DISCOVER SCALABLE, INTERACTIVE RENDERING.
NVIDIA® IRAY® FOR 3DS MAX

NVIDIA Iray for 3ds Max is a plug-in for both lighting simulation and stunning imagery.

Unleash the full power of Iray interactivity and scalability with this easy-to-use rendering plug-in, Iray for 3ds Max. Intuitively design with photorealistic results to maximize your productivity throughout the scene development process. Effortlessly create or modify physically based lights and materials with workflow tools directly integrated into 3ds Max. All materials and lights—including the free to use NVIDIA vMaterials Library—are built with the NVIDIA Material Definition Language, so they can be shared with other MDL-compatible products.

Iray is built to efficiently distribute rendering loads across any number of processors—locally, networked, or on a remote cluster.
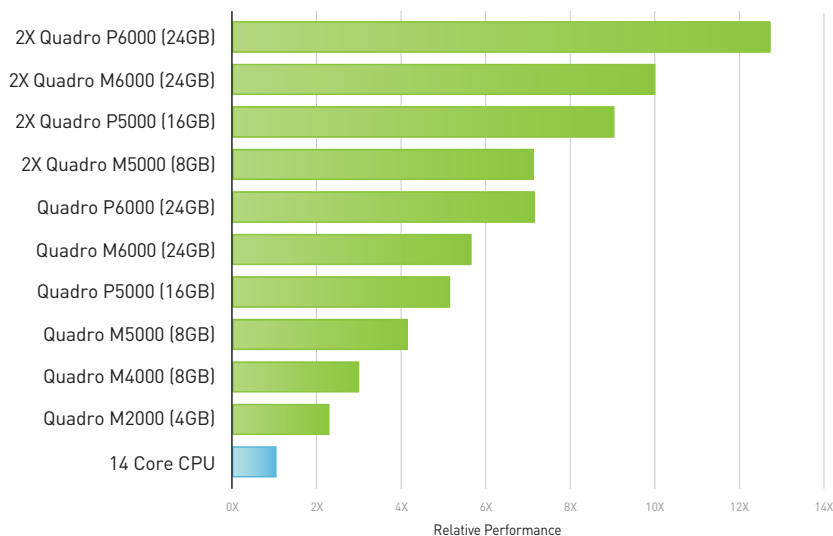
IRAY WORKSTATION PERFORMANCE SCALING

Configuration	Relative Performance
2X Quadro P6000 (24GB)	~13X
2X Quadro M6000 (24GB)	~10X
2X Quadro P5000 (16GB)	~9X
2X Quadro M5000 (8GB)	~7.5X
Quadro P6000 (24GB)	~7X
Quadro M6000 (24GB)	~6X
Quadro P5000 (16GB)	~5.5X
Quadro M5000 (8GB)	~4.5X
Quadro M4000 (8GB)	~3X
Quadro M2000 (4GB)	~2.5X
14 Core CPU	1X

Tests run on a workstation with Intel Xeon E5 2697 V3, 14 cores, 2.6 GHz, 32GB RAM, running Windows 7 SP1 64-bit, using Iray 2016.2 and NVIDIA driver version 373.01, 4K render resolution

NVIDIA IRAY FOR 3DS MAX NEW FEATURES

> Create ready to experience VR content with new spherical and cylindrical camera lens types

> Interactively slice through scene objects with the newly integrated Iray Section Plane

> Review and edit complex layered materials with new controls to show and hide material layering

> Iray Object Properties now include displacement parameters and matte object functionality

> Quickly populate landscapes with the newly supported Forest Pack Pro plug-in

SYSTEM REQUIREMENTS

SOFTWARE	**Autodesk 3ds Max 2017, 2016, and 2015**
OPERATING SYSTEMS	**64-bit Windows**

NVIDIA® Iray®

$295/year per machine
TRY IT FREE FOR 90 DAYS
www.nvidia.com/irayfor3dsmax

PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

vMaterials

| Wood | Paint | Liquids | Granite | Concrete | Bricks |
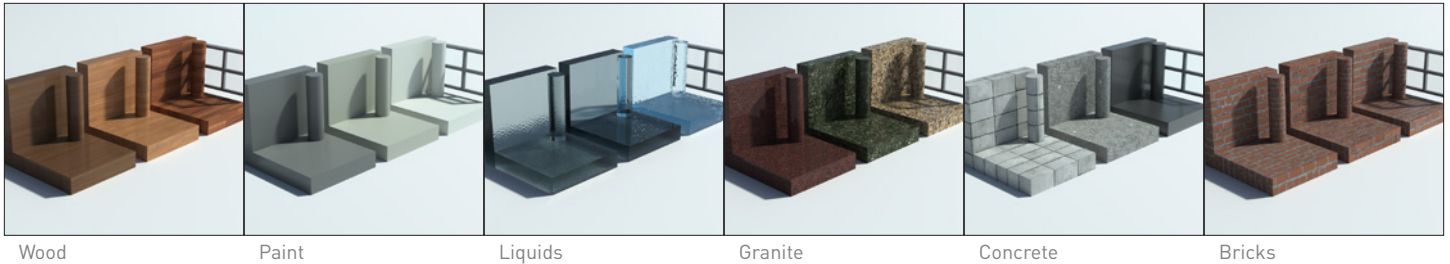
The NVIDIA vMaterials catalog for product and building design is a collection of real-world materials described in the NVIDIA Material Definition Language (MDL). Designed and verified by NVIDIA material specialists for accuracy, control, and consistency, vMaterials provide a fast, reliable way to add realistic materials to your designs. Easily browse, change, and adjust materials to get just the look that's needed within the supported applications. While vMaterials is the perfect addition to the Iray plugin products, it can be used in any application that supports NVIDIA MDL.
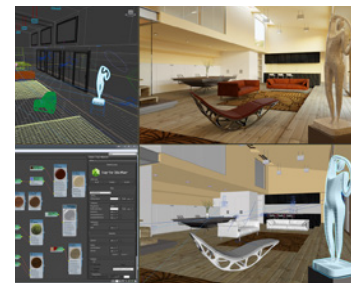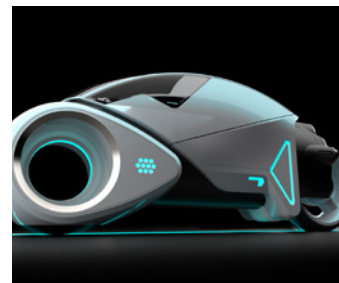
FEATURES

Rendering

Takes advantage of all supported GPUs and CPUs

Physically based path-trace rendering and super-fast Iray+ Interactive ray tracing within ActiveShade

Motion blur using 3ds Max camera multi-pass

Simultaneous render element generation

Custom light path expressions for tremendous flexibility in post-production editing

Instant feedback on depth of field

Backplate Images supported independent of lighting

Lighting simulation mode to evaluate the Lux/Foot-candles at any visible point

Scalable distributed rendering with Iray Server

NVIDIA Quadro® VCA support for remote interactive rendering

Lighting

Interactive lighting updates upon adjusting light parameters and position

Image-based lighting for fast, convincing environments

Support for 3ds Max standard and photometric lights

New Iray+ photometric light type with IES profile support

Real-world units of lighting attributes for accurate simulation

Lighting from emissive (self-illuminated) materials and geometry

Additional light sources can be added at no cost to speed

Complete lighting analysis mode at any visible point

Materials

Interactive updates upon adjusting scene materials

Physically based materials using an intuitive layering with NVIDIA Material Definition Language (MDL)

Extensive material flexibility, including subsurface scattering, thin film, gem, and more

Ability to work directly within Compact and Slate editors

MDL material saving for building custom, shareable material libraries

NVIDIA vMaterials: extensive verified material library to confidently represent real-world results

MDL import and export for sharing materials between different Iray applications with vMaterials

Material measurements from supported devices

Complex layering parameters including Decals, Coating, and Surface

Workflow

Continual feedback with progressive rendering of final results after scene adjustments

Effortless switching between fast ray tracing and accurate path tracing

Interactive tone mapping for quickly achieving desired exposure, white balance, and contrast adjustments

MaxScript scripting support

Easy conversion of scenes created with mental ray materials and lights

Review your designs throughout the seasons with the Procedural Sun and Sky System and Lighting Analysis tools

Quickly set up scenes for rendering stereo panoramas to experience in VR head mounted displays

Immediate feedback on object transforms, lighting edits, and material creations in ActiveShade