

mental ray® Standalone For Autodesk® Maya®, Autodesk® 3ds Max® and Autodesk® Softimage® Software Frequently Asked Questions

1. What is mental ray Standalone?

mental ray® Standalone is an offline rendering product. It works independently of Autodesk® Maya® software, Autodesk® 3ds Max® software, and Autodesk® Softimage® software through a command-line interface, or acts as the foundation of distributed rendering solution when used with Maya, 3ds Max or Softimage. mental ray Standalone is used primarily when additional rendering capabilities are required beyond the built-in mental ray capabilities of certain other 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).

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

mental ray Standalone 3.7.53 (3.7.5x) for Maya 2010.

mental ray Standalone 3.7+ for 3ds Max 2010 and Autodesk® 3ds Max® Design 2010.

mental ray Standalone 3.7.55 (3.7.5x) for Softimage 2010.

For mental ray compatibility with earlier versions of Autodesk products please see the [compatibility table](#).

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

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

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

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.

5. What is new in mental ray Standalone 3.7?

See mental ray [Features highlights](#).

6. What are the minimum system requirements to run mental ray Standalone 3.7+ and 3.7.5x?

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

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

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

8. 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. Also, shader libraries are compiled for a 64-bit operating system.

9. How can a customer purchase mental ray Standalone?

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

10. How do I activate my mental ray Standalone product?

Complete the online request form at www.Autodesk.com/mentalrayactivation

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