



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

Image courtesy of Gensler

NVIDIA Iray for 3ds Max is a plug-in that creates physically accurate renderings by tracing light paths.

It unleashes the full power of Iray interactivity and scalability with an intuitive, easy-to-use workflow that maximizes productivity by providing immediate visual feedback during scene development. Easily create or modify physically based lights and materials with material nodes integrated directly into Max. All the materials and lights—including the NVIDIA vMaterials Library—are built with the NVIDIA Material Definition Language, so they can be shared with other MDL-compatible tools.

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

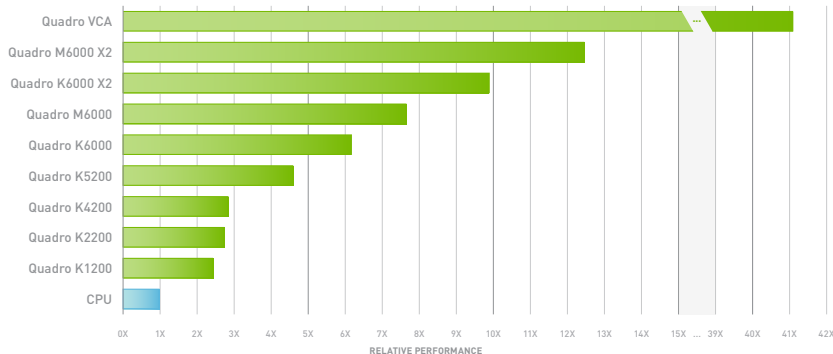
NVIDIA IRAY FOR 3DS MAX NEW FEATURES

- > Immediate feedback on object transforms, lighting edits, and material creations in ActiveShade
- > Scalable distributed rendering with Iray Server
- > Complete lighting analysis mode at any visible point
- > NVIDIA Quadro® VCA support for remote interactive rendering

SYSTEM REQUIREMENTS

SOFTWARE	Autodesk 3ds Max 2016, 2015 and 2014
OPERATING SYSTEMS	64-bit Windows

IRAY 2015 PERFORMANCE

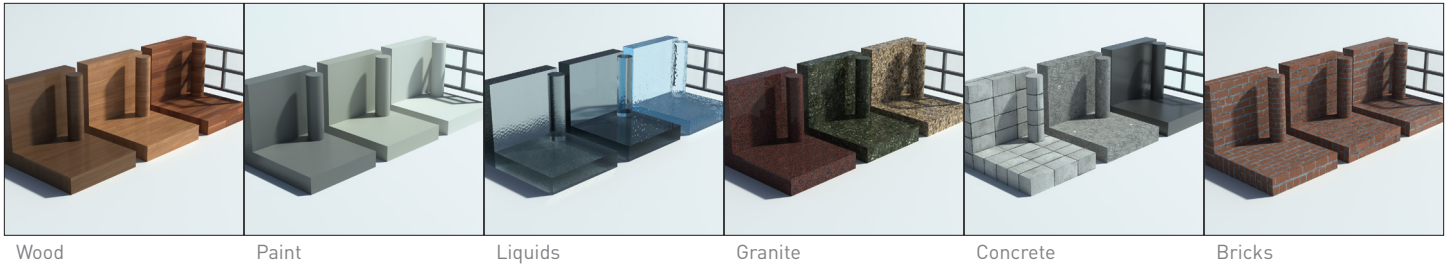


NVIDIA®
Iray®

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

PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

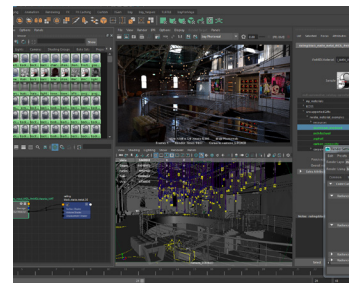
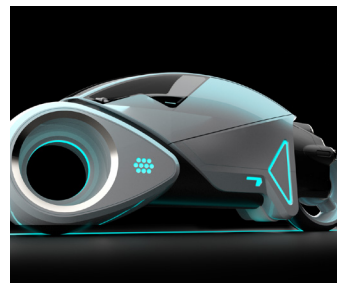
vMaterials



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

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, IES profile support
- Real-world units of lighting attributes for accurate simulation
- Lighting from emissive (self-illuminated) materials and geometry
- Physical sun and sky system
- Additional light sources can be added at no cost to speed

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

For more information on the Iray for 3ds Max Plugin, visit: www.nvidia.com/irayfor3dsmax