

Top reasons to buy

Create and collaborate like never before.

3ds Max 2016 is the biggest 3ds Max release ever, packed with brand-new user-requested features and enhancements for entertainment and design professionals.

“3ds Max got its strongest update in years, bringing together the old classic and Design editions of the software into a single unified whole.”

- CG Channel

> Max Creation Graph, a powerful new tool creation environment

Max Creation Graph, a new node-based tool creation environment, was a top request on [User Voice](#), our forum in which customers suggest and vote on features. Extend 3ds Max with geometric objects and modifiers by creating graphs in a visual environment, similar to the Slate material editor. Choose from hundreds of node types that can be connected to create new tools and visual effects. The tools you create can be easily packaged and shared, helping 3ds Max users expand their toolset.



> Animation made easy

Collaborate better with new support for non-destructive animation workflows in XRef. Externally reference objects to your scene and animate them or edit material on the XRef object in the source file without having to merge the objects into the scene. The new Camera Sequencer allows you to cut between multiple cameras, trim, and reorder animated clips nondestructively. And, smooth skinning is made better with the addition of Dual Quaternion, built specifically to avoid “bow tie” or “candy wrapper” effects where the mesh loses volume when deformers are twisted or pivoted.



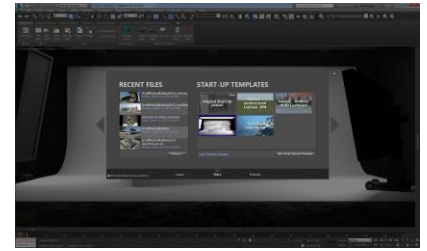
> Creating complex topology faster

With new support for OpenSubdiv, you can now represent subdivision surfaces using the OpenSubdiv libraries. The libraries are designed to take advantage of both parallel CPU and GPU architectures, leading to faster in-viewport performance for meshes with high subdivision levels. 3ds Max 2016 now also comes with new support for adaptive subdivision in the viewports and at render time, helping you create complex topology faster.



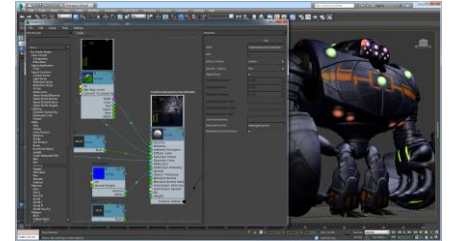
➤ Ease of use

New on-demand templates provide you with standardized start-up configurations with built-in settings for rendering, environments, lighting and units, so you can create new scenes faster. With easy import/export options, you can quickly share your scenes or take advantage of templates created by other users. The Design Workspace gives you easy access to object placement, lighting, rendering, modeling and texturing tools.



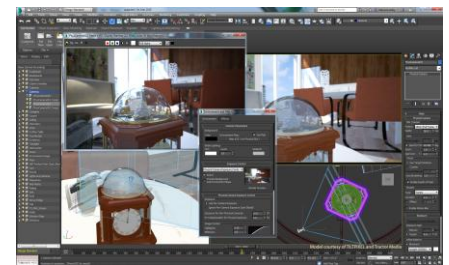
➤ Easier data exchange

With new Alembic support moving complex data through your pipeline is now easier. We also added a new playback caching system so you can enjoy significantly improved viewport performance. ShaderFX offers expanded shading options and better shader interoperability between 3ds Max, Autodesk® Maya®, and Autodesk® Maya LT™ software. A new tighter integration with Autodesk® Revit® means you can bring Revit models into 3ds Max up to 10x faster than before. Autodesk Translation Framework (ATF) simplifies data exchange of both Autodesk and 3rd-party file formats, including SolidWorks®. And with the ability to import Autodesk® Inventor® constraints and Joint Drive animation into 3ds Max as baked keyframes, you can now create high-quality mechanical design animations without having to rig in 3ds Max.



➤ A rendering revolution

Using the same technology as Revit and Autodesk® AutoCAD® software, 3ds Max 2016 features Autodesk A360 rendering support for Subscription customers. A360 uses cloud computing, so you can create impressive, high-resolution images without tying up your local hardware. The new Physical Camera, which was developed with Chaos Group, the makers of V-Ray, has Shutter Speed, Aperture, Depth of Field, Exposure, and other options that simulate real-life camera settings. And with added support for new Iray and mental ray enhancements rendering photorealistic images is now easier.



For more information, visit autodesk.com/3dsmax

Got a great idea for a new feature? Submit it on the [3ds Max User Voice forum](#)