Subject: Modelling Tools Update: 3D Studio Max 9 Posted by Zion on Fri, 20 Oct 2006 20:41:21 GMT

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The free trial of the award winning 3D Computer Graphics tool, 3D Studio Max 9, has been released.

Tackle any project and achive the results you want in less time. Autodesk 3ds Max 9 software lets you manage complex data and scale your team to meet the needs of next-generation production pipelines.

Perfomance

Work with ever-increasing ammounts of data and more complex scenes. The new 64-bit version of Autodesk 3ds Max 9 takes advantage of the latest technology advancements, to address chalenges you face in next-generation production pipelines.

Productivity

Quickly model inorganic shapes with Pro Booleans. Place animation into separate layers to easily tweak dense and complex animations. View scene complexity statistics along with the resulting frame rate to measure and optimize scene performance. Feature enhancements in 3ds Max 9—such as faster solving of complex cloth dynamics—deliver the speed and precision needed to meet time-sensitive production deadlines.

Pipeline Efficiencies

Easily share files, track work-in-progress assets, and customize production pipelines to accelerate creative workflows. Improvements to "XRefs" for better interaction with linked assets, support for relative paths, and Autodesk® Vault functionality help production teams optimize workflow and manage collaboration among members of a creative team.

Rendering Enhancements

Produce stunning photo-real imagery. Use new mental ray® 3.5 shaders to easily create beautiful skies with shadows from the sun or simulate metallic car paint. In addition, new presets for ambient occlusion, rounded corner effects, reflections, and refractions make it easier to achieve realistic, stunning results. Harness the full power of the mental ray rendering engine within Autodesk 3ds Max 9 software.

Perfomance Optimizations

Core performance enhancements to 3ds Max 9 help maximize your productivity and accelerate your creative workflow. For example, enjoy greater viewport interactivity when working with dense meshes and switch between high-res and low-res bitmap proxies for better interaction.

Autodesk 3ds Max 9 is avalible on Windows for 32-bit and 64-bit systems.

This will be the new standard of tools used and utilised my many professional and non-professional game developers, including the three, large and soon to be successful mod development teams for C&C Renegade.

You can get more information about this product here.

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