Software Requirements

3ds Max 2010 software requires one of the following **32-bit** or **64-bit** operating systems:

- Microsoft® Windows® XP Professional (Service Pack 2 or higher)
- Microsoft® Windows® Vista (Business, Premium and Ultimate)
- Microsoft® Windows® XP Professional x64
- Microsoft® Windows® Vista 64 bit (Business, Premium and Ultimate)

3ds Max 2010 software requires the following internet browser:

- Microsoft® Internet Explorer® 6 or higher

3ds Max 2010 software requires the following supplemental software:

- DirectX® 9.0c* (required), OpenGL® (optional)

Some features of 3ds Max 2010 are only enabled when used with graphics hardware that supports Shader Model 3.0 (Pixel Shader and Vertex Shader 3.0). Check with your manufacturer to determine if your hardware supports Shader Model 3.0.

Hardware Requirements

At a minimum, 3ds Max 2010 **32-bit** software requires a system with the following:

- Intel® Pentium® 4 or higher, AMD Athlon® 64 or higher, or AMD Opteron® processor
- 1 GB RAM (2 GB recommended)
- 2 GB hard disk space
- 1 GB swap space (2 GB recommended)
- Direct3D 10, Direct3D 9, or OpenGL-capable graphics card with minimum 128 MB RAM
- Three-button mouse with mouse driver software
- DVD-ROM drive

Note: Apple® computers based on Intel processors and running Microsoft operating systems are supported using Apple's Boot Camp. Virtual machine environments are not currently supported.

At a minimum, 3ds Max 2010 **64-bit** software requires a system with the following:

- Intel EM64T, AMD Athlon 64 or higher, AMD Opteron processor
- 1 GB RAM (4 GB recommended)
- 2 GB hard disk space
- 1 GB swap space (2 GB recommended)
- Direct3D 10, Direct3D 9, or OpenGL-capable graphics card with minimum 128 MB RAM
- Three-button mouse with mouse driver software
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3DS MAX 2010 30-DAY TRIAL MINIMUM SYSTEM REQUIREMENTS

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