

MENTAL RAY FOR 3DS MAX FREQUENTLY ASKED QUESTIONS

Starting with the release of 3ds Max 2018, NVIDIA will be providing NVIDIA® Mental Ray® directly to end users as a plug-in rendering solution that can be freely used while working within 3ds Max. This version will include all the Mental Ray capabilities present in 3ds Max 2017, including its NVIDIA® Iray® mode, and full backwards compatibility. NVIDIA will be shipping Mental Ray for 3ds Max soon after completing production testing on the released 3ds Max 2018 version.

Q: What is happening with Mental Ray and 3ds Max?

A: Autodesk has chosen to no longer include Mental Ray as part of 3ds Max starting with version 2018. NVIDIA is taking ownership of the 3ds Max integration of Mental Ray from Autodesk and is bringing it to market as **Mental Ray for 3ds Max** - a plug-in rendering solution that ensures 3ds Max artists will continue to have the Mental Ray capabilities they depend upon.

Q: What is "NVIDIA Mental Ray for 3ds Max"?

A: *NVIDIA Mental Ray for 3ds Max* is a plug-in rendering solution, seamlessly integrated into Autodesk 3ds Max. The industry standard renderer people have counted upon for years is now available directly from those creating it. 3ds Max 2018 will receive the latest Mental Ray rendering core (matching that of Mental Ray for Maya), updated workflows, enhanced MDL support, and better Satellite and Standalone usability.

Q: How will I get Mental Ray for 3ds Max now?

A: NVIDIA will be supplying *Mental Ray for 3ds Max* in much the same way as it has been doing with *Mental Ray for Maya*. Downloads will be hosted on NVIDIA.com, which will install to deliver a very functional version for immediate use.

Q: When will it be available for 3ds Max 2018?

A: NVIDIA will release *Mental Ray for 3ds Max* soon after it completes final testing on the publicly released version of 3ds Max 2018.

Q: How much will Mental Ray for 3ds Max cost?

A: Final pricing and packaging will be announced closer to availability. Please see what we did for **Mental Ray for Maya**, as it is influencing what we do for 3ds Max.

Q: I see that network rendering is charged for in Mental Ray for Maya. Does this mean that network rendering will no longer be free with 3ds Max?

A: Final policies will be announced along with pricing. That said, our *Mental Ray for Maya* customers have been finding our policy of free interactive rendering and licensed offline production allows all artists and students to work with Mental Ray as needed, while making it easy to manage render farm usage.

Q: Will Mental Ray for 3ds Max continue to provide me the same level of functionality I depend upon?

A: Absolutely, although some defaults may now change to reflect best practices, some terminology may change for consistency, and obsolete features may eventually be retired to improve ease of use. Even with these changes, you can be assured that backwards compatibility is preserved and your scenes will render properly.

Q: What's happening to the Iray renderer that used to come with 3ds Max?

A: The Iray renderer that historically shipped as part of 3ds Max was actually a mode of Mental Ray. This mode will be renamed *Mental Ray Iray* for clarity, and will be included as part of *Mental Ray for 3ds Max*.

Q: Will Mental Ray for 3ds Max improve over time, or will it just stay status quo?

A: NVIDIA is committed to improve and modernize the workflow for Mental Ray in 3ds Max, while also exposing untapped functionality. New capabilities will now appear in 3ds Max as they are enabled in Mental Ray itself. With Mental Ray now being a plug-in, NVIDIA can update its capabilities without having to wait for a 3ds Max release, and (in the future) can provide new versions to previously supported 3ds Max versions.

Q: What will be different about Mental Ray coming from NVIDIA rather than as part of 3ds Max?

A: Historically it was Autodesk that decided how Mental Ray was exposed in 3ds Max, and this had to compete with all the other priorities 3ds Max has had. NVIDIA now directs this effort entirely and will focus on improving its rendering workflow and presenting best practices without being constrained by legacy. You will see this start with v2018 and it will only get better over time.

Q: Will NVIDIA support versions of 3ds Max prior to v2018?

A: No. NVIDIA can't provide updates for earlier 3ds Max versions because there isn't a Mental Ray "plug-in" within those versions to replace. NVIDIA will support multiple 3ds Max versions going forward.

Q: What support will be available for Mental Ray from NVIDIA?

A: NVIDIA has a very active online support forum where users get support from fellow artists as well as NVIDIA. Check out the forums on **Mental Ray for Maya** or **Iray for 3ds Max** as examples.

Q: Will there be special Mental Ray pricing for school render farms?

A: Yes. Schools with curriculum using Mental Ray can obtain complimentary licenses for their school's render farm by applying [here](#). The application currently refers to Maya but is valid for 3ds Max as well.

To be notified of NVIDIA Mental Ray for 3ds Max availability, click [here](#).

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