

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

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

LEGEND ✓ Feature supported	2011	2010
INTEROPERABILITY		
Autodesk FBX File Link with Autodesk Revit Architecture Receive and manage upstream design changes from Autodesk® Revit® Architecture software.	✓	
Autodesk Inventor Import Improvements Take advantage of new Smart Data workflows for your Digital Prototyping workflows when using Autodesk® Inventor® software.	✓	
Native Solids Import/Export Non-destructively import and export surfaces and solids between 3ds Max Design and certain other applications supporting SAT files.	✓	
Google SketchUp Importer Import Google® SketchUp™ sketching software (SKP) version 6 and 7 files into 3ds Max and 3ds Max Design more efficiently.	✓	
Pipeline Integration Smoothly transfer 3ds Max and 3ds Max Design data across file iterations, software applications, users, and locations.	✓	✓



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