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# Subscription Advantage Pack for Autodesk® 3ds Max® 2010—Connection Extension

The Subscription Advantage Pack for Autodesk 3ds Max 2010 Connection Extension, makes it easier and more cost-effective to turn external designs into more accurate, creative advertisements by delivering new levels of interoperability, based on intelligent data workflows, between 3ds Max and design packages from Autodesk and certain third-parties.

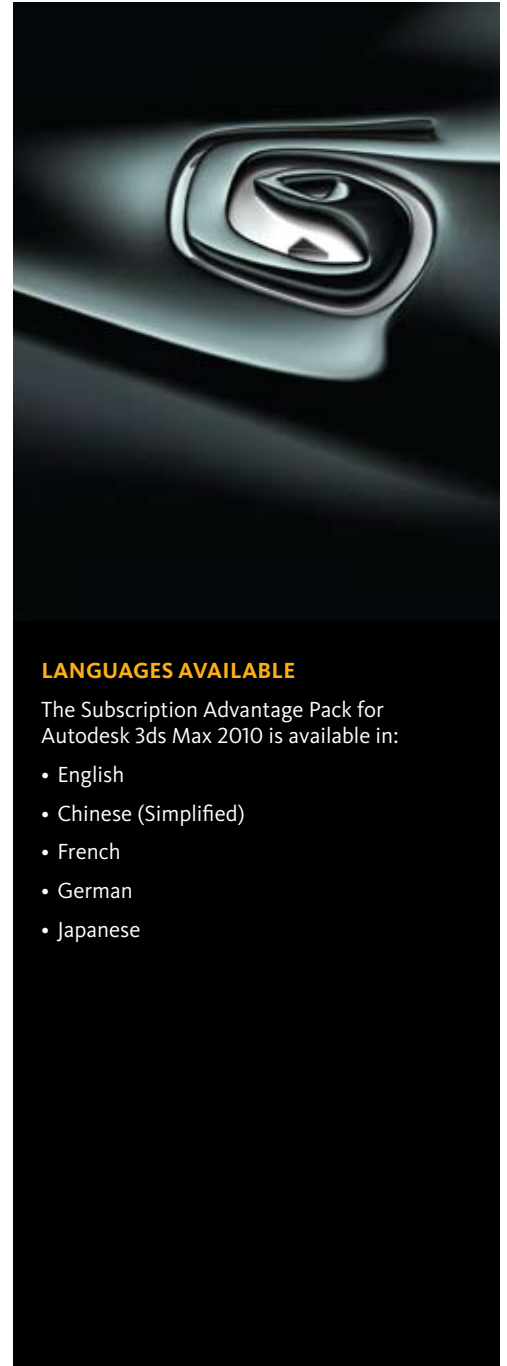
## FEATURES AND BENEFITS

- 1. Streamlined compositing with OpenEXR**—Streamline your 3D-to-compositing workflow. A rewritten OpenEXR translator supports HDR workflows with advanced compositing applications.
- 2. Enhanced interoperability with Design Data**—Bring solid models from many of your favorite CAD packages into 3ds Max for visual enhancement or conceptual design. A new high-fidelity SAT data translator helps make it easier to move solids-based data between 3ds Max and the Autodesk® Alias® family of products, Autodesk® Inventor® Professional software, and certain other design products without translating to polygons.
- 3. Intelligent workflows**—Helps save time with new, more effective workflows for dealing with complex scenes.
- 4. Extensive connectivity with Google™ SketchUp™ modeling software**—A powerful new SKP file translator enables you to bring SketchUp scenes into 3ds Max with minimal effort and get right to work rendering or enhancing the visuals. Also, 3ds Max can now read numerous free models from the 3D Warehouse section of the Google website.

## PRODUCT COMPATIBILITY

Autodesk 3ds Max Subscription customers will also be granted access to the following software enhancements, which they can install and use on their machine associated with the 3ds Max Subscription.

- 1. ImageModeler 2009:** This image-based modeling and photogrammetry software generates 3D models from photographs, enabling artists to view their 3D models in the context of existing environments. Bridging the 2D and 3D worlds, Autodesk® ImageModeler™ software enables you to more easily capture reality as-built, take measurements, and create photorealistic 3D models and export them to 3ds Max in different formats (Autodesk® FBX® file format, OBJ, DWG).
- 2. MatchMover:** Considered a critical production tool at leading visual effects facilities, Autodesk® MatchMover™ software delivers high-quality 3D camera tracking. Using this toolset, artists can extract accurate 3D camera and motion data from video and film sequences in order to insert computer graphics (CG) elements into a scene. MatchMover provides automatic tracking capabilities combined with the precision manual controls that professional artists demand.
- 3. Six-month trial license of Mudbox 2009:** Designed by professional artists in the film, games, and design industries, Autodesk® Mudbox™ digital sculpting and texture painting software gives 3D modelers and texture artists the freedom to create without worrying about technical details. Mudbox includes a highly intuitive user interface that makes modeling almost as simple as working with clay. It has a powerful creative toolset for helping design ultra-realistic high-poly 3D models, and a texture painting workflow that allows you to paint directly on your 3D models—vastly simplifying the process of painting detailed textures across multiple high-resolution maps.



## LANGUAGES AVAILABLE

The Subscription Advantage Pack for Autodesk 3ds Max 2010 is available in:

- English
- Chinese (Simplified)
- French
- German
- Japanese

Subscription Advantage Packs can be downloaded by signing in to Subscription Center. For more information visit [www.autodesk.com/advantagepacks](http://www.autodesk.com/advantagepacks).



NOTE: Autodesk ImageModeler and Autodesk Model Review are available in English only.

Cover rendering courtesy of Natalie Chusa.

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