



What's new in Autodesk® 3ds Max® 2016

Cadline Community

cadline



3ds Max 2016 | 3ds Max and 3ds Max Design Are Coming Together



United for this release. Design-only features are now in 3ds Max 2016.

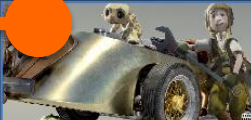
3ds Max 2016 | A Unified In-Product Experience



PRE-SETS
Renderer: Scanline
Materials: Max Standard
Lighting: Max Standard

Select your initial 3ds Max experience

Choose 3ds Max settings optimized for the way you work. You can customize these settings later in the Preferences and by setting a different default Template.



Classic
Recommended for modeling or animating objects, and viewing them with standard lights and materials.

[Learn more about 3ds Max defaults...](#)



Design
Recommended for working with and rendering larger environments, with photo-realistic lighting and materials.

[Continue](#)

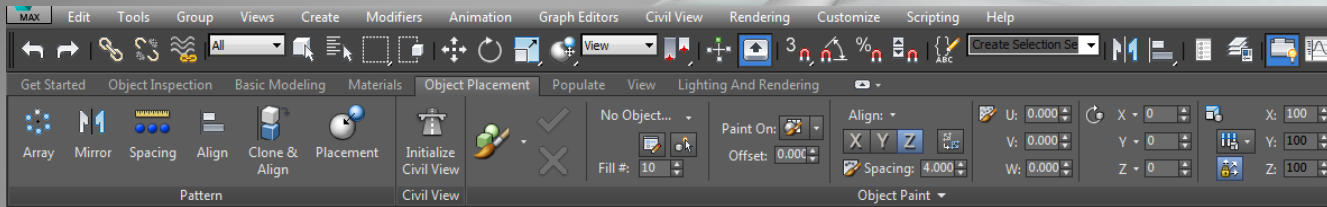


PRE-SETS
Renderer: mental ray®
Materials: Arch physical based
Lighting: Photometric accurate

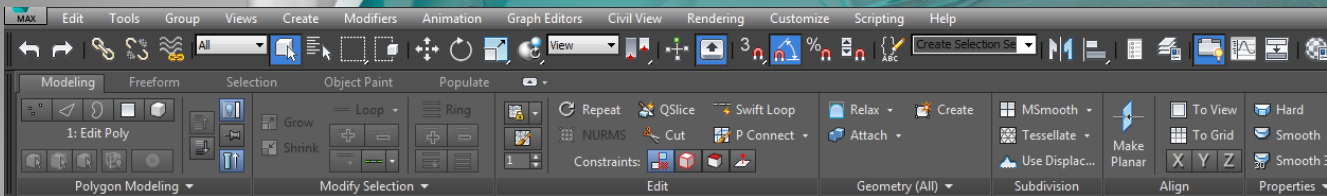
3ds Max 2016 | Workspace Based on Preset Choice



Design



Animation





Top Features

- Max Creation Graph
- XRef Renovations
- OpenSubdiv Support
- Dual Quaternion Skinning
- Camera Sequencer
- Enhanced ShaderFX
- A360 Rendering Support*
- Physical Camera
- Design Workspace
- Template System

* Requires an Autodesk Maintenance or Desktop Subscription

Other new features

- Alembic Support
- Multi-touch support
- Easier Revit and Sketchup Workflows
- Scene Explorer and Layer Manager improvements
- Support for new iray and mental ray improvements
- Support for Autodesk Translation Framework and Inventor Animation
- Creative Market Connection
- Small User requested features

The image features a central white banner with the text "3DS MAX 2016 TOP FEATURES". Above and below the banner are 3D rendered abstract shapes. The top shape is white and translucent, with a grid pattern visible on its surface. The bottom shape is teal and translucent, with a grid pattern visible on its surface. Both shapes are rendered with soft shadows on a light gray surface.

3DS MAX 2016 TOP FEATURES

3ds Max 2016 | Max Creation Graph

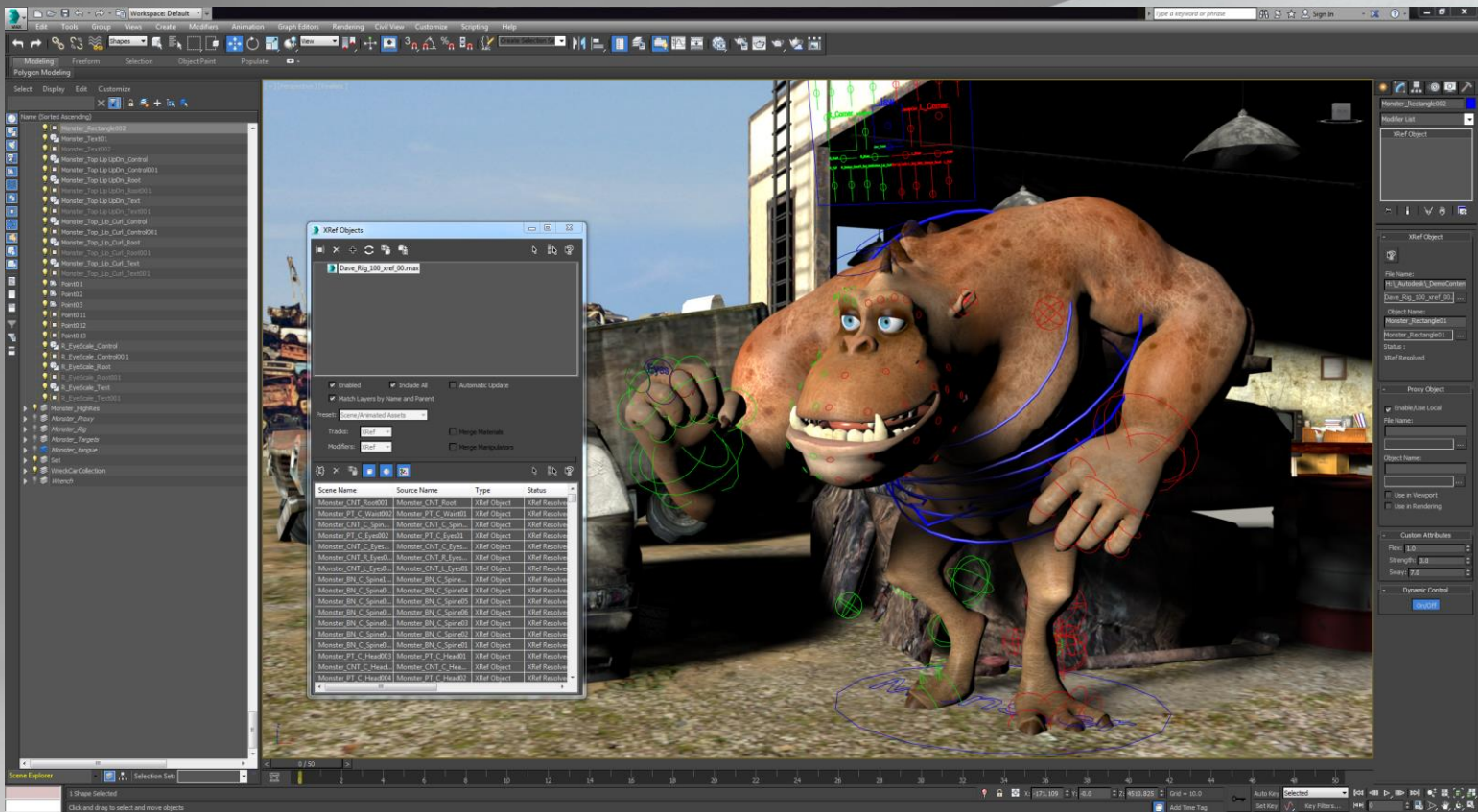


The screenshot displays the 3ds Max 2016 interface with a Max Creation Graph (MCG) for a repeater tool. The graph is organized into three main functional areas:

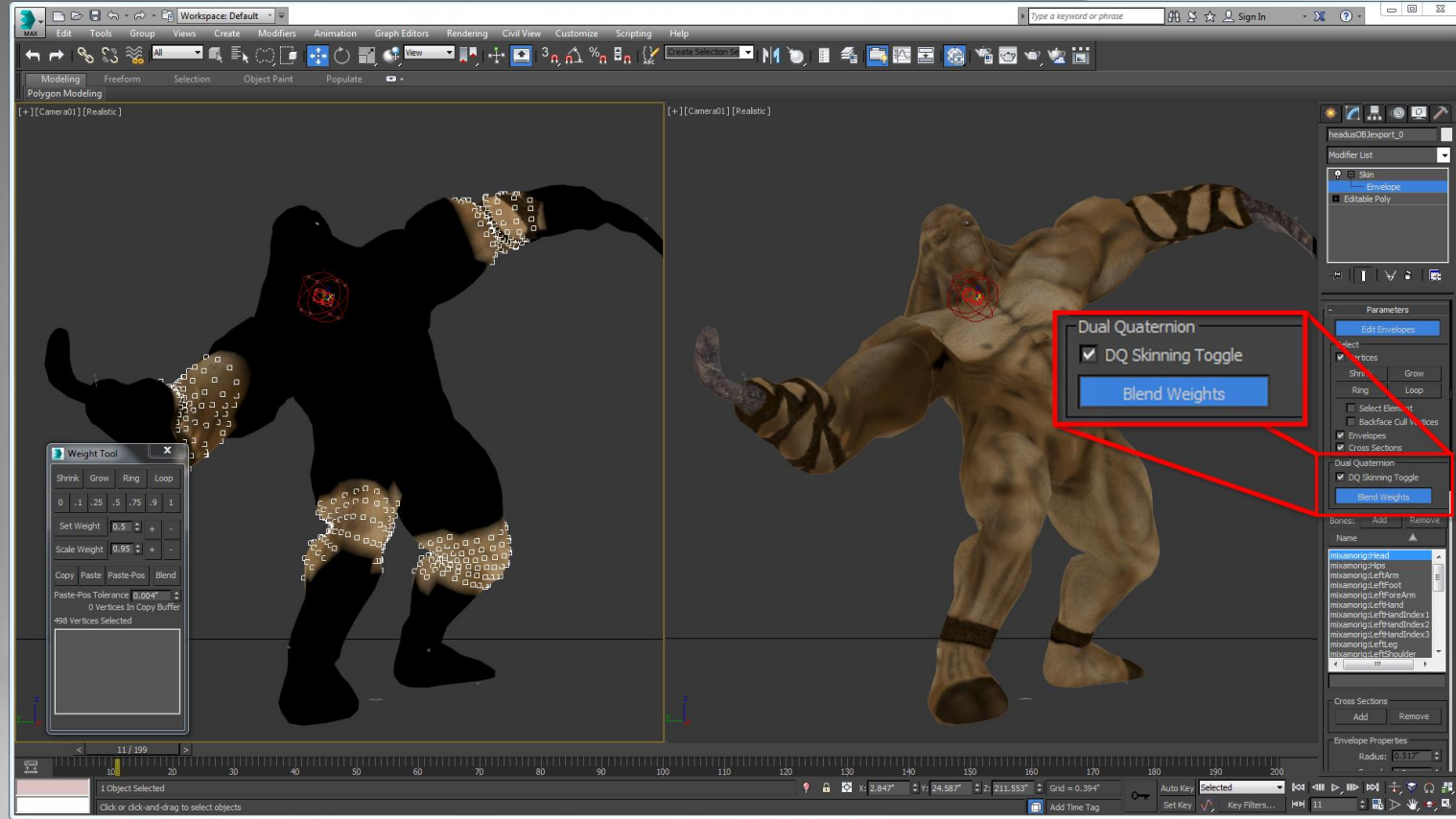
- Instance Mesh (Blue Area):** This section defines the geometry to be repeated. It features nodes such as `MeshFrntFace` (ID 21) and `MeshFrntFace` (ID 22), which are connected to a `MeshFrntFace` (ID 23) node. A `value (Boolean)` node (ID 19) and a `condition (Boolean)` node (ID 18) are also present, along with a `value (Func)` node (ID 17).
- Placeholder box definition (Red Area):** This section defines the size of the repeating elements. It includes a `Diameter: Single` node (ID 2) with a `proxy width` parameter set to 0.0.
- Instance rotation and orientation (Green Area):** This section defines the rotation and orientation of the repeating elements. It includes nodes for `rotate X` (ID 11), `rotate Y` (ID 14), and `rotate Z` (ID 17), along with a `QuaternionFro` node (ID 26) and a `roll (Single)` node (ID 25).

The graph is connected to a `repeater` tool in the 3ds Max interface. The repeater tool is shown in the bottom right corner, with its parameters and modifier list visible. The repeater tool is used to create a series of repeating elements, such as a tunnel structure, which is shown in the bottom left corner. The repeater tool is also shown in the bottom right corner, with its parameters and modifier list visible.

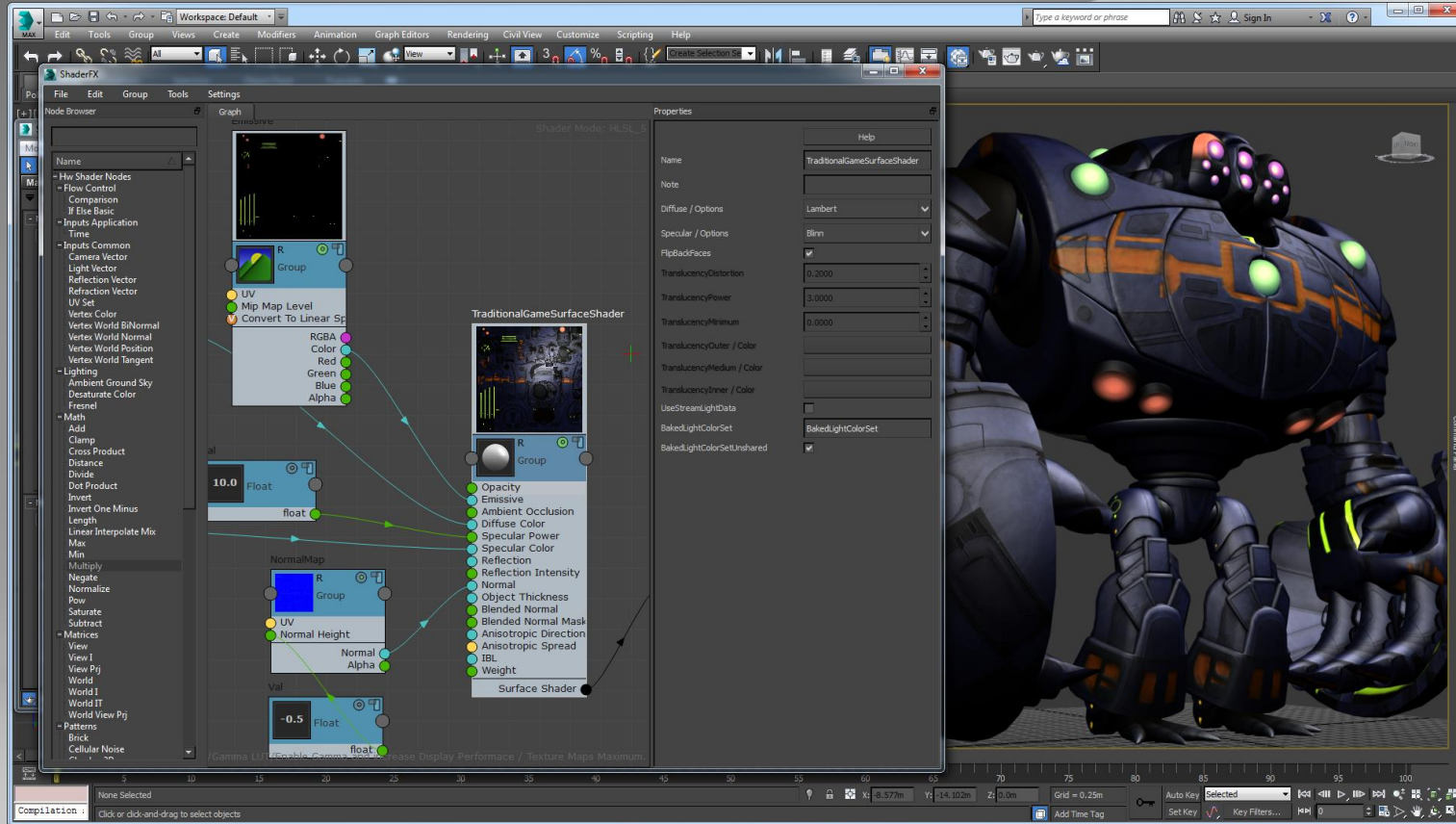
3ds Max 2016 | XRef Renovations



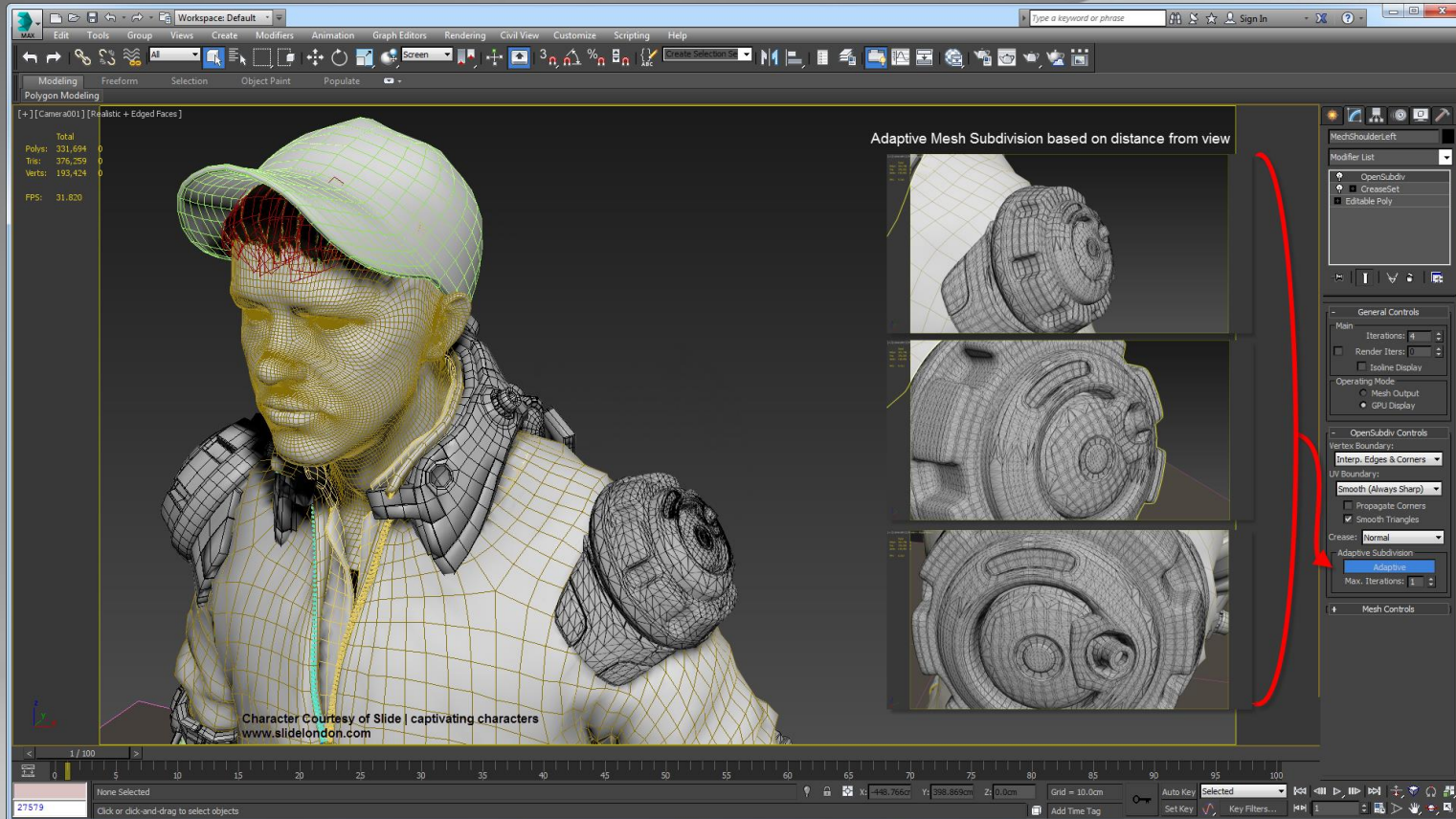
3ds Max 2016 | Dual Quaternion Skinning



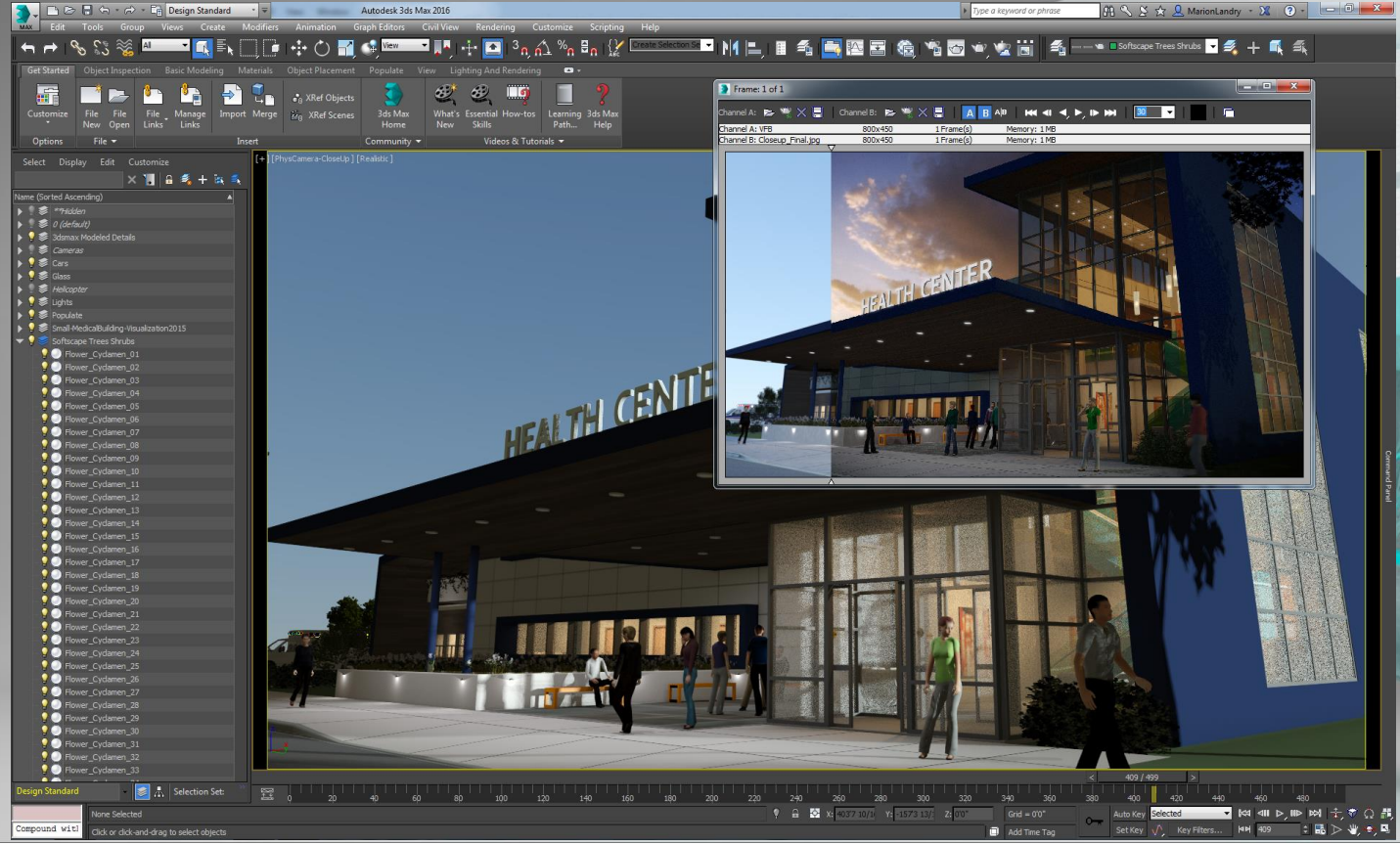
3ds Max 2016 | Enhanced ShaderFX



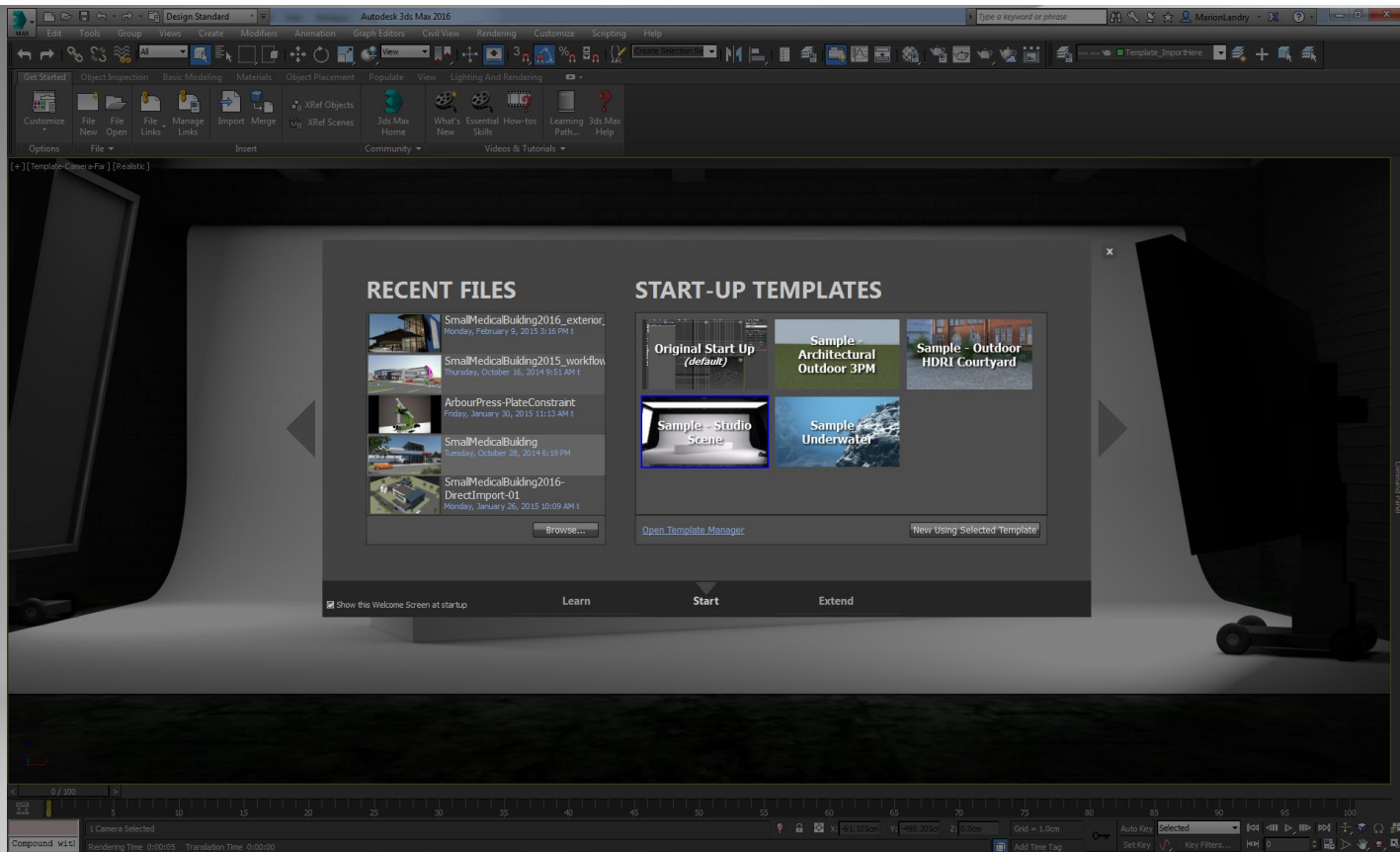
3ds Max 2016 | OpenSubdiv Support



3ds Max 2016 | Design Workspace



3ds Max 2016 | Template System



3ds Max 2016 | A360 Cloud Rendering*

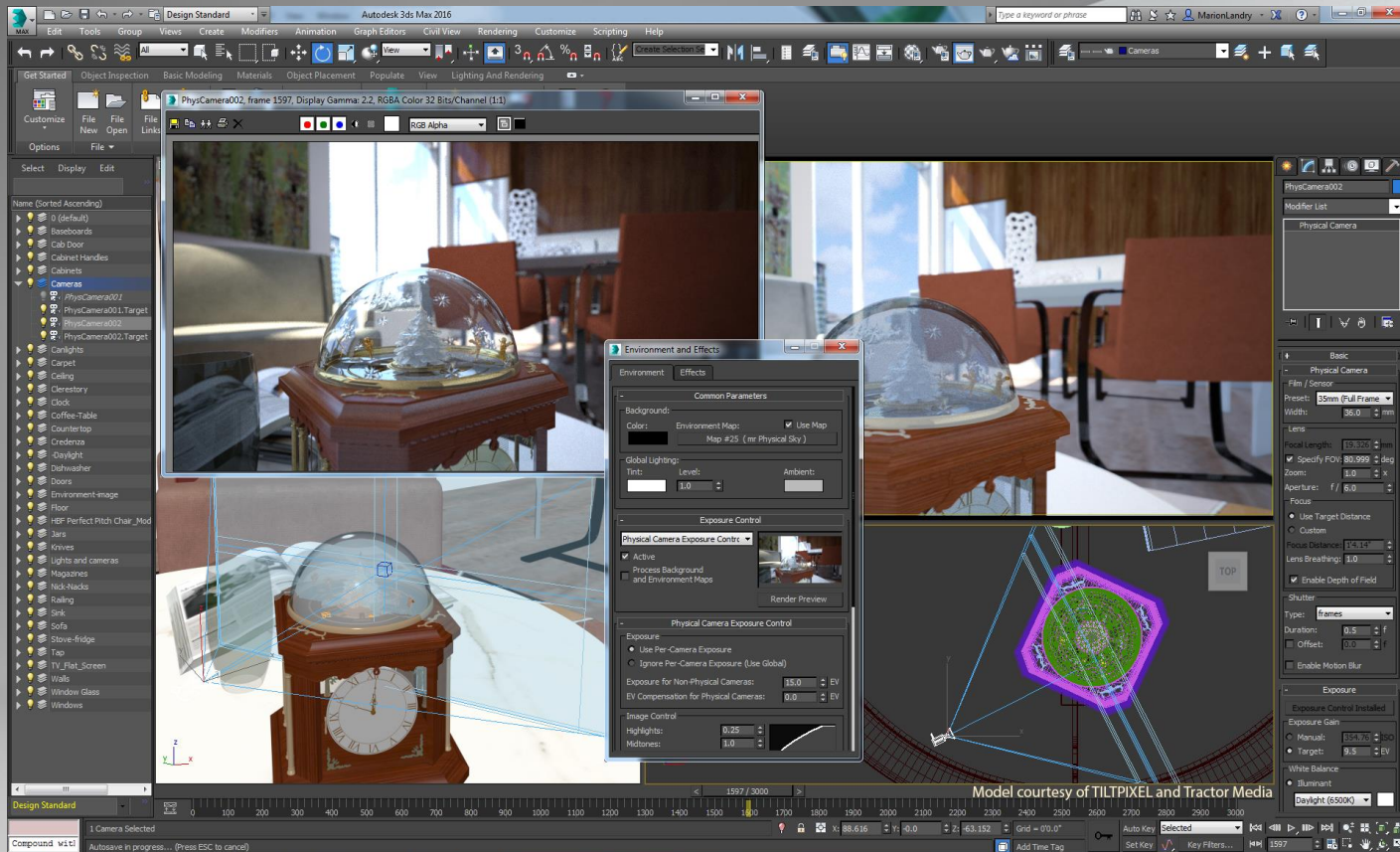


The screenshot illustrates the integration between Autodesk 3ds Max 2016 and the A360 Cloud Rendering service. In the 3ds Max interface, the 'Render Setup: A360 Cloud Rendering' dialog is configured with the following details:

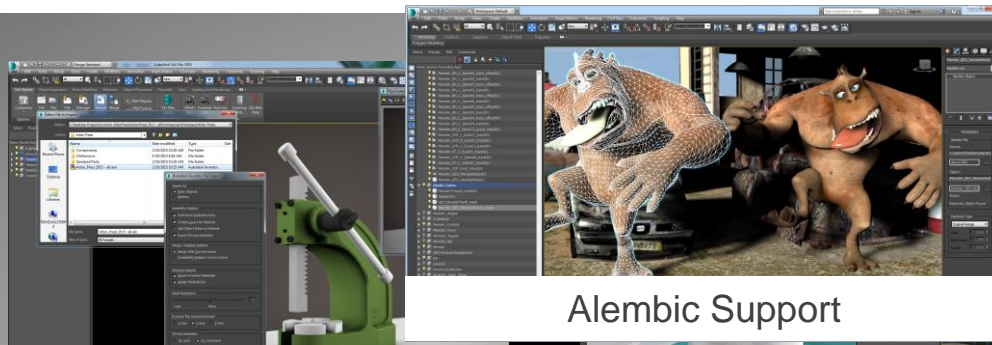
- Target:** A360 Cloud Rendering Mode
- Preset:** no preset selected
- Cloud Credits:** Required 0, Available 10, Left 10
- Estimated wait time:** < 10 minutes
- Logged in as:** Marion Landry
- Views to Render:** Cam Close Up Still, Camera.Interior_BalconyOvern
- Renderer:** (Default)
- Output Type:** Still Images
- Render Quality:** Standard
- Image Size:** Medium (1 Mega Pixel)
- Width:** 1900
- Height:** 963
- Exposure:** Advanced
- File Format:** JPEG
- Notify me by e-mail when complete
- Open A360 Gallery when rendering submitted

The browser window shows the 'My Renderings' gallery on the Autodesk A360 website, displaying a grid of rendered images. A context menu is open over one of the images, offering options such as 'Re-render using new settings', 'Render as', 'Show Preview Image', 'Download Image', 'Delete Image', 'Adjust Exposure', and 'Show this view only'.

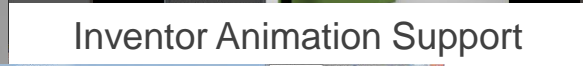
3ds Max 2016 | Physical Camera



3ds Max 2016 | And There Is So Much More!



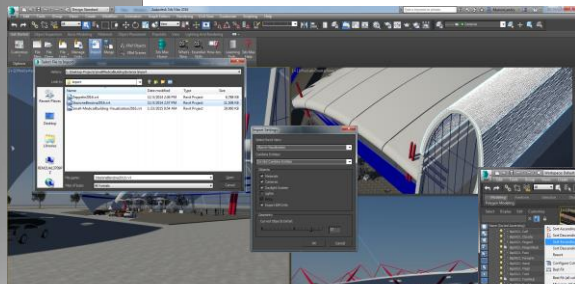
Alembic Support



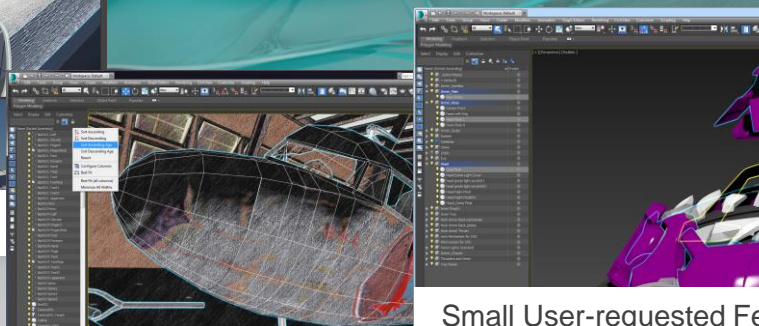
Inventor Animation Support



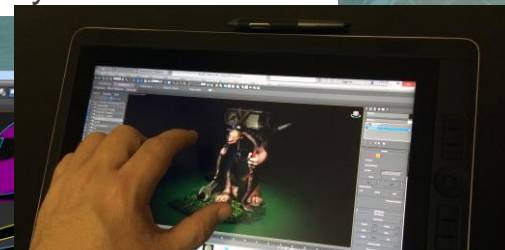
Support for Iray Enhancements



Easier Revit Workflows



Small User-requested Features (SURFS)



Multi-touch Support

Screen Explorer Improvements

Customer Quotes | Max Creation Graph



Max Creation Graph - this new graph-based programming language inside of 3ds Max will allow technical users to create and share powerful new tools that seamlessly integrate into the package. If you think the modifier stack in 3ds Max is cool, this new feature will take it to a whole new level - without a single line of code!

Martin Breidt, Research TD
Max Planck Institute for Biological Cybernetics

Max Creation Graph is quite easily summed up as catching lightning in a bottle. This visual tool takes what was possible with Maxscript and bumps it up several levels to empower artists and programmers to create new tools within 3ds Max quickly and easily to extend the functionality of the software. You can author anything from a simple repetitive task to a complex procedurally generated environment.

Logan Foster, Artist
Max Gaming Technologies

Max Creation Graph will have a huge impact on how new tools are developed and shared among users. Being able to develop plugins that will be fast and flexible without having to know C# or C++ will be a great benefit to every one that builds and uses them.

Paul Neale, CEO and Senior Technical Director
PEN Productions

3ds Max 2016 | Customer Quotes – Various Features



3DS MAX

XRef renovations - Being able to reference complex structures and systems with XRef will open new doors for productions from small to large as it allows open collaboration at a higher level than currently possible. Data and asset flow through production will be fast and easy with these new tool sets.

With Dual Quaternion technology there is a reduced need for complex rigging solutions making the systems lighter and faster to build and work with.

Paul Neale, CEO and Senior Technical Director
PEN Productions

OpenSubdiv opens a lot of doors as it helps you create more detailed, higher-resolution art, in a non-destructive manner. The adoption of the standard in sub-divisional surfaces not only allows for greater interoperability between different Autodesk products, but also lets you visualize the results of adding new sub-division levels within 3ds Max.

Enhanced ShaderFX users will appreciate the ability to port your ShaderFX data from 3ds Max to Maya through the FBX file format, especially if they work on large teams in a mixed environment.

The Camera Sequencer is one of those nice new additions to 3ds Max that I did not expect. Previously it was pretty hard to setup a shot in 3ds Max that involved multiple cameras and have it all render out at one time. That is all changed now with the Camera Sequencer.

Logan Foster, Artist
Max Gaming Technologies



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