partner or Autodesk sales representative for pricing information.

10. What is the difference between the 32-bit and 64-bit versions?

The main difference between the 64-bit and the 32-bit versions is the ability to handle much larger and more complex scenes, thanks to a much larger memory addressing capacity. Also, shader libraries are compiled for a 64-bit operating system.

11. Are the 32-bit and 64-bit versions the same price?

Yes. As of March 25, 2008, mental ray Standalone 32-bit pricing will be the same as mental ray Standalone 64-bit pricing. Consult your Autodesk Premier Solutions Provider or Autodesk Authorized Reseller for more information.

12. How can I buy mental ray Standalone?

Visit www.autodesk.com/reseller to locate the Autodesk Premier Solutions Provider or Autodesk Authorized Reseller nearest you.

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