

Frequently Asked Questions

Working with Autodesk Revit Architecture and Autodesk 3ds Max Design Software

1. General

1.1 What are the benefits of using Autodesk 3ds Max Design software with Autodesk Revit Architecture software?

The powerful combination of Autodesk® Revit® Architecture and Autodesk® 3ds Max® Design extends the building information modeling (BIM) process by giving architects the power to create compelling, persuasive visualizations from intelligent 3D design models. Featuring iray® renderer from mental images, 3ds Max Design makes it easier to set up their scene, press 'render', and get more predictable, photo-real results without worrying about rendering settings. Users can take advantage of advanced texturing and modeling tools to create quick iterations of rendered images, animate objects, and add special effects. [Exposure™](#), a lighting analysis tool exclusive to 3ds Max Design, enables the simulation and measurement of physically accurate lighting results, crucial for LEED EQ Credit 8.1. Sharing files between Revit Architecture and 3ds Max Design is streamlined with Autodesk® FBX® asset exchange technology, preserving model geometry, lights, materials, camera settings and other metadata between applications.

1.2 Revit Architecture has built-in rendering capabilities. What additional benefits can I gain by using 3ds Max Design?

Revit Architecture is tuned for generating high-quality, in-progress renderings that are best suited for internal design reviews. Meanwhile, 3ds Max Design offers “push-button”, high-speed rendering, animation, effects, and character toolsets—as well as daylight analysis functionality—that help designers tell an emotionally engaging story of a design. Visualizations created in 3ds Max Design are ideal for external presentations to clients or other key stakeholders. Plus, the software’s advanced viewport gives real-time feedback that enables users to iterate on creative ideas more freely, and the product is optimized for network rendering and to visualize large datasets.

1.3 How does 3ds Max Design enhance my workflow with Revit Architecture?

3ds Max Design offers several workflow enhancements with Revit Architecture. The FBX File Link enables 3ds Max Design to receive and manage upstream design changes from Revit Architecture. This intelligent handling of data helps reduce rework of visualizations when original designs are revised and refined, supports nonlinear decision-making processes and facilitates collaborative, iterative workflows. Designers can also take advantage of import options to group incoming materials, helping to simplify management of complex data sets. SAT file support provides the ability to nondestructively import and export surfaces and solids between 3ds Max Design and Revit Architecture. Finally, the Autodesk Material Library enables seamless exchange of material data between 3ds Max Design and Revit Architecture.



888.662.7238
ideateinc.com
sales@ideateinc.com

2. New in the 2012 Versions

2.1 What's new in Autodesk 3ds Max Design 2012?

3ds Max Design 2012 software delivers powerful new rendering toolsets, enhanced iterative workflows, and an accelerated graphics core that help designers increase overall productivity and achieve more compelling end results. The new features that will be the most relevant for customers using 3ds Max Design along with Revit Architecture are:

- **Nitrous Accelerated Graphics Core**, which leverages accelerated GPUs and multi-core workstations to enable designers to iterate faster and to handle larger data sets with limited impact on interactivity.
- A library of up to 80 **Substance Procedural Textures** automatically generating bump maps and specular maps for impressive results.
- **iray[®] renderer**, from mental images, enabling designers to set up their scene, press 'render', and get more predictable, photo-real results without worrying about rendering settings—similar to a 'point-and-shoot' camera.

Please see www.autodesk.com/3dsmaxdesign-features for a more detailed list of new features.

2.2 What are the new visualization features in Autodesk Revit Architecture 2012?

Revit Architecture 2012 offers enhancements that give you more flexibility in visual styles for communicating your design intent. You now have the ability to display edges in realistic views and shadows in consistent colors mode. New semitransparent views help provide clarity in viewing elements within projects. Enhancements to rendering dialogs make it easier and more intuitive to create in-process visualizations to your specifications.

In addition, Revit Architecture 2012 allows you to create your own material appearance libraries to help standardize materials across projects and improve collaboration within the project team. More easily apply finish materials to surfaces, regardless of the underlying physical materials, to generate more accurate quantity take-offs.

For a more detailed list of features in Revit Architecture 2012, please visit www.autodesk.com/revitarchitecture-features.

3. Version Compatibility

3.1 If I upgrade to Revit Architecture 2012 but remain on 3ds Max 2011 /3ds Max Design 2011 (or earlier), will I experience any compatibility issues?

The Material Library in Revit Architecture 2012 will only export materials, lights, or environments to Autodesk 3ds Max 2011/Autodesk 3ds Max Design 2011 or 3ds Max 2012/3ds Max Design 2012. Revit Architecture users moving to the 2012 release should use either 3ds Max 2011 /3ds Max Design 2011 or 3ds Max 2012/3ds Max Design 2012. In other words, the 2011 and 2012

versions of 3ds Max Design and Revit Architecture are fully-compatible, but version 3ds Max 2010/3ds Max Design 2010 and earlier are not compatible with Revit Architecture 2011 or Revit Architecture 2012.

3.2 If I upgrade to 3ds Max Design 2012 but remain on Revit Architecture 2011 (or earlier), will I experience compatibility issues?

No. If you move to 3ds Max Design 2012 or 3ds Max Design 2011 and remain on Revit Architecture 2011, you should not experience any loss of interoperability.

3.3 Is Autodesk planning to address compatibility issues with 3ds Max Design 2010 in a hot fix or service pack release?

While Autodesk is constantly investigating ways to optimize workflows between Revit Architecture and 3ds Max Design, no plans have been announced to address this particular issue. Therefore, customers should consider upgrading to the 2011 or later versions of both products to take advantage of the powerful new workflow features.

4. Upgrades

4.2 How do I upgrade to 3ds Max Design 2012 and Revit Architecture 2012?

3ds Max Design and Revit Architecture customers with active Autodesk® Subscription contracts will receive automatic entitlement to the 2012 versions of their respective software. Subscription contract managers and software coordinators will be sent an email containing a link to a download page. Customers who are not on Subscription can upgrade to 3ds Max Design 2012 or Revit Architecture 2012 by contacting their local reseller. [Locate an Autodesk reseller.](#)

Autodesk, Exposure, FBX, Revit, and 3ds Max 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. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2011 Autodesk, Inc. All rights reserved.