

Questions and Answers

mental ray® Standalone software is a high-performance rendering engine for generating images, from stylized to photorealistic. Although mental ray rendering technology is featured in certain Autodesk applications: Autodesk® Maya® 2012, Autodesk® 3ds Max® 2012, Autodesk® 3ds Max® Design 2012, Autodesk® Softimage® 2012 software, the standalone version is best suited for larger-volume rendering projects.

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1. General Product Information

1.1 What is mental ray Standalone?

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

1.2 What is the latest version of mental ray Standalone available?

mental ray Standalone 2012 is the latest version.

1.3 When will mental ray Standalone 2012 be available?

mental ray Standalone 2012 is scheduled to ship on or after April 8, 2011.

1.4 What is new in mental ray Standalone 2012?

mental ray[®] Standalone 2012 software delivers new features and enhancements designed to help studios produce higher-volume, higher-quality renderings for today's complex film, television, and design visualization productions in less time. With accelerated performance and enhanced quality; support for advanced shaders; and extended use of open file formats, mental ray Standalone 2012 offers a professional solution to artists and developers seeking to get more from their renderer. Furthermore, mental ray Standalone 2012 continues to take advantage of hardware advances to power its innovative iray[®] interactive rendering technology, with support for new GPUs.

1.5 How can I purchase a license of mental ray Standalone?

mental ray 2012 can be purchased through a local Autodesk software reseller. To locate a reseller, visit www.autodesk.com/reseller.

2. Technology

2.1 What operating systems does mental ray 2012 support?

The **32-bit** version of mental ray[®] Standalone 2012 software is supported by any of the following operating systems:

- Microsoft[®] Windows[®] 7 Professional operating system
- Microsoft[®] Windows Vista[®] Business operating system (SP2)
- Microsoft[®] Windows[®] XP Professional operating system (SP3)

The **64-bit** version of mental ray Standalone 2012 software is supported by any of the following operating systems:

- Microsoft Windows 7 Professional operating system
- Microsoft Windows Vista Business x64 Edition (SP2)

- Microsoft Windows XP Professional x64 Edition (SP2)
- Apple® Mac OS® X 10.6.5 operating system
- Red Hat® Enterprise Linux® 5.5 WS operating system
- Fedora® 14 operating system

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

Yes.

2.4 Does the mental ray Standalone 2012 license unlock both 32-bit and 64-bit versions of mental ray?

Yes. The license for this latest version of mental ray unlocks both the 32-bit and 64-bit versions. mental ray Standalone customers with an active Autodesk® Subscription contract will receive access to mental ray Standalone 2012 and will have the option to use either the 32-bit or 64-bit version of mental ray Standalone 2012.

2.5 What is the difference between the 32-bit and 64-bit versions of mental ray Standalone?

The main difference between the 32-bit and the 64-bit versions is that the 64-bit version has the ability to handle larger and more complex scenes, thanks to a much larger memory addressing capacity.

2.6 Is mental ray Standalone 2012 compatible with Maya 2012, 3ds Max 2012, 3ds Max Design 2012 and Softimage 2012?

Yes. mental ray Standalone 2012 is a single executable that will work with Maya 2012, 3ds Max 2012, 3ds Max Design 2012, and Softimage 2012.

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