

# 3ds Max and 3ds Max Design

## 2011 vs. 2010 Releases

# Comparison Matrix

Autodesk® 3ds Max® 2011 and Autodesk® 3ds Max® Design 2011 offer compelling new techniques for creating and texturing models, aggregating data, animating characters, and producing high-quality images. See how the releases compare.

|  | 2011 | 2010 |
|--|------|------|
| <b>LEGEND</b>  |      |      |
| ✓ Feature supported  |      |      |
| <b>MODELING &amp; TEXTURING</b>  |      |      |
| <b>Polygon Modeling &amp; Viewport Canvas Enhancements</b><br>New object painting workflows; expanded toolset for 3D painting and editing textures within the viewport; object brushes; new brush interface for editing UVW coordinates. | ✓    |      |
| <b>Polygon, Spline, Subdivision Surfaces &amp; NURBS-Based Modeling</b><br>Rich toolset that offers polygon, spline, subdivision surface, and NURBS-based modeling; more than 100 design tools; ProOptimizer technology.                 | ✓    | ✓    |
| <b>Shading &amp; Texturing</b><br>Vast range of texture painting, mapping, and layering options; ability to keep track of your assets within a scene.  | ✓    | ✓    |
| <b>ANIMATION</b>   |      |      |
| <b>Integrated Character Animation Toolkit (CAT)</b><br>Fully integrated Character Animation Toolkit (CAT) that enables you to create and manage characters, and layer, load, save, remap, and mirror animations.                         | ✓    |      |
| <b>Keyframe &amp; Procedural Animation Tools</b><br>Create more intelligent, believable characters and high-quality animations with Biped, physique, and crowd-animation functionality.  | ✓    | ✓    |
| <b>DYNAMICS, EFFECTS &amp; SIMULATION</b>  |      |      |
| <b>Integrated Dynamics Toolsets</b><br>Create rigid and soft-body, cloth, fur, hair, and particles.  | ✓    | ✓    |

| <b>LEGEND</b><br>✓ Feature supported   | 2011 | 2010 |
|--|------|------|
| <b>RENDERING, COMPOSITING &amp; DISPLAY</b>  |      |      |
| <b>Quicksilver Hardware Renderer</b><br>Create high-fidelity pre-visualizations, animatics, design dailies, and games-related marketing materials in less time.  | ✓    |      |
| <b>Slate Material Editor</b><br>More easily create and edit complex material networks with an intuitive node-based material editor.  | ✓    |      |
| <b>Autodesk Material Library</b><br>Access up to 1,200 material templates and seamlessly exchange material data between supporting Autodesk applications.  | ✓    |      |
| <b>Viewport Display of Materials</b><br>Develop and refine scenes in a high-fidelity interactive display environment with the ability to view texture maps and materials in the viewport.  | ✓    |      |
| <b>3ds Max Composite Functionality</b><br>Enhance rendered passes and incorporate them into live-action footage with a fully featured, high-performance, HDR-capable compositor, based on technology from Autodesk® Toxik® software. | ✓    |      |
| <b>Integrated Native &amp; mental ray Rendering</b><br>Integrated 3ds Max and mental ray® rendering with unlimited batch rendering.  | ✓    | ✓    |
| <b>UI &amp; WORKFLOW</b>   |      |      |
| <b>Local Edits to Containers</b><br>Layer local edits non-destructively on top of referenced content for more efficient collaboration.   | ✓    |      |
| <b>In-Context Direct Manipulation UI</b><br>Focus on the creative task at hand with an in-context user interface (UI) for polygon modeling tools.  | ✓    |      |
| <b>User Interface Customization</b><br>Maximize the usable workspace and focus on the features that matter most for specialized workflows with a customizable ribbon.  | ✓    |      |
| <b>Containers</b><br>Collect multiple objects in a complex scene into a single container, and treat them as a single element.  | ✓    | ✓    |

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|--|------|------|
| <b>INTEROPERABILITY</b>  |      |      |
| <b>Autodesk FBX File Link with Autodesk Revit Architecture</b><br>Receive and manage upstream design changes from Autodesk® Revit® Architecture software.                  | ✓    |      |
| <b>Autodesk Inventor Import Improvements</b><br>Take advantage of new Smart Data workflows for your Digital Prototyping workflows when using Autodesk® Inventor® software. | ✓    |      |
| <b>Native Solids Import/Export</b><br>Non-destructively import and export surfaces and solids between 3ds Max Design and certain other applications supporting SAT files.  | ✓    |      |
| <b>Google SketchUp Importer</b><br>Import Google® SketchUp™ sketching software (SKP) version 6 and 7 files into 3ds Max and 3ds Max Design more efficiently.               | ✓    |      |
| <b>Pipeline Integration</b><br>Smoothly transfer 3ds Max and 3ds Max Design data across file iterations, software applications, users, and locations.                      | ✓    | ✓    |

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