

# Subscription Advantage Pack for Autodesk 3ds Max Design 2011

## Tools That Make an Impact

„Subscription Advantage Packs –  
I can't wait to download.“

– AUGI Forums

Download at [www.autodesk.com/subscriptionlogin](http://www.autodesk.com/subscriptionlogin)

The Autodesk® Subscription Advantage Pack for Autodesk® 3ds Max® Design 2011 software integrates technology from innovative companies that helps designers create more compelling, realistic visualizations in less time. Featuring one of the world's first physically accurate “point-and-shoot” renderers, a substantial library of new dynamic procedural textures, and GPU-accelerated rigid-body dynamics, the Subscription Advantage Pack for 3ds Max Design 2011 delivers tools that incorporate the latest hardware advances to help designers communicate their creative vision significantly faster and more easily.

Autodesk®

# Subscription Advantage Pack for Autodesk 3ds Max Design 2011

The following tools are included:

## iray Photorealistic Renderer

Create lifelike images with Autodesk® 3ds Max® Design 2011 using the newly integrated iray® rendering technology from mental images. iray enables you to set up your scene, click Render, and get more predictable, near photoreal results without worrying about rendering settings – just like a “point-and-shoot” camera. Focus on your creative vision, and use real-world materials, lighting, and settings to more accurately portray the physical world; iray progressively refines the image until you reach the desired level of detail. iray works with standard multicore central processing units (CPUs). However, you can significantly accelerate the rendering process with minimal investment by purchasing NVIDIA® CUDA-enabled graphics processing unit (GPU) hardware.

## Substance Procedural Textures

More easily vary and iterate on a visualization's look with an extensive new library of Substance 2D procedural textures. Choose from up to 75 new textures, and edit or animate parameters to help achieve a vast range of looks. Substances can be baked to bitmaps for use with a renderer and can automatically generate bump and specular maps for enhanced realism.

## PhysX Rigid-body Dynamics

Bring your design to life by more closely simulating how real objects interact. With the NVIDIA® PhysX® multithreaded engine, you can create dynamic simulations directly in the 3ds Max Design viewport; visualize objects rolling off a sloping surface, a sign swinging in the wind, or even a character falling down stairs. Assigning physical properties – friction, density, and bounciness – is as simple as choosing from preset real-world materials and tweaking parameters as required. PhysX supports static, dynamic, and kinematic rigid bodies, constraint specification, and gravity.

## Products

The Subscription Advantage Pack for 3ds Max Design 2011 is available to customers with the following products on Subscription:

- Autodesk® 3ds Max® Design
- AutoCAD® Revit® Architecture Visualization Suite
- AutoCAD® Visualization Suite
- Autodesk® Design Academy
- Autodesk® Design Suite Premium
- Autodesk® Design Suite Advanced
- Autodesk® Education Master Suite
- Autodesk® Education Suite for Architecture and Engineering
- Autodesk® Education Suite for Civil and Structural Engineering
- Autodesk® Education Suite for Mechanical Engineering
- Autodesk® Education Suite for Industrial Design

## Languages

The Subscription Advantage Pack for 3ds Max Design 2011 is available in the following languages:

- English
- French
- German
- Japanese
- Korean
- Simplified Chinese

**Note:** NVIDIA PhysX is available only in English.

Autodesk, 3ds Max Revit, and are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. iray is a registered trademark of mental images GmbH licensed for use by Autodesk, Inc. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product offerings, specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2010 Autodesk, Inc. All rights reserved.



Download from Subscription Center:  
[www.autodesk.com/subscriptionlogin](http://www.autodesk.com/subscriptionlogin)

View Download Tutorial:  
[www.autodesk.com/downloadingadvantagepacks](http://www.autodesk.com/downloadingadvantagepacks)

Create a Subscription Center Account:  
[www.autodesk.com/selfregister](http://www.autodesk.com/selfregister)

**Autodesk®**